

A detailed comic book style illustration for the Hellboy roleplaying game. The scene is set in a dark, cavernous environment with purple and grey tones. In the center, Hellboy, a red-skinned devil with horns and a tail, is shown in a dynamic pose, wearing a tan trench coat and a red hat. He is surrounded by other characters: a woman with red hair and glowing yellow eyes, a man in a green uniform holding a handgun, and a man in a tan uniform. To the right, a large, multi-eyed tentacle creature looms. In the background, a bright orange and yellow fire or explosion is visible. The floor is littered with papers and a red bag. The overall style is reminiscent of classic comic book art.

HELLBOYTM
THE ROLEPLAYING GAME

QUICKSTART

JOIN THE LEGENDARY B.P.R.D!

Inspired by Mike Mignola's legendary tales of horror, myth, and folklore, *Hellboy: The Roleplaying Game* is an immersive tabletop experience that brings his world to life. Get ready to become a member of the Bureau for Paranormal Research and Defense (B.P.R.D.) and begin investigating occult perils that threaten the world's very existence. Your team will explore gothic locations, hunt clues, discover artefacts, and face off against terrifying foes.

This free introductory quickstart guide provides the following contents:

- ▮ A brief introduction to the world of Hellboy and the B.P.R.D.
- ▮ An overview of the popular 5th Edition ruleset that provides the framework for B.P.R.D. investigations.
- ▮ New mechanics such as Ingenuity and Doom, all designed to capture the flavour and tension of Hellboy's world.
- ▮ An introductory adventure for up to six players.
- ▮ Five pregenerated characters.

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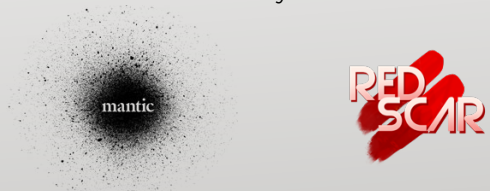
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HELLBOY: THE RPG QUICKSTART

Ancient, doom-laden prophecies come to pass, otherworldly evils wrap their grasping coils around the world, and earthy minions carry out the nefarious bidding of their insane masters. Only a few organisations dare to stand in their way, and only one succeeds where so many others fail. The Bureau for Paranormal Research and Defense, or B.P.R.D., shield the rest of the world from monsters that few even know exist, the thin red line against the supernatural and bizarre. Leading that fight with his mighty Right Hand of Doom is the red-skinned son of an archdemon from hell — Hellboy.

WELCOME TO THE B.P.R.D.

In *Hellboy: The Roleplaying Game*, you will take on the role of an agent within the B.P.R.D. and step onto the frontline to fend off the worst evils the world will hopefully never get to see. If you are new to roleplaying games or even the world of Hellboy, it will be well worth taking the time to read this introduction. If both are familiar to you, however, then feel free to skip ahead to the next section.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game—often shortened to RPG—is a storytelling platform that helps a group of players create their own epic tales and adventures. RPGs are collaborative efforts in which almost everyone takes on the role of a player character (agent or PC) and uses that character's strength and weaknesses to grow a story with the other players. One player, however, takes on the role of the Game Master (GM), whose task it is to portray the scenes, environments, and other characters (non-player characters or NPCs) that the agents interact with throughout the course of the narrative.

Hellboy: The Roleplaying Game makes use of the Fifth Edition (5E) ruleset as a basis for defining the tasks and abilities that agents utilise. The 5E rules are also a foundation for adjudicating certain outcomes whenever something is attempted where the result may be in doubt. You may be familiar with 5E thanks to its connection with the world's most popular fantasy RPG. While the 5E ruleset forms the underpinning framework for *Hellboy: The RPG*, some unique elements have been introduced to help build upon the dark and otherworldly flavour that is so much a part of Big Red's world.

To get you started once you are familiar with the basics, this quickstart contains an introductory adventure and five pre-generated characters. These characters may initially look like a set of statistics surrounded by grim and gritty graphics, but taking a closer look at the stories that are included with them will hopefully provide some insight into how to take on that character's persona. And if you feel as though you can't act well or are a little nervous, worry not! Remember that this is a collaborative game, so you'll have the support of the other players in making sure that you are able to enjoy the session regardless.

Time for one final important note before you continue to the next section. There are no winners or losers in an RPG. While there may be a fixed goal for a session or story, whether your character reaches that goal should very much be secondary to the story. An RPG is about overcoming challenges together and creating engaging tales as you do so. Even the GM, whose task it is to place perilous challenges in the agents' path, has committed themselves to being part of a very unique and charming form of entertainment that provides everyone with a moment to shine. A game of *Hellboy: The RPG* is designed to be fun for everyone!



FIFTH EDITION BASICS

FIFTH EDITION BASICS

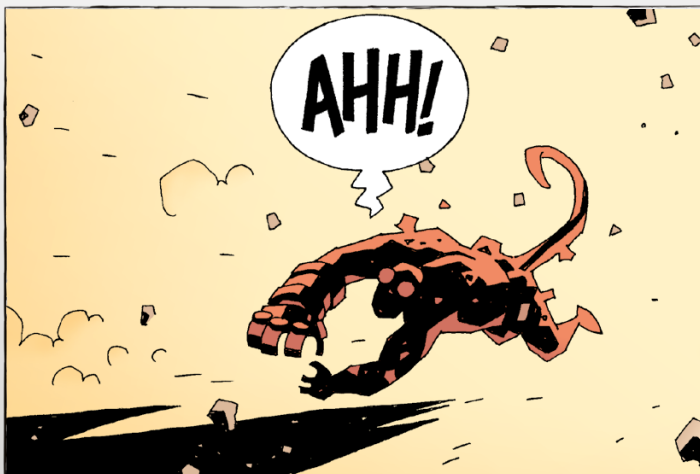
As mentioned previously in the introduction, the 5E system provides the mechanical framework, enabling players to craft outlandish tales within the world of *Hellboy: The RPG*. If you are not familiar with 5E, most of the core mechanics are introduced here. Even if you are experienced with 5E, however, it would still be worth familiarizing yourself with this section as there are some differences to how injuries are handled, for instance.

THE PRINCIPLE MECHANIC

A simple rule of thumb—and the principle mechanic for many RPGs—is that a dice roll should often be relied upon any time the outcome of a character's stated intent is in doubt.

Does the bullet hit the frog monster? Has your character discovered the secret clue hidden in the text? Will your character be able to climb the ivy-draped wall? Although they all constitute a dice roll at their heart, there are three types of roll used to determine the outcome of a particular situation:

- ❏ **ABILITY (SKILL) CHECK:** Used to determine the outcome of an action related to a particular ability. An associated area of expertise, listed in parentheses and known as a skill, may allow you to add your character's proficiency bonus to the ability check.
- ❏ **ATTACK ROLL:** Used when some form of weapon or power is employed for an attack. If your character has trained with a particular weapon, proficiency bonus may again apply.
- ❏ **SAVING THROW:** Used to avoid harm or resist harmful effects, depending on your agent's role or the situation that requires the saving throw.



MAKING A ROLL

Regardless of whether an ability check, saving throw, or attack roll is required, each type of roll follows the same basic steps:

- ❏ The GM specifies the type of roll required and defines the Target Number (TN). If an ability check is being made, they will also specify which attribute it applies to and any appropriate skill that can be included. If a saving throw is being made, the GM simply states which ability is being used to resist the threat. If an attack roll is required, the appropriate ability will be determined by the type of attack being made.
- ❏ You then roll 1d20 and add the appropriate modifiers. This will always include a modifier based on the relevant ability for the roll but may also include others, such as a proficiency bonus if one applies, and/or other bonuses from role features or those related to the circumstance.
- ❏ Compare the total to the TN. If the total equals or exceeds it, it's a success. If not, it's a failure. The TN for ability checks or saving throws is known as a Difficulty Class (DC), while the TN for attack rolls is tested against Armour Class (AC).

ABILITY SCORES

The basics of making a roll introduced your character's defining statistics, called ability scores. Each creature and character has a set of numbers that defines their strengths and weaknesses in a particular trait. Ability scores are not just a measure of innate capabilities, however, but also encompass a creature's training and competence in activities related to that ability.

A score of 10 or 11 in an ability score is the normal human average, but agents are a cut above average in most abilities. Unfortunately for agents, the monsters and creatures they face can often have scores much higher than this!

Each character and creature is defined by six ability scores:

- ❏ **STRENGTH:** Represents physical power.
- ❏ **DEXTERITY:** Measures agility and coordination.
- ❏ **CONSTITUTION:** Defines endurance and fortitude.
- ❏ **INTELLIGENCE:** Relates to reasoning and memory.
- ❏ **WISDOM:** Represents perception and insight.
- ❏ **CHARISMA:** Defines force of personality and willpower.

Each ability provides an associated modifier ranging from -5 (for an ability score of 1) to +10 (for a score of 30). This modifier is always added to any ability (skill) checks, saving throws, and attack rolls that make use of the ability score. Unless instructed otherwise, you would always add your Dexterity modifier to a Dexterity check, for instance.

The ability modifier associated with a particular score can be found on each of the pregenerated character sheets that are provided with this quickstart. Because they affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

NOTE ON ROUNDING

To determine some outcomes, the rules may call for a total to be divided by another number. Whenever a number is divided within the game, the result is always rounded down when it is less than a whole number. This is the case even if the fraction is one-half or greater. Unless the text states, always round to a minimum of 1.

ADVANTAGE AND DISADVANTAGE

If the circumstances are particularly favourable for your character, they can benefit from a mechanic known as advantage. If a roll benefits from advantage, you roll 2d20 (two twenty-sided dice) and use the higher of the two results.

On the flip side, less than ideal conditions or a lack of proper equipment can result in your character rolling with disadvantage. When a roll has disadvantage, you roll 2d20 and use the lower of the two results.

If a roll would be affected by both advantage and disadvantage, they cancel each other out, and the roll is made normally.

CHECKS AND SKILLS

An ability check tests a character's or creature's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For ability checks, the GM decides both the ability relevant to the task at hand and its difficulty, represented by a Difficulty Class. The more difficult a task, the higher its DC. The *Typical Difficulty Classes Table* shows the most common DCs.

TYPICAL DIFFICULTY CLASSES

DC	VALUE
5	Very Easy
10	Easy
15	Medium
20	Hard
25	Very Difficult
30	Near Impossible
35	The Laws of Physics would like a word.
40	Don't roll. No, really. Put the die down.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve a roll. These checks can represent the average result for a task done repeatedly, such as searching for secret doors continuously, or allow the GM to secretly determine whether the characters succeed at something without rolling dice.

Use the following formula to determine your character's total for a passive check:

 **10 + all modifiers that normally apply to the check**

If your character has advantage on the check, add 5. If they have disadvantage, subtract 5. The passive check total is referred to as a score.

For example, Dr Marcus Hansard (p. 37) has a wisdom modifier of +4 and proficiency bonus of +3. His passive perception is therefore 17.

CONTESTED ROLLS

A contested roll is required in certain situations where two creatures are opposing each other, such as one trying desperately to hold a door closed and the other attempting to prise it open. In these instances, both creatures roll appropriate ability checks. The higher of the two results is able to overcome the other creature's efforts. There is no need to compare the total to a DC, simply compare the results against each other. A contest that results in a tie means the situation remains unchanged.



FIFTH EDITION BASICS

FOCUS CHECK

To represent the chaos of field work, some abilities require a focus check to activate. A standard focus check is a DC 10 Constitution saving throw. For more difficult focus checks, the DC can be adjusted to 8 + one-half the agent's level.

If successful, the ability immediately takes effect as described in its entry. On a failure, the ability does not take effect. Although the action, bonus action, or reaction is still expended, the use of the ability is not.

A focus check made outside of combat can only be attempted once per task. A failed use of an agent's Trained Eye ability, for instance, would mean that the subsequent skill check would need to be made at disadvantage regardless.

Some abilities require sustained focus across several rounds. In this instance, only one check is made to activate the ability, but maintaining focus after this is a free action. Normal activity can be undertaken while maintaining focus. If the agent receives damage while sustaining focus, however, they must make a Constitution saving throw against a DC of 12 or half the damage, whichever is higher. On a success, the ability continues. On a failure, the ability ends. Using another ability that requires focus immediately ends any sustained focus, as does incapacitation or death.

A point of Ingenuity can be spent to activate an ability or maintain focus in response to damage, without requiring a focus check. (See "Ingenuity", p. 15.)

GROUP CHECKS

A group of agents can pool their efforts to improve their odds, which may be the case when searching for or attempting to decipher clues.

To undertake a group check, the GM sets the DC and specifies which attribute and skill(s) may be used. The agents involved then roll their checks. If they roll more successes than failures between them, the check is a success.

EXTENDED GROUP CHECKS

Some situations may involve multiple agents and require checks across several rounds or time periods. These are extended group checks. To undertake an extended group check, the agents describe how they are going to use their skills to overcome the challenge, and the GM sets the DCs based upon the skill if they deem it appropriate.

Each agent can only attempt a skill once and can choose to expend role or background features that may cancel out a failure, grant a success, or provide advantage on another agent's check. The GM will set a number of successes that the agents will need to accumulate as a group before rolling a certain number of failures.

For example, following a confrontation with a ghost, the agents are running out of a collapsing warehouse. The GM decides that because the agents know a way out, the task is fairly simple and also decides that the agents need to accumulate 3 successes before 3 failures. A more complex task might require 4 successes before 2 failures.

Each failure should be dramatic but not devastating. In our example, a failure may mean that a door is blocked by a falling piece of roof and the agents must now decide how to overcome it. The success in removing the blockage may remove a failure from their running total or may lend itself to counting as a success. The GM has final say on what skills are appropriate and what complications may arise.



SKILLS

Sometimes, the GM might ask for an ability check using a specific skill. At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill relevant to the task means an individual can add their proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check, adding only their ability score modifier to the roll.

On each character sheet, skills are arranged beside the attribute that they are most often associated with. In some situations, the GM or player can recommend for skills to be applied from an ability that it isn't usually associated with, such as a Constitution (Athletics) check to determine how far the agent can swim through the wreckage of a sunken ship, or an Intelligence (Acrobatics) or (Medicine) check to gauge whether a feat of contortion is physically possible for a normal human.

ATTRIBUTE AND SKILL DESCRIPTIONS

STRENGTH ATHLETICS

Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- ☞ You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- ☞ You try to jump a long distance or twist mid-jump.
- ☞ You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or, another creature tries to push or pull you underwater or otherwise interfere with your swimming.

ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a crowbar or sword. You use melee weapons to make attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

ENCUMBRANCE

Your strength score determines how much weight you can lift and carry. As this *Quickstart Guide* is intended to introduce you to the world of Hellboy and the basics of 5E, more in-depth rules on encumbrance will be available within the corebook.

DEXTERITY ACROBATICS

Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts that involve dives, rolls, somersaults, and flips.

STEADY HANDS

Use this skill whenever you attempt something that requires fine manual dexterity, steady hands, or nimble-fingered trickery.

STEALTH

Make a Dexterity (Stealth) check when attempting to conceal yourself from enemies, slink past guards, slip away unnoticed, or sneak up on someone without being seen or heard.

ATTACK ROLLS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon such as bow or gun. You can also add your Dexterity modifier to your attack and damage roll when attacking with a weapon that has the FINESSE quality, such as a dagger.

ARMOUR CLASS

Depending on the type of armour you wear, you might add some or all of your Dexterity modifier to your Armour Class—which is the TN someone needs to achieve to successfully attack you.

INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

CONSTITUTION

Constitution measures health, stamina, and vital force.

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The GM might call for a Constitution check when you try to accomplish tasks like the following:

- ☞ Hold your breath.
- ☞ March or labour for hours without rest.
- ☞ Go without sleep.
- ☞ Survive without food or water.
- ☞ Quaff an entire pint of ale in one go.



FIFTH EDITION BASICS

INTELLIGENCE **BUREAUCRACY**

Relates to knowledge of the inner workings of organisations, including how to navigate their nebulous internal processes, cut through red tape, and speak to the correct department.

HISTORY

This skill is your knowledge of the mundane world's history and the cultures within it.

OCCULT

This skill represents knowledge of supernatural traditions, paranormal myths, preternatural creatures, and the practices of secret cults. This can include knowledge of legends or reports of similar creatures such as ghosts, but the information may not be reliable. Just because there is a legend doesn't make it true.

OCCULT VS HISTORY

Knowing that a local lord from the mists of time named Rasimand was rumoured to have sold their soul is History. Recognising that the selling of a soul is usually linked to ghosts and demonic creatures such as vampires is knowledge of the Occult.

RELIGION

This measures your ability to recall lore about deities, rites and prayers, religious hierarchies, and holy symbols.

RELIGION VS OCCULT

Religion is knowing that exorcism is a Catholic rite that can only be performed by an anointed priest with the approval of a bishop. Occult is knowing that the rite of exorcism is usually used against demonic entities, with mixed results.

SCIENCE

This covers knowledge of the physical sciences such as chemistry, biology, physics, and the natural world. This can also be used to recognise when something isn't of the natural world, such as ectoplasmic residue.

TECHNOLOGY

Technology skill relates to your knowledge of computers and other electronic devices, the inner workings of complex machines such as cars, and the processes required to craft or modify such equipment.

WISDOM

ANIMAL HANDLING

When there is any question whether you can calm down a domesticated animal or understand an animal's intentions, the GM might call for a Wisdom (Animal Handling) check. This can also be used to gain an understanding if an animal's behaviour is normal or unusual.

INTUITION

Intuition represents your ability to put yourself in the shoes of others and discern their motivations or most likely path of action. For instance, Intuition is figuring out where a researcher has hidden their password or determining if someone is withholding information.

INVESTIGATION

This is the ability to collate information and decipher the data, which includes scouring a scene and understanding how different factors have interacted. You might deduce the location of a hidden object, discern what kind of weapon dealt a wound based on the trauma's appearance, or determine the weakest point in a tunnel that could cause it to collapse. This skill also allows you to track creatures by the evidence they leave behind.

MEDICINE

A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness. This also includes understanding how a creature died or why it might be acting irrationally.

PERCEPTION

This skill lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.

PERCEPTION VS INVESTIGATION

Perception allows you to notice something that might otherwise remain hidden, while Investigation allows you to piece together several clues surrounding the same hidden focus. Perception would allow you to notice that there is a gap in the stonework that could be a secret door. Investigation at the same site would allow you to determine how to activate the pressure plate that opens the secret door.

SURVIVAL

This skill allows the agent to survive in the wilderness or away from the comforts of home, which includes trudging through dense forests and frozen wastelands.



CHARISMA INTIMIDATION

When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

PERSUASION

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use Persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. You may also, however, employ Persuasion when trying to fast-talk a security guard, pass yourself off in a disguise, or maintain a straight face whilst telling a blatant lie.



SAVING THROWS

A saving throw, or save, represent your efforts to avoid a trap, resist a supernatural power, or shrug off a poison. The GM will specify which ability is relevant when a saving throw is required. To make a saving throw, simply roll a d20 and add the appropriate ability modifier plus proficiency bonus if the agent has one for that particular save.

A saving throw can be modified by a situational bonus or penalty and also affected by advantage or disadvantage, as determined by the GM. The DC of the saving throw is determined by the effect that causes it, as is the result of a failed save. A successful save usually means a character or creature suffers no harm from the effect.

Each increment of 5 that an agent fails a saving throw by introduces an additional effect, such as increased damage or an additional factor or condition being added to the effect. For example, if an agent's saving throw result against the appearance of a Poltergeist is 4 and the DC was 14, then—alongside the listed damage—the agent suffers 1 additional damage dice, is lifted off their feet by the ghost, and is now in danger of being choked by it.



ACTION AND COMBAT

COMBAT

Combat in Hellboy is recorded in rounds. Each round represents a six-second snapshot of time. Every character and creature able to do so takes a turn within each round. The order of turns is determined at the beginning of a combat encounter when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round unless one side is defeated.

You can use your turn during a round to move up to your speed and take one action. The most common actions you can take are described opposite in "Your Turn".

The "Movement" section, p. 10, covers the rules for your move.

You can always choose to give up your turn completely. If you can't decide what to do on your turn, consider taking the dodge or ready action, as described in "Actions in Combat".

You can take your action and movement in any order. For example, you can move 10 ft and take your action, then take the rest of your movement.

COMBAT STEP-BY-STEP

- 1 **DETERMINE SURPRISE:** The GM determines whether anyone involved in the combat encounter is surprised.
- 2 **ESTABLISH POSITIONS:** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are—how far away and in what direction.
- 3 **ROLL INITIATIVE:** Everyone involved in the encounter rolls initiative, determining the order of combatants' turns.
- 4 **TAKE TURNS:** Each participant in the battle takes a turn in initiative order.
- 5 **BEGIN THE NEXT ROUND:** When everyone involved in the combat has had a turn, the round ends. Repeat the "Take Turns" step until the combat encounter stops.

SURPRISE

You can sometimes find yourself caught unawares, particularly if a creature has snuck up on you. If this happens, you gain the surprised condition for the next round of combat, which is usually also the first round. If you're surprised:

- 1 You can't move or take an action on your first turn of the combat.
- 2 You can't take a reaction until that turn ends.

A member of a group can be surprised even if the other members aren't.

INITIATIVE

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest roll to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and an agent. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

ACTIONS ON YOUR TURN

There are a number of common actions that are available to everyone on their turn in combat. You may also take smaller actions that require minimal effort during your turn. These free actions are limited to single acts such as opening a door, drawing a weapon, or shouting a warning. The GM will decide what constitutes a free action, but a good reference point to consider is whether the action could be taken within a split second. If not, the action likely requires a bonus action or full action.

ATTACK

Make a single melee or ranged attack against a target. Making an attack is covered on p. 10. Some features may allow additional attacks as part of the attack action.

BOUNCE BACK

This is a level-based, once per session action that allows you to recover from a blow and launch yourself back into the fray. This action can only be used when you are at half of your maximum hit points or less. You can immediately spend 2 Hit Dice (HD) to regain an amount of hit points equal to the total rolled. For more information on healing, see p. 14.



DASH

You use your action to gain extra movement. You may move up to your speed—including any modifiers—a second time.

DISENGAGE

If you take the disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn. (See "Opportunity Attack", p. 10.)

DODGE

So long as you can see an assailant, attack rolls that target makes against you gain disadvantage until the start of your next turn. You also make Dexterity saving throws with advantage.

HELP

You can lend your aid to another creature in the completion of a task. When you take the help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 ft of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

Following the rules as described in "Hiding", opposite, you make a Dexterity (Stealth) check in an attempt to hide. If you succeed, you gain certain benefits as described further in "Unseen Attackers and Targets" on p. 11.

INTERACT

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the use an object action. This action is also useful when you want to interact with more than one object on your turn.

READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the ready action on your turn so that you can act later in the round using your reaction.

First, decide what perceivable circumstance will trigger your reaction. Then choose the action to take in response to that trigger, or choose to move up to your speed in response to it.

When the trigger occurs, you can either take your reaction right after or ignore the trigger. "If the cultist steps on the trapdoor, I'll pull the lever that opens it," for example. As described under "Reactions", below, you can take only one reaction per round.

BONUS ACTIONS

Some role and background features grant bonus actions, which is an additional action that may be taken on your turn. You can take a bonus action only when a special ability or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn. You must choose which one to use when you have more than one.

Unless the timing is specified, you may choose when to take a bonus action during your turn. Anything that inhibits you from taking actions also prevents you from taking a bonus action.

REACTIONS

Certain special abilities and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another until the start of your next turn. If the reaction interrupts another creature's turn, they can continue their turn right after the reaction.

HIDING

The GM decides when the circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence. You can't hide from a creature that can see you clearly, and you give away your position if you make noise.

If you come out of hiding in combat and approach a creature, it will usually see you. In some circumstances, however, such as if the creature is distracted, the GM may allow you to stay hidden and gain advantage on an attack.

To determine if a creature notices you even while not actively searching, compare their Passive Perception (see p. 3) against the check you made to hide.



ACTION AND COMBAT

MOVEMENT

You can move up to your movement speed during your turn, which is listed on your character sheet. Using the dash action grants additional movement up to your speed.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

If you are playing on a grid, movement typically translates to 5 ft per square.

JUMPING

There are two common forms of jumping, both described below.

LONG JUMP

When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 ft on foot immediately before the jump, otherwise you can only jump half as far. Each foot you clear on the jump costs 1 foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's discretion, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

HIGH JUMP

If you are able to move at least 10 feet on foot immediately before the jump, you can jump upwards a number of feet equal to 3 plus your Strength modifier. A standing high jump covers only half that distance.

CLIMBING AND SWIMMING

To climb costs double movement (so you can only move half your movement speed), as does making your way through difficult terrain. If you do not have a swim speed, then swimming also costs double movement.

DIFFICULT TERRAIN

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a move.

MOVING THROUGH ANOTHER CREATURE'S SPACE

You can move through another friendly creature's space. Whether friendly or hostile, you cannot end a move occupying the same space as another creature.

If you are at least two size categories smaller than a creature, you can attempt to pass through the larger creature's space with a Dexterity (Acrobatics) check. The space the creature occupies is treated as difficult terrain for the purpose of moving through it.

OPPORTUNITY ATTACK

If you leave a hostile creature's reach during your move without using the disengage action, they may use a reaction to make a melee attack against you.

SQUEEZING

A creature can squeeze through an area meant for a creature one size smaller than it. The space being squeezed through is considered difficult terrain.

CREATURE SIZE

SIZE	SPACE	CREATURE
Tiny	2½ ft by 2½ ft	Frog
Small	5 ft by 5 ft	Large Dog
Medium	5 ft by 5 ft	Frog Monster
Large	10 ft by 10 ft	Giant Frog Monster

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. Unless it allows them passage, a frog monster standing in a 5-foot-wide doorway blocks other creatures from moving through.

ATTACK AND DAMAGE ROLLS

Your attack roll determines whether the attack hits or misses. An attack roll is the total of a d20 roll plus appropriate modifiers. If the combined total of the roll equals or exceeds the target's Armour Class (AC), you have hit.

🗡️ **ABILITY MODIFIERS:** Ranged attacks and finesse weapons use the Dexterity modifier. Melee attacks use Strength.

🗡️ **PROFICIENCY BONUS:** If your agent is proficient in the weapon, also add the proficiency modifier to the attack roll.

UNSEEN ATTACKERS AND TARGETS

If you can't see your target, you attack with disadvantage. If a creature can't see you, you attack with advantage. (If you are also hidden, you give away your position.)

DAMAGE

For agents, a successful attack roll is followed by a damage roll. Damage is determined by the weapon used for the attack plus the ability modifier used for the attack. The total of the roll is then removed from the target's hit points (see p. 13).

NPCs and other creatures simply inflict their average damage. (The number in parentheses following the title of their attack.)

If a weapon or other effect deals damage to more than one target at the same time, roll the damage once for all of them.

ROLLING A 1 AND CRITICAL HITS

Rolling an unmodified 20 on an attack roll is a critical hit. Rolling an unmodified 1 means an attack misses, regardless of bonuses.

For a critical hit, you roll damage and add your ability modifier as normal. You then add the maximum number that your damage die can roll as a bonus. If a weapon inflicts 1d8 damage, for instance, you would roll the d8 and add your ability modifier, then add another 8 to the total (the die's maximum).

NPCs and other creatures inflict double their average damage.

GRAPPLING

If you have a free hand, you can use your attack action to grapple a creature within arm's reach. This replaces one attack action if you're able to make multiple attacks.

A grapple is a contest, with the attacker rolling Strength (Athletics), while the defender rolls their choice of either Strength (Athletics) or Dexterity (Acrobatics). If the grapple is successful, the target gains the grappled condition.

A grapple is subject to the following modifiers:

- ☞ If the creature being grappled is a size category larger, the grapple attempt is made at disadvantage.
- ☞ If the creature being grappled is one size category smaller, the grapple attempt is made at advantage.
- ☞ Attempting to grapple a creature at least two size categories smaller only requires a roll if they choose to dodge.

☞ You cannot grapple a creature more than two sizes larger.

A grappled creature can expend its action to attempt to escape. This invokes a similar contest to the one used to establish the grapple.

A grappled creature can be dragged or carried as part of the grappler's move. This halves the grappler's speed unless the creature is two or more sizes smaller than them.

SHOVING A CREATURE

You can shove a creature with the attack action, which may knock it prone or push it away. If you're able to make multiple attacks with the attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. A shove is a contest that follows the same format as a grapple. If you win the contest, you either knock the target prone or push it 5 ft away from you.



ACTION AND COMBAT

CONDITIONS

During the course of play, characters and enemies can be affected by one or more conditions that are imparted from an attack, ability, ritual, or other means.

BLINDED

- ☞ You can't see and fail any ability checks that require vision.
- ☞ All attack rolls against you have advantage.
- ☞ Your attack rolls have disadvantage.

DEAFENED

- ☞ You can't hear and fail all ability checks that require hearing.

GRAPPLED

- ☞ Your speed drops to 0, with no added bonuses.
- ☞ Grappled ends if incapacitated or if an effect removes the you from the reach of the grappler or grappling effect.

INCAPACITATED

- ☞ You are unable to take any actions or reactions.

INVISIBLE

- ☞ It is impossible to see an invisible creature without the aid of a special ability, trait, or device. For the purposes of hiding, the creature is heavily obscured.
- ☞ Their location can be sensed by sound or by tracks and interaction with the environment.
- ☞ All attack rolls against them have disadvantage, and their attack rolls have advantage.

PARALYZED

- ☞ You are incapacitated (see above).
- ☞ You are unable to move or speak.
- ☞ You fail all Strength and Dexterity saving throws.
- ☞ All attack rolls against you have advantage.

- ☞ All attacks are critical hits if your attacker is within 5 ft of you while you are paralyzed.

POISONED

- ☞ In addition to any recurring damage from the poison, you have disadvantage on all attack rolls and ability checks.

PRONE

- ☞ When prone, you may only crawl for your movement action.
- ☞ You can stand from prone by expending half your movement or your action. You can choose to drop prone by using half your movement or your action.
- ☞ Ranged attacks on you are made at disadvantage unless they are made from 5 ft away, in which case they gain advantage.
- ☞ Melee attacks gain advantage against you whilst prone.

RESTRAINED

- ☞ Your speed drops to 0, with no added bonuses.
- ☞ All attack rolls against you have advantage.
- ☞ While you are restrained, your attack rolls have disadvantage.
- ☞ You have disadvantage on all Dexterity saving throws.

STUNNED

- ☞ You are incapacitated (see opposite).
- ☞ You are unable to move and can only speak a few words at a time.
- ☞ You fail all Strength and Dexterity saving throws.
- ☞ All attack rolls against you have advantage.

UNCONSCIOUS

- ☞ You are incapacitated (see opposite).
- ☞ You are unable to move or speak.

- ☠ You are unaware of your surroundings. You also drop items and fall prone (see prone, opposite).
- ☠ You fail all Strength and Dexterity saving throws.
- ☠ All attack rolls against you have advantage.
- ☠ All attacks are critical hits if your attacker is within 5 ft of you.

HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

Current hit points (usually just called hit points or HP) can be any number from the maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

DAMAGE RESISTANCE AND VULNERABILITY

A creature with resistance to a damage type receives only half damage from a source of damage of that type.

If a creature has vulnerability to a damage type, damage from a source of that type is doubled.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage and resistance to all non-magical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

DAMAGE REDUCTION

A creature with this trait reduces a source of damage by the amount listed, to a minimum of 0. If a creature also has resistance, damage reduction is calculated first.

DROPPING TO 0 HP

If you are reduced to 0 hit points, you gain the unconscious condition and must begin making death saves. Roll a single d20 on your turn. On a roll of a 10 or higher, mark a success in your death saves. On a roll of 9 or lower, mark a failure.

Additionally, an injury is suffered if a 1 is rolled, while a roll of 20 results in 2 successes.

Gaining 3 failures before 3 successes means death unless returned to base or a hospital within the hour. If you achieve 3 successes before 3 failures, you stabilize. If you receive any damage whilst stable, you suffer an injury and must begin making death saves again.

Another character can expend a medical kit and attempt a DC 12 Wisdom (Medicine) check as an action to stabilize you. If this fails, the medical kit is still expended.

You recover from being unconscious when you take time, expend an appropriate power or role ability that restores hit points, or otherwise gain 1 or more hit points. Unless a role feature or ability states otherwise, the bounce back action cannot be taken when at 0 hit points.

INJURIES

When you suffer more damage than your Constitution score, you must immediately make a Constitution saving throw against injury. The DC is either 10 plus the ability modifier applied to the damage or half the total damage, whichever is higher. Only a single injury can be suffered per attack.

You can suffer a number of non-stacking, minor injuries equal to your Constitution modifier before progressing to moderate. The effects of multiple minor injuries do not stack.

After you suffer a number of minor injuries equal to your Constitution modifier plus 1, a moderate injury has been suffered. The effect replaces that of the minor injury. For each injury suffered after moderate, your level of injury will advance by one severity. Unlike minor injuries, the effects of these injuries do stack. At four advanced injuries, you will be seriously disadvantaged and should consider a rest.

INJURY LEVELS

LEVEL	EFFECT
Minor	-1 to skill checks, which doesn't stack
Moderate	Do not add ability modifiers to ability checks or attack rolls
Serious	Do not add ability modifiers to saving throws
Severe	Disadvantage on ability checks, attack rolls, and saving throws
Critical	Your speed is halved, and you cannot dash

ACTION AND COMBAT

HEALING

Unless it results in death, damage isn't permanent. Rest can restore a creature's hit points, and more options will be available within the *Hellboy: The RPG Corebook*.

DUST OFF

You take 5 minutes to dust yourself off and recover a little before pressing on. You can use Ingenuity (see p. 15) to spend Hit Dice (HD) for regaining hit points. If you do, simply roll the HD and recover the amount of hit points indicated by the dice.

Taking advantage of more than one dust off within an hour will create Doom in exactly the same manner as take time, below. (Although Ingenuity can also be used to offset this advance.)

TAKE TIME

You spend an hour or more patching wounds, dozing, and otherwise recovering. Don't tarry too long, however, as there is sure to be doom impending!

You remove one minor injury or reduce the severity of your moderate and higher injuries by one severity and may also freely spend HD to regain hit points. Additionally, you can attempt to make sense of a clue. Unfortunately, the slowing down of momentum means that all Ingenuity is lost.

VISION AND LIGHT

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, and hitting an enemy in combat, to name just a few—rely heavily on a character's ability to see.

Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a lightly obscured area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A heavily obscured area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature in a heavily obscured area suffers from the blinded condition (see p. 12).

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within a subterranean vault, or in an area of supernatural darkness.



INGENUITY AND DOOM

INGENUITY AND DOOM

The agents of the B.P.R.D. are no strangers to flashes of Ingenuity, good fortune or brilliance, just as they are old friends with the sense of impending doom that follows their work across the globe. To represent this, *Hellboy: The RPG* uses the Doom and Ingenuity system to give players and GMs a mechanical framework that allows certain dice rolls to become a narrative opportunity beyond simple success or failure.

GENERATING DOOM AND INGENUITY

Any time an agent makes an ability check, attack roll, saving throw, or has an outcome decided by the roll of a d20, the player also rolls a single d10. The die result for the d10 only counts if a 10 or a 1 is rolled; results of 2 through 9 are ignored. On a 10, the agent has generated a single point of Ingenuity. On a 1, the agent has instead generated a point of Doom. This allows characters to succeed with their d20 test, but potentially have a complication, or fail but gain an insight or opportunity that allows them to later rebound from that failure as they begin to hone in on the truth and everything in between.

If an ability or effect references increasing the step of Doom or Ingenuity generation, the range of generation is increased by the stated number. If Doom is increased by one step, for example, then it would be generated on a roll of a 1 or 2 on the additional d10. Similarly, if Ingenuity is increased by one additional step, then a roll of a 9 or 10 will generate the point. Increases from multiple sources will stack.

Additionally, certain actions or discoveries as part of a case may generate additional Doom or Ingenuity. These are detailed in the Case File text.



ROLLING A 1 OR 20

On a roll of a 20 on a d20 outside of combat, if the d10 roll does not generate Doom or Ingenuity, the agent receives 1 point of Ingenuity. If an agent rolls a 1 on a d20 and does not generate Ingenuity or Doom on the d10 roll, a point of Doom is generated.

INGENUITY

A player can always choose whether to spend Ingenuity or not. And though it has obvious uses in combat, the GM should also encourage the use of this resource outside of combat. Examples for using Ingenuity on a non-combat challenge include the player obtaining additional information from a skill test, succeeding more quickly than intended at a skill-related task, and gaining a new avenue of enquiry.

Ingenuity can be stored as a pool. You can have a maximum number of Ingenuity points equal to your proficiency modifier plus 1. You lose all Ingenuity when you rest by taking time.

USES OF INGENUITY

The following list provides some standard uses for Ingenuity:

- ☞ Succeed with flair, unlock the next level of information, or gain a mild benefit to the current situation.
- ☞ Fail with style. For example, land on your backpack rather than your face as you fall through rotten floorboards, mitigating one dice of damage from the effect. For further clarity, refer to Failing with Ingenuity, opposite.
- ☞ Injuries can also be suppressed by Ingenuity points. The GM should reward creative thinking when Ingenuity points are used for this purpose. (See "Fail with Style", above.)
- ☞ Use a role feature without having to make a focus check.
- ☞ Maintain a sustained focus in response to damage, without needing to roll.
- ☞ Reduce incoming damage as a reaction by 1d6 or your Constitution modifier per point spent.
- ☞ As part of a bounce back action, spend 1 point to add your Constitution modifier to the HP you regain.
- ☞ Reroll the damage dice from 1 successful attack and use either result.
- ☞ Cause damage from a critical hit to explode. If a damage die rolls the maximum value, roll an additional die of the same type and add the result to the total. Any additional dice added can also explode.
- ☞ Increase the result of a skill check, attack roll or saving throw by 1d6 per point spent.

INGENUITY AND DOOM

- ☞ Negate 1 point of Doom generated by another agent.
- ☞ Increase your initiative score by 1d6 per point spent.
- ☞ As part of a dust off rest, spend 1 Ingenuity to use 1 HD.
- ☞ Spend 2 points to stabilise a creature or agent at 0 HP, requiring use of a Medical Kit.
- ☞ Power an ability that requires 1 Ingenuity to be spent.

FAILING WITH INGENUITY

If a d20 ability check, attack roll, or saving throw fails yet the d10 generates Ingenuity, the agent can still gain insight or have some other bit of luck. They might find a document that wasn't what they were looking for on this occasion but might come in handy later. An attack may bounce from their enemy's armour, but the agent finds they're on firmer footing to repel the counterattack. Or they may fail to pick up the trail they were looking for but avoid walking directly into a cave of frogs all the same.

SUCCESSING WITH INGENUITY

If a d20 check, attack, or save succeeds and the d10 generates Ingenuity, the agent gains an additional advantage, piece of knowledge, or narrative moment of fortune, such as stumbling upon the tracks of the creature in question, or taking half the time to sift through the library. If there is an opportunity to resolve Ingenuity narratively outside of combat, these options should be explored. For example, if the players have barely succeeded on an ability check to Persuade the church leader to let them through, a point of Ingenuity could allow them to gain a guide to show them around or catch a glimpse of what the church leader is writing on the clipboard he seems insistent on trying to hide.

INVESTIGATION SHEET

INGENUITY	EFFECT
2	Reduce the damage reduction of all frog monsters (except the giant frog monster) by 1. This can be activated multiple times and stacks.
4	Remove 1 Doom point from the Grand Conspiracy sheet. This can be activated multiple times and stacks.
5	Provided they know where to look, the team can repeat an ability check to discover a Case File specific clue or secret with the DC lowered by 5.

CASE FILES AND CHAPTERS

A Case File is an adventure in *Hellboy: The RPG* that can stand on its own or be a part of a larger campaign. Each Case File is broken down into chapters. Depending on the speed of your team of agents, one or more chapters can be completed in a single game session.

THE INVESTIGATION SHEET

The Investigation Sheet is a method for players to unlock additional benefits from a Case File as they progress. Unlike the Common Doom and Grand Conspiracy sheet, the Investigation Sheet requires Ingenuity to be placed upon it to activate. Any agent can choose to pool Ingenuity on the Investigation Sheet instead of spending it right away.

Agents that succeed on a skill check by 5 or more can add 1 point of Ingenuity to the Investigation Sheet. Ingenuity on the Investigation Sheet can be spent by any agent and is not lost if when taking time. The listed uses on the Investigation sheet are determined by the Case File. The sample Investigation Sheet on this page relates to the Uxley Hall introductory adventure that begins on p. 20.

DOOM

Whenever possible, Doom should be resolved immediately, but keep in mind that it should fit the narrative that led to the check. This may take the form of fumbling the result, gaining disadvantage on a subsequent roll if the d20 roll was a failure overall, or succeeding at a cost if it was a success. An enemy might slip by the group's defences and end up better placed to spring an attack, or an agent might hit with a shot but also jam their weapon. In combat, Doom may manifest by the agent accidentally overreaching and temporarily lowering their Armour Class by 1 or 2, or the agents might misread a room as not derelict but ominous, discounting it as a site to rest with take time.

Much like Ingenuity, Doom can be tracked as a pool rather than used immediately, particularly if there is no suitable option for the use of Doom as part of a roll, or if the use of Doom will arbitrarily slow the game down rather than provide an interesting twist to the narrative.

The GM can hold an amount of Doom equal to the number of agents plus 1. If the GM has more points of Doom than this number, the excess can be spent towards the Grand Conspiracy Sheet or discarded.

FAILING WITH DOOM

If an ability check, attack roll, or saving throw has failed and the d10 roll generates Doom, the result is a fumble. This should be problematic, but not debilitating. A magazine spilling bullets out requiring a bonus action to gather them back up is a problem. A sidearm misfiring and exploding is debilitating.

Doom in this instance should provide a challenge that requires a small amount of effort to overcome without rendering the agent ineffective. Outside of combat, a future ability check associated with the failure might be harder due to increased difficulty or disadvantage, or the GM may require a different test to avoid a follow-up incident resulting from the failed roll. This should be used for story propulsion and enabling creativity on the player's side rather than as a tool to punish bad dice rolls.

SUCCESSING WITH DOOM

If a d20 ability check, attack roll, or saving throw has succeeded and the d10 roll generates Doom, the players have succeeded at a cost, such as overlooking something or allowing something to slip by them. For example, they score a hit on an enemy but leave themselves vulnerable to a counterattack and lower their AC against that opponent by 1 or 2 for a round. Alternatively, a character spots an enemy before being noticed themselves but also believes that the creature will only attack if provoked, causing them to carelessly continue into the creature's path.

As a general rule, whether it's a sidearm becoming jammed or the researcher becoming compelled to break cover and charge into combat at the sight of an undead student, a fumble should be specific to that character or those near them. Doom should never require more than a bonus action to fix mechanically and should always serve to drive the narrative.

ADVANCING THE GRAND CONSPIRACY

The GM can use Doom towards Case File-specific uses. These additional effects are tied to the case being investigated. If a situation causes Doom to be generated, it can be spent towards one of these uses. See p. 27 for a sample Grand Conspiracy Sheet, this one related to *The Sad Case of Mary Pym*. Acting as progressive levels, each Doom spend is a one-time effect.

COMMON ACTIONS THAT GENERATE DOOM

BEING THOROUGH

When the agents spend 10 or more minutes beyond any time required to search an area, perhaps to find something that might have been missed initially, they generate an amount of Doom equal to the total number of agents involved in the

COMMON DOOM SPENDS

DOOM	EFFECT
1	Spawn a frog swarm in the next room the agents enter. The Grand Conspiracy sheet total must be above 4 to use this option.
1	A frog monster (except the giant frog monster) makes 1 attack as a bonus action.
1	Add 1d6 to an attack roll.
2	Cause an ability check or saving throw to be made at disadvantage.
2	Add 1 additional damage dice to an attack.
2	Cause an equipment failure for an item during one chapter, such as radio static, flashlight batteries failing, or a weapon to jam. Requires a bonus action to resolve.
2	Grant advantage to the attack rolls of a frog monster (except the giant frog monster) if more than one targets the same agent.
4	Cause a frog monster (except the giant frog monster) at 0 HP to awaken with 1 HP.

search. At the end of the search, the GM can opt to allow another search attempt with advantage or simply allow the agents to find what they missed through the act of being thorough.

TAKING TIME

Spending time recovering from a particularly problematic encounter can be a huge help to the agents. But, there is no rest for the wicked. A number of points of Doom is generated equal to the number of agents, as creatures continue to work towards their grand design while the agents recover.



INGENUITY AND DOOM

OPTIONAL RULE - HELLBOY: THE BOARD GAME DICE

YELLOW, ORANGE, RED

Instead of rolling a d10 to generate Doom and Ingenuity, agents may roll the two yellow dice. If both dice show a dot, then the agent has generated 1 point of Ingenuity. If both dice show blank, the agent has generated 1 point of Doom.

When Ingenuity is being generated on 1 or more additional steps, first add an additional yellow dice, then upgrade the dice for each additional step as in the board game (yellow to orange, then orange to red). The black dice are not used in generating Doom or Ingenuity.

Should Doom be generated on 1 or more additional steps, then downgrade any dice as per the board game, 1 for each step. If the pool is already 2 yellow dice, then Doom is generated if 1 of the dice shows blank.

Note that this method will generate more Doom and Ingenuity than the standard method of generation.

THE EFFECTS DIE

Critical hits in combat cause the effects die (the blue dice) to be rolled. All results are in addition to regular critical hit rules.

SKULL: Turn the hit into a normal hit.

X2: Double the total damage of the attack.

1 DOT: Add 1 additional weapon damage die to the damage roll.

2 DOTS: Add 2 additional weapon damage dice to the damage roll.

REROLL: Reroll any number of damage dice and use either result.

B.P.R.D. SYMBOL: Provides 1 point of Ingenuity to the agent making the roll.





THE SAD CASE OF MARY PYM

THE SAD CASE OF MARY PYM

"I know not how it was—but, with the first glimpse of the building, a sense of insufferable gloom pervaded my spirit."

The Fall of the House of Usher, Edgar Allen Poe

INTRODUCTION FOR THE GM

In years gone by, the Uxley family was a constant feature at the periphery of high society. Known as a family of talented spiritualists during the Victorian age, the Uxleys fell out of favour for unspoken reasons during World War I. With the death of the last surviving heir, Arthur Uxley Jr, at Passchendaele, the house was bequeathed to the family's servant Reginald Pennyworth and passed down through his son Edward and grandson Robert through the means of a family trust. With this tenuous link to the past severed four years ago by Robert's death in a car crash, the house is now without owner and set to be claimed *bona vacantia*. Before the government starts running down the clock on the property, they have requested that a full and frank assessment of the property be undertaken.

They sent in Mathew Donnel to perform a homeowner's appraisal. Apparently, he saw a ghost on the first floor and refuses to return to finish the job. Worse, he's had words with other surveyors, and now no one is willing to finish the job. The B.P.R.D. has been called in to resolve the matter.

GENERAL ADVICE FOR GMS

This is a haunted house scenario and should be run as such. Play up the creepiness of the abandoned house but be sure to remind the players that, as members of the B.P.R.D., this is their bread and butter. If your players are new to roleplaying, or are still learning their role abilities, remind them that they exist. Finally, if your players come up with an interesting idea, consider it wholeheartedly, and if you think it improves the game, run with it. Ultimately, your game is more important than following the scenario to the letter.

CONTENT WARNING

This adventure features themes of spousal violence, suicide, and murder. Consequently, this may not be suitable for all audiences. Please use your discretion when running this adventure and adjust content as necessary.

Note that this is a unique adventure designed specifically for *Hellboy: The Roleplaying Game* and is not based on any of the graphic novels. This is intended to be a great way for you to get started on your own adventures set within the inspirational Hellboy universe.

HISTORY OF LUXLEY HALL

SCANDAL

Arthur Uxley and Reginald Pennyworth grew up together. While Reginald's father knew nothing of it, Reginald and Arthur were both inducted into the worship of Sadul-em, a mispronunciation of Sadu-Hem. Arthur eventually married Mary Pym, who uncovered the secret temple in the basement shortly after the birth of baby Arthur. Horrified, Mary threatened to tell her father, Guy Pym, a local conservative parliamentarian. Reginald counselled Arthur to fix the matter on hearing the threats.

Arthur was unwilling at first, but several brandies and some hard truths steeled his resolve. A plot was hatched; Arthur would reconcile with Mary, wait a month, and fake her suicide. Though Mary continued to haunt the room she was killed in, Arthur and Reginald evaded capture for this crime.

Suicide was a serious scandal, and when a further pregnancy scandal hit—Edward was born out of wedlock—this was the straw that broke the camel's back. The Uxley name, tied to a suicide and an unwed mother, now invited open mockery and the rumour of even worse scandals.

MONSTERS

Mere scandal plaguing Uxley Hall would be one thing, but Arthur and Reginald began to show signs of their devotions. With Arthur Jr away at school, Edward was inducted into the cult. Arthur's changes were more than society would bear, so he retreated to the secret temple to be fed discrete offerings. A corrupt parish priest then buried an empty coffin with Arthur's name on the casket. Reginald later joined Arthur, where their corrupted forms have since bred two more creatures.

THE END OF AN ERA

When Arthur Jr died, Edward took over the house. With the birth of his malformed brothers, he saw less and less value in being involved with his father's temple. Edward sealed the temple and left the cult behind. What Edward's plan for Robert was will likely never be known, but in the sealed temple, Robert's monstrous uncles swim deep into horrific caves where they forage for their hideous parents.

NOTE: The ghosts and monsters at Uxley are key features. Ensure you read the entire scenario to understand how they develop.

MISSION BRIEFING FOR PLAYERS

The players are briefed during their flight from the B.P.R.D. headquarters in Fairfield, Connecticut. A chartered flight, as Big Red needs the Bureau's plane. The customs officers in the United Kingdom might balk, but the agents' firearms have been sanctioned. SUVs are awaiting collection there.

THE GHOST OF UXLEY HALL

The B.P.R.D. has received a request from Duncan Frost, an up-and-coming member of the conservative party. It's a low-priority investigation of a classic haunting. The ghost appears to be Mary Pym. Resolve the haunting and see if you can help her pass, but that's the ideal, not the requirement. To date, the ghost has only been seen at night, so dusk is probably the best time to visit the site.

THE HOUSE

Uxley Hall transferred in ownership when the last Uxley of the hall was killed in the First World War. From then until four years ago, it was owned by the Uxley family's loyal servant, Reginald Pennyworth, then passed to his son, Edward, and later to his grandson, Robert. Robert died four years ago, and the government is anxious to sell the property.

ODDITIES

You know how it goes, lift a stone and you find bugs. If sorting out the haunting wakes up anything else, put it back to bed. Leave Uxley Hall in better shape when you leave.

WITNESSES OF NOTE

The haunting was reported by a property inspector called Matthew Donnel. An appointment has been made to meet him at 10 o'clock. To date, there are no other known witnesses. As per standard operation procedure, avoid involving non-B.P.R.D. personnel in the on-site investigation.

INVESTIGATING BEFOREHAND

The briefing information is somewhat inadequate, so some player agency is needed to recognise the need for prior research. Unearthing the house's scandals—particularly Mary's suicide and the pregnancy of a nanny—requires a **DC 15 Intelligence (History)** test. Learning that there are unrecorded hints of worse scandals is harder still **DC 20 Intelligence (History)** or **(Occult)**.

No matter how high characters roll, there is nothing about the ghosts or frog monsters. Characters with features that increase their Clearance Level unlock the next level of information.

IMPENDING DOOM AT UXLEY

In general, it's assumed that the investigation starts in daylight, and any Doom generated as part of the Case File is based on this. If the characters recklessly visit during darkness, the GM should increase the amount of any Doom generated by 1.

If an event only happens at night, you don't need to spend extra Doom, but if your party is having a particularly easy time with the Case File, you may choose to do so anyway. Also keep in mind that there are plenty of Doom spends available for the inhabitants of the manor, which are listed on p. 18 "Common Doom Spends" and p. 27 "Grand Conspiracy Sheet".

THE INVESTIGATION SHEET

The Investigation Sheet is a method for players to unlock additional benefits from the Case File as they progress. The sample Investigation Sheet on p. 16 directly relates to the events of the Case File the agents are investigating here.



THE SAD CASE OF MARY PYM

CHAPTER 1: A CHEEKY HALF AT LOCK 13

The players drive their SUVs to a rural village in the south of England, where they meet Mathew in an old thatched pub.

MEETING MATHEW DONNEL

Mathew is a shaken man. He was a stubborn rationalist right up until he saw the ghost. He now spends most of his mornings in church. When not pleading for his immortal soul, he can be found drinking his savings and bemoaning his inevitable fate.

Mathew is not such a slave to drink that he can't keep a level head for meeting people. He will agree to meet in his local pub, Lock 13, around lunchtime. Players will be given photos taken from his social media accounts so that they can recognise him.

MATHEW DONNEL

Dressed in business casual, a quiet air hangs over Mathew, who has aged ten years compared to his photos. Currently wolfing down the second half of a ploughman's sandwich, he sits at the bar's centre with a half pint of brown ale. Inviting no company, he responds politely with a put-on smile when approached.

ROLEPLAYING MATHEW

- 🕯 A new convert to Catholicism, he likes to quote scripture using the spirit of the verse, if not the exact wording.
- 🕯 Exacting in his standards and measurements, he's truly comfortable when discussing factual property issues.
- 🕯 Mathew will act scared. He now knows that the occult exists and is taking it very poorly. Much of the time, he's close to tears and will be visibly relieved to be taken seriously.

THE WORD OF MATHEW

Mathew freely relates that the house is surprisingly damp and, in his opinion, definitely haunted. His survey unearthed evidence of infestation in the servants' quarters and mould throughout the ground floor. When he walked into the master bedroom, a face in the window startled him. When he turned to look away, he saw her hanging in the mirror. He's not proud to admit that he fled at that point. He'd gone at night because the moisture readings are sometimes different at odd hours. He has the front door key, and they're welcome to it!

A **DC 15 Wisdom (Intuition)** check picks up on the fact that Mathew is in constant discomfort and pain. He will remark that he's had a headache since he got the keys to the property.

PERSUASION CHECK

DC	INFORMATION
10	The mould was unusually sparse such a wet house, almost like it was being maintained. There was no scent of vinegar—a common rush-fix for mould—and no signs of bleach, even though the property needed a clean.
12	The house isn't close enough to water to be so damp. The outside land should be much marshier for it to be so wet, but it's just normal fields.
15	He'd been asked to look at the house as a personal favour to Duncan Frost. He's had a headache since receiving the keys. In the servants' quarters, several times, he thought he heard movement behind the wallpaper but didn't see any signs of rodents.
16	He's had strange dreams of snails, frogs, and reptiles since visiting. He doesn't think it's related, but the agents may think differently.
17	He felt completely unnerved as soon as he turned the key. It's sick and wrong, which is nothing the agents have not heard before.

One or more Persuasion checks as part of the conversation with Mathew will reveal the information in the table above.

If a character with Psychometry successfully uses it while interviewing Mathew, they will learn all of the above without a further test. The GM should intersperse the conversation with visions and empathic information about Mathew's experience.

AFTER THE MEETING

If the players decide to rest the night before visiting the house, Mathew will make contact again:

"I know you're going to the house. I don't think that's a good idea, but if you insist on going, keep my number. Phone me every hour or so, and if I don't hear anything, I'll call the police."

Mathew will accept any variant of the plan. If the players refuse, he will park his car at the bottom of the drive and wait for them to exit the property. It's the minimum his conscience will allow. Whatever is decided, Mr Donnel's fate is ultimately up to the GM.

IF NO MEETING OCCURS

The first two entries above can be determined on site with an Investigation at DC 13 and DC 15 respectively.

CHAPTER 2: VISITING THE HALL

APPROACHING THE HALL

Once, the hall would have stood watch over large fields and a small forest, but those days are long hence. Even before the house fell out of noble hands, its fields had been sold to farmers. Now, the forest is a local park with slides and swings, and the hill stands empty as suburbia slowly spirals around it. Climbing the hill is a reasonably simple matter as the ground is quite hard, and should the characters wish, they can in fact drive most decent automobiles to a few feet from the door as a gravelled space was laid out for cars long ago.

Should characters wish, they can look through the windows, though the mildewed curtains are only open a crack so details will be vague. A successful **DC 10 Wisdom (Perception)** check picks up the size of the room, if they succeed on a DC 15 they can pick out the furniture in the room (if any). In addition, athletic characters might want to try to climb to the first floor and check those windows as well, which requires a **DC 12 Strength (Athletics)** or **Dexterity (Acrobatics)** check to climb up. The GM should consider the balcony and exposed roof areas before deciding what the players can see here. From the ground floor, they can see that the master bedroom's window is wide open, but that's about all.

THE HALL

Standing at the foot of the marble stairs, you look up at the grand double doors of a hall reduced to a shell. Plant pots stand vacant of the once-lavish palms that would have granted shade on a hot day. Above the door is a solid balcony, which sits like an angry brow above the mansion. One of the windows by the door has a slow, steady leak, which to an imaginative mind looks like a steady stream of tears.

DOOM & FROG AMBUSH

A lot of factors in this adventure depend on the Doom total. When Doom gets to 4, the frogs will send out a transforming frog monster to see what's going on. This scout will be stealthy, requiring a passive **DC 14 Wisdom (Perception)** check to detect. Agents who do not detect it will be surprised when the transforming frog monster ambushes the agents at the nearest ambush point (indicated as frogs on the map). Increase the Doom total by 1 as soon as the scout is dispatched. Once Doom reaches 8, a pair of armed rampaging frog monsters will be sent to investigate. The remaining frogs always stay in their lair.

THE PREMONITION

Upon entering the house, all agents must make a **DC 13 Charisma** saving throw. Agents that fail suffer 1d6 (3) psychic damage, or half as much on a success. Irrespective of success, the character with the worst result will have a premonition of a gloomy, watery cave. If the characters' first visit is at night, the electricity is out, the house is at its creepiest, and the spirits are at their most powerful. This increases the DC of the save to 15 and the damage to 2d6 (7). When they enter the hall, a point of Doom is generated and placed on the Grand Conspiracy Sheet. An additional point is generated if the first visit is at night.

The players can initially wander freely around the derelict house, whose faded grandeur seems to have been updated as recently as 1950. The information in the table below can be deduced with an Occult check, including when not in a haunted room.

OCCULT CHECK

DC	INFORMATION
15	The odd sensations are consistent with supernatural phenomena.
16	Only during the day. The phenomena would most likely be more pronounced at night.
18	EMF Reader required. The readings are localised enough that perhaps the phenomena are seeping out from different points. The signals suggest the dining room and second floor require further investigation.

If the characters are in the dining room—room 8 on the map—its proximity to the master bedroom grants advantage to checks. Players attempting this in the old nursery—room 2 on the map—will suffer disadvantage, as the energy of both ghosts confuses matters. Additionally, players can spend Ingenuity or generate Doom to unlock the next DC's level of information.

The GM is encouraged to listen to their players' investigative techniques and add flavour in keeping with their approach. Dowsing rods bend, pendulums swing erratically, EMF readings spike, and reflections momentarily reveal startling faces. Tension can be ramped with flickering shadows, creaking floorboards, and ominous footsteps. If the players plan well, they can benefit from advantage on relevant checks.

If the agents are thorough in detecting the spirits and garner all the above information, the GM immediately gains an amount of Doom equal to the number of agents.

THE SAD CASE OF MARY PYM

SCIENTIFIC INVESTIGATION

Characters with the Science skill can also investigate the site. On a **DC 15 Intelligence (Science)** test, a character can confirm that the damp in the house is inconsistent with the outside environs. The mildew is less than the humidity would suggest, but the moistness is also far greater than the outside environment would indicate. This will be enough for the character to deduce that there is an occult influence within the house, probably in or around the dining room.

GROUND AND FIRST FLOOR PSYCHOMETRY

Psychometry is a role specific ability employed by certain agents with psychic abilities. If you are playing with the pre-generated characters, Francesca Lale has this ability. On a successful **Psychometry** test, the agent will get the overwhelming impression that the house is a place of misery. Regardless of which room this is attempted in, they will see the faintest image of Mary Pym (see p. 28). She won't interact but will climb the stairs in tears before disappearing into the master bedroom.

There is only one location of any real interest on each floor above ground: the staircase on the ground, the master bedroom on the first, and Reginald's room on the second. The rest of the house can be described as mouldy, damp, and decaying. If ever a house was held up by spite and misery alone, it's Uxley Hall.

GM TIP

Allow the characters to wander the house, but once the players have visited the master bedroom (see *Chapter Three—The Ghosts of Uxley Hall*), add 1 Doom for every other room visited. Feel free to add more Doom if players dither, or perhaps slow its acquisition to build tension.

THE GROUND FLOOR

- 1. **1. MAIN ENTRANCE:** A set of marble stairs leads to an immense pair of double doors. (See "Introduction for the Game Master", p. 20.)
- 2. **2. OLD NURSERY:** The peeling wallpaper shows long-faded blue paper and hints of repaired damage from a child's toys. The wallpaper is surprisingly damp. If the sofa is moved, it will reveal a damaged floor and at night allow the characters to hear the faint croaking of frogs.
- 3. **3. INNER HALL:** This once opulent hall was designed to impress. Lavish tiles are now chipped and discoloured, and some tiles are slippery with moisture.



4. SITTING ROOM: The forty-year-old sofas and chairs appear to be on the verge of collapsing, but at least the room is still dry. This was the initial place where Mathew began his survey, and he left in enough of a hurry that he left behind his tools. This room has the strange leak mentioned previously. What is causing it is unknown, though the moisture damage is entirely in line with what a broken pipe would cause. Characters that choose to investigate the leak will with a **DC 10 Intelligence (Science)** check realise the source is coming from upstairs. Upon visiting upstairs, they may pin the source on an old water tank in the bathroom.

5. MAIN STAIRCASE: See the next section, "The Stairwell".

6. SIDE DOOR AND CLOAKROOM: Clever characters will visit this just to check it off, and the door is locked when the players arrive. The old wood panels have never needed repair and, while damp, show no disrepair. Further investigation reveals nothing of importance.

7. KITCHEN AND LARDER: The kitchen is empty except for a timeworn gas stove. The cupboards are stained with mould, and small pools of water can be found at the back.

8. DINING ROOM: Once a lavish ballroom to host functions, the dining room's simple wooden floor is now largely covered by a dinner table that can easily seat a dozen guests. The painted walls are peeling, and the chandelier has been raised up as high as it can go. Clues to Mary's presence in the room above can be given here in the form of creaking floorboards and echoing footsteps.

9. TRADESMAN'S ENTRANCE: This rear door is bolted when the characters arrive. Other than a mat for wiping shoes on, there is little to investigate here. Characters who are combat-orientated will recognise that this is a natural chokepoint and an ideal place to defend.

10. SERVANT'S ROOM: Like most of the rooms, this has changed function over the years. At times it has housed a maid, a nanny, and a cook. Neither it nor the en suite is furnished beyond the bare essentials. The sink drips occasionally, but that's about the only thing of interest.

11. BASEMENT STAIRS: Providing camouflage for the secret stair, this simple stone staircase leads to a basement wine cellar. At the back of the cellar is a storage room and a second servants' room that is long disused and full of enough junk to open a second-hand shop.

12. REAR STAIRCASE: These stairs aren't hidden so much as out of sight and out of mind. In much better repair than the main staircase, it leads to the first floor but no higher, and ascending it doesn't cause any increase in Doom. The only room this stairwell provides access to is room 9 on the first floor. (See next page.)

GM OPTION: DROPPING HINTS

If you're wanting to grant early clues about the frog monsters, allow a **DC 13 Wisdom (Perception)** or **(Investigation)** check in the room of your choice. Success reveals a large amphibian's footprint, which leads towards the main stairway where they were ambushed. This may negate any surprise from a frog monster attack.

THE STAIRWELL

The staircase was once a small library with bookshelves surrounding the walls to add a hint of erudition to the house's inhabitants. Now, it is little more than the shadow of a wooden cage. No books remain, though someone has placed newspaper down in a vain attempt to soak up some moisture. Players who investigate will discover that while some of the paper is quite recent, most dating back to 2016. Interfering with the paper in any way will cause it to disintegrate into mush.

As characters begin to ascend the stairs, they creak, crack, and occasionally break. The banister is but a memory, long since broken away and now replaced with a dripping length of rope. As characters climb, there is a definite feeling that at any point the stair might collapse. GM Note: The first time a character uses the stair, generate 1 Doom and add it to the Grand Conspiracy sheet.

It is in the stairwell that the characters will discover the secret of Uxley Hall, though probably not on first inspection. Upon using the stair, any character can spend 5 Ingenuity or 3 from the Investigation Sheet (see p. 16) to find the secret door that opens a hidden staircase. (See *Chapter Four—Uxley's Secret*, p. 29).

Characters not so blessed will be able to discover the secret door after speaking with the ghosts or after being attacked by the house's other inhabitants and completing a **DC 10 Intelligence (Investigation)** check to follow the footprints. Paranoid characters who look for a secret door in the staircase can make a DC 23 Investigation or Perception check, though discovering the staircase this way will generate a point of Doom, which is added to the Grand Conspiracy Sheet.

THE SAD CASE OF MARY PYM

THE FIRST FLOOR

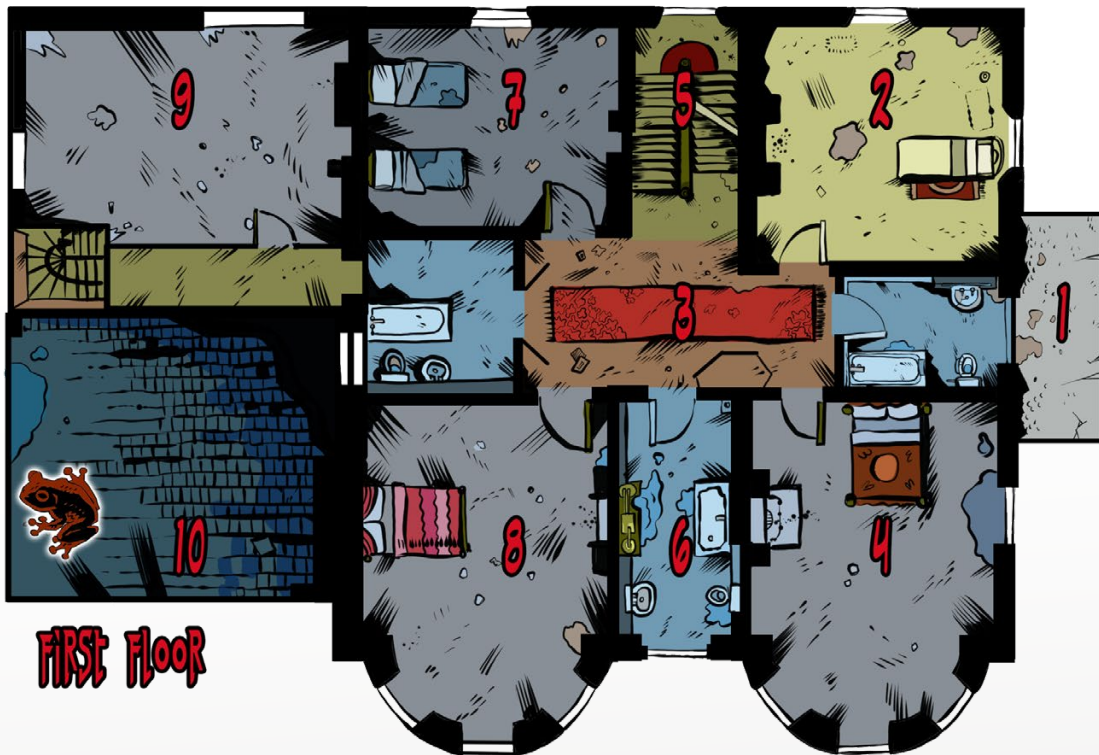
- 1. **BALCONY:** A small room leads onto the balcony that overhangs the main door. Agents that step on to it quickly discover it is not stable, requiring a **DC 12 Dexterity** saving throw to cling onto the remains of the balcony. Failing this save causes the character to suffer 2d6 (7) bludgeoning damage as they fall onto the broken ruins of the balcony. The agents take half as much on a successful save and suffer full damage and an injury on a fail.
- 2. **SMALL BEDROOM:** Indents in the carpet make it easy to see where the furniture once was. Extra care has been taken to secure this room. The door has a pair of exceptionally sturdy modern key locks and the window has a very secure latch. A **DC 5 Wisdom (Intuition)** check will lead to the realisation that this was a child's bedroom, and that their parents were worried for the child's safety.
- 3. **FIRST FLOOR LANDING:** This interconnecting hallway has peeling wallpaper with fading that reveals where pictures used to hang.
- 4. **NEW MASTER BEDROOM:** An ornate four-poster bed is the only remaining piece of furniture. It's a simple assumption that it remains because it needs disassembly for removal. The floor by the eastern window is very damp.
- 5. **STAIRS:** The main stairwell continues to floor 2.
- 6. **UPSTAIRS BATHROOM:** The mains gas and water are off but the water tank from the old system is full of water. A **DC 13 Intelligence** test deduces that this is the source of the leak in the sitting room. Fixing the leak requires five minutes and no particular skill.
- 7. **GUEST BEDROOM:** This is another empty room, except as players check the corner, they'll see a drip of water fly from floor to ceiling, revealing a massive puddle on the roof. This room is directly below Edward's room, and his presence is having an effect. The feeling of cold and EMF readings suggest that, much like with the dining room, the agents are below a centre of activity.
- 8. **OLD MASTER BEDROOM:** No ghost can be seen during the day, though agents will hear faint crying if they stop to listen or investigate. A séance can be used to make contact, causing Mary to react as if it's night. (See p. 28 for night-time events in this room concerning Mary.)

- 9. **SERVANT'S ROOM:** Another empty servant's room with peeling wallpaper. A **DC 12 Wisdom (Investigation)** will discover someone has written on the wall under the wallpaper. In faded blue biro it reads, "Don't stay the night!"
- 10. **EXPOSED ROOF:** This provides a potential entry point for frog monsters, and an escape route for agents if needed.

SECOND FLOOR

- 1. **SERVANT'S ROOM:** Bare floorboards, tatty wallpaper, and furnishings that are functional in style but rickety in appearance mark this room as another servant's room.
- 2. **EDWARD'S HAUNTED ROOM:** Nothing happens here during the day unless a séance is undertaken in this room, or a **Psychometry** test is attempted anywhere on this floor. In either of these cases, Edward will react as if it were night (see p. 28 for Edward's night-time behaviour). If Edward needs to draw the agents to his room, he will fling open his door.
- 3. **SECOND FLOOR LANDING:** Similar in appearance and function to the first-floor landing.
- 4. **SERVANT'S BATHROOM:** Tarnished and lacklustre fittings indicate that this was reserved for servants.
- 5. **STORAGE CUPBOARDS:** One cupboard still holds a vacuum cleaner with a moth-eaten cloth dust sac. The other appears to have been some sort of airing cupboard.





FIRST FLOOR



SECOND FLOOR

GRAND CONSPIRACY SHEET

DOOM	EFFECT
2	All frog monsters except the giant frog monster gain 5 temporary HP. This effect cannot be used more than once per chapter. Temporary HP gained from this effect are removed at the end of each chapter.
4	The transforming frog monster lies in wait to ambush the agents. The ambush takes place either from outside a room the agents are exiting or from inside a room they are entering. Beating the frog's Stealth check with a Perception check will mean an agent is not surprised.
6	Spawn 1 frog swarm in the next room the agents enter.
8	A pair of frog monsters—armed and rampaging—are sent to investigate where the transforming frog monster has gone.
10	The remainder of the frogs in the temple awaken and immediately begin to act as the GM sees fit.

THE SAD CASE OF MARY PYM

CHAPTER 3: LUXLEY'S GHOSTS

The ghosts are static in the places they haunt, and characters will need to be in the room with them to interact in anyway. While communicating with the ghosts, the agents have to piece together parts of information and references to events the agents are unaware of, which will result in checks to be based on the Investigation skill. Alternatively, if the GM wishes for the ghosts to speak more conventionally, the checks become **Charisma (Persuasion)** checks. See p. 34 for their statistics.

MARY PYM

During the day, unless a séance is performed, Mary can only be experienced by psychics as a faint sobbing. At night, or during a séance, the ghost of Mary Pym visibly manifests in the room's reflective surfaces. Dressed in a nightgown, she can be seen in the window of the master bedroom and in the mirror of her dresser, opposite the window. Mary's window reflection is sobbing, and her dresser's mirror shows her swinging by her neck from an invisible rope. On smaller surfaces the GM should pick one of these images or indeed come up with their own similar manifestation.

If players stand still, she will scream at them, and if this does not cause them to flee become violent. Once Mary has been subdued, by the players explaining why they are there or invoking her name, she will converse with the characters if they solicit it. Her attack generates 1 point of Doom which is added to the Grand Conspiracy Sheet.

ROLEPLAYING MARY

- ☞ A ghost for over a century, Mary has lost all semblance of mortal charm and is defined by her pain and anguish. She lashes out when given cause.
- ☞ Mary wants to save others from her fate and has found threats and violence the most expedient way.
- ☞ Mary is clever but fairly ignorant about the world. Technology beyond a car confuses her.

WHAT SHE KNOWS

- ☞ Mary tells her tale, including finding the secret door, seeing something horrifically indescribable, and getting killed.
- ☞ A **DC 10 Wisdom (Investigation)** or **Charisma (Persuasion)** check will reveal that Mary knows there is a ghost on the 2nd floor. She think it's in Reginald's room.

- ☞ A **DC 13 Wisdom (Investigation)** or **Charisma (Persuasion)** check will reveal that Mary knows that "Arthur's Children" wander the ground floor at night checking for intruders.

EDWARD PENNYWORTH

Unlike Mary, Edward manifests with angry desperation, leaving scrawled messages on frosted surfaces such as windows, mirrors, and other places. He communicates in terse and direct fashion and doesn't become visible unless a séance is performed. He will start writing "LEAVE NOW" on his mirror as soon as someone opens the door. Witnessing his writing generates 1 Doom, and every additional manifestation (growing more frequent the longer they linger, narratively once every six seconds) generates 1 additional point of Doom, which is added to the Grand Conspiracy Sheet, as his manifestation disturbs the frogs below.

If forced to manifest via séance, he will look like a balding, middle-aged man more likely to be found in a betting shop than pondering occult tomes.

ROLEPLAYING EDWARD

- ☞ Edward never made his deathbed confession and now haunts the house where he committed his misdeeds.
- ☞ Trapped in his room, he seeks to atone for his actions. He'll help fight the frogs by giving a single agent advantage on any attack against a frog monster, if any enter his room.
- ☞ Born into an evil cult, he is very superstitious.

Communicating with Edward is possible. If not scared off by his overly dramatic message, agents can attempt communication through his mirror messages, or if they perform a séance to simply talk to him. If a séance is performed, the Investigation checks are made at advantage. If an ordained priest listens to his confession, no test is needed. Consider the player to have rolled a natural 20 and award the priest, and the player with the idea, 1 Ingenuity each. If it's the same player, give them both points.

WHAT EDWARD CAN RELATE

- ☞ A **DC 10 Wisdom (Investigation)** or **Charisma (Persuasion)** test will reveal that Edward knows nearly everything and is ready to tell all. If forced, he'll provide the secret to the staircase by drawing on the glass, which will require a **DC 11 Intelligence** check to decipher. One test can be made per round, which also generates 1 Doom.

👤 A **DC 15 Wisdom (Investigation)** or **Charisma (Persuasion)** test will reveal the truth about the basement and alert the characters that not all the books below are fraudulent. What Edward doesn't know is how many frogs there are.

👤 A **DC 17 Wisdom (Investigation)** or **Charisma (Persuasion)** test will reveal that he thinks there are three frogs in total, which includes his father, Arthur, and a brother of his.

👤 A **DC 20 Wisdom (Investigation)** or **Charisma (Persuasion)** test will reveal that there's a useful book in the basement—he thinks it's called the *Lames Grāmeta*—which contains a spell that will weaken the frogs.

CHAPTER 4: LUXLEY'S SECRET

All the frogs sleep in the temple to Sadu-Hem (5). If the frogs have not been roused by the ghosts, then the agents can explore freely, though the frogs awaken when Doom on the Grand Conspiracy Sheet reaches 10. Each room explored generates an additional point of Doom for the Grand Conspiracy Sheet.

Psychometry attempted on this floor is just one horrible mixed bag. The agent will see visions of debauchery and murder, which are truly unsettling. A **DC 13 Charisma** save is needed, or else the character will suffer 1d6 Psychic damage. If the agent moves into another room with Psychometry still active, they must repeat the **Charisma** save. However, this will reduce the time needed to detect occult works in the Room of Perversions by an additional 5 minutes and determine that the temple to Baphomet is a fake without a test.

GM OPTION: FROGS

At this point the gig is pretty much up. The players should be well on their way to solving the case, whether they know it or not. The GM should feel free to use Doom to add swarms of frogs as both omens of death and legitimate foes. They could easily be hidden in the wardrobe (room 1), lying in wait in the sofa (room 2), or splashing about the champagne bottles (room 4).

👤 **1. STAIRCASE:** The secret stair leads to a pair of small wardrobes, one containing moth-eaten occult robes, the other two suits from the 1930s. As the agents descend into the darkness, their flashlights may pick out the simple brown door of a wardrobe set to the right of a plain wooden door. The door is covered with stains, though a small pile of debris shows that this door has regularly been opened and made use of.

👤 **2. LIBRARY/ROOM OF PERVERSIONS:** Opening the stained door reveals a library of sorts. Though the scent of mould is strong, the smells of opium and hashish seem burnt into the very floor. Across from the door is a painted wall with the legend, "The Room of Perversions". In the centre of the room is a chaise lounge with a long, broken leg, a sofa with a broken spine, and two chairs long since reduced to firewood. In the corner of the room stands a liquor cabinet filled with ageing bottles of champagne and a half-full bottle of cognac. To the south is a plain white door with a tiny brass plaque that reads "Temple of Contemplation", but it is along the left-hand wall that the room's true prize can be seen. From floor to ceiling is a bookcase filled with tomes on all manner of perverse, profane, and eldritch lore.

Should a character thumb their way through the books, it will become quickly apparent that most of them are ruined beyond use. What few tomes that remain undamaged are largely third-hand copies of respected grimoires copied by lazy scholars more interested in earning a few pounds than maintaining the lore of bygone eras. Indeed, some of the works are from unabashed charlatans long since unmasked. Working this out will require a **DC 20 Intelligence (Occult)** check, though every 30 minutes spent on the task will reduce the DC by 5 and allow for another roll. A **DC 13 Wisdom (Investigation)** check will show that half of the books have some occult echoes, suggesting the rest are hokum. If the agent got this information from Edward, the checks are made at advantage.

One book, the *Lames Grāmeta*, has a spell to weaken the frogs. Characters that speak Latvian or succeed on a **DC 12 Intelligence** check will realise that the book translates to "Happiness Book", which is almost certainly a printing error. Reading the book for fifteen minutes will uncover the weakness spell, the Grāmeta Rite (see p. 35).

AGENT TIP

The field agent's teamwork feature is invaluable here. Using it when checking the shelf will reduce the time required on either discovery by 5 minutes per use per agent.

👤 **3. TEMPLE OF CONTEMPLATION:** Pushing past the simple white door and its plaque reading "Temple of Contemplation", the scene changes dramatically. Where the Room of Perversions lies in ruins, this room remains in its full glory. Well-appointed desks, lecterns, and soft comfortable

THE SAD CASE OF MARY PYM

chairs fill the room. The floor is marked with all manner of protective wards and charms, real and imagined. On one of the desks, a tome called *The Inishturk Fragments* has been left open. Upon the page is a picture of a frog and row upon row of Ogham runes.

This tome details the transformation rites used to convert Arthur into one of the Blessed Children of Sadu-Hem, and indeed these rites also teach the way to undo this madness. Reading this tome is sanity rending, and agents that read the ritual suffer 2d6 (7) Psychic damage unless they make a **DC 18 Charisma** save taking half as much on a successful save and taking the full damage and an injury if they fail.

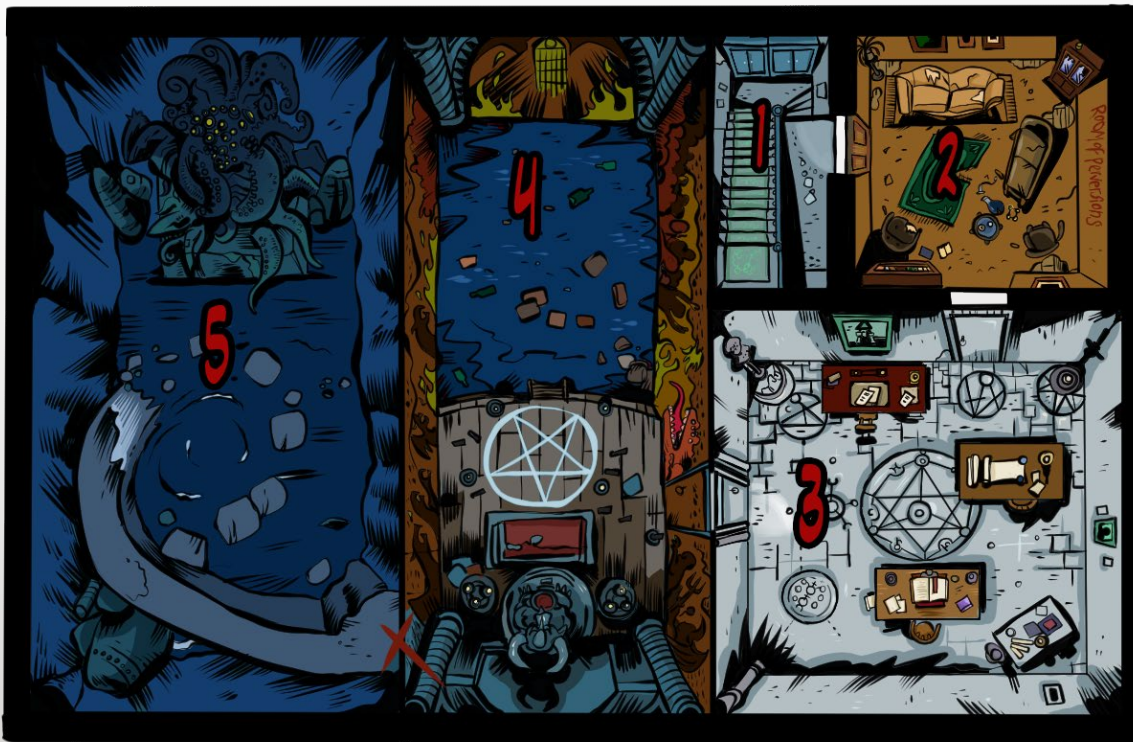
4. THE FALSE TEMPLE OF BAPHOMET: With floorboards covered in a thin layer of water, this once mighty—if fraudulent—temple of Baphomet grants an ostentatious vision of Hell. Walls are painted with horrific scenes of burning damnation angled to draw attention to a raised platform that peers over the brackish water. Upon the platform is a long-faded pentagram, sized to accommodate human sacrifice and other unsavoury activities, and a lectern where the master of the cult would have led black masses. Behind the lectern rises a life-sized three-horned statue of Baphomet, which leers lasciviously from out of the darkness.

A **DC 13 Intelligence (Occult)** test will reveal the fraudulent nature of the temple. The statue is confusingly a conglomeration of two demons and merges Baphomet and Master Leonard. The pentagram is imprecise and upside down.

If the players explore the full extent of the temple, they will discover rotten pillows where supplicants would have knelt, blasphemous hymnals sodden with water, and copious empty bottles of champagne. Checking the lectern or passing a **DC 15 Wisdom (Investigation)** test will find a secret drawer in the lectern containing a sacrificial knife, £10,000 in pre-war currency, and a box of black candles. Checking the rear wall or passing a **DC 15 Wisdom (Investigation)** check will discover the secret door leading to the temple of Sadu-Hem.

5. THE REAL TEMPLE OF SADU-HEM: This is where the pool resides with Arthur Uxley awaiting the agents. (See *Chapter Five — The Temple of Sadu-Hem.*)

NOTE: The map below can be exchanged for tiles from *Hellboy: The Board Game* and reconfigured as needed.



GM OPTION: DARKNESS AND LIGHT

Even during the day, the basement and temple are in complete darkness. The agents have their flashlights to mitigate this. Remember that dim light imposes disadvantage on sight-based skill checks and attack rolls. This is also a prime time to use flares and other light sources. Agents entering the temple of Sadu-Hem waving their flashlights, however, are going to draw more attention, imposing disadvantage on their own Stealth checks.

GMs can choose to keep things simple and overlook the gameplay complications. However, the flashlights in the darkness or the red tinge of the flares are a vital part of setting the mood for this final section.

CHAPTER 5: THE TEMPLE OF SADU-HEM

Once the agents have reached the temple, events will depend upon what they have accomplished thus far in the Case File.

If the players awakened the frogs due to Doom, the frog swarms and the remaining frog monsters will be agitated and attack immediately, with the venomous frog monster in the lead. Their numbers will be reduced by any fought upstairs. There are a total of four frog monsters, one each of the transforming, rampaging, venomous, and armed frog monsters. The agents' actions thus far determine how many are still in the temple. Separate from these four frog monsters, is Arthur Uxley. He will always be in the temple, no matter what has previously occurred. See his entry under "Giant Frog Monster", p. 33.

If the agents have gotten to the temple and caught the frogs sleeping (Doom of 9 or less), they gain surprise on the frog monsters during the first round of combat. Alternatively, if they've read the *Laines Grāmata* or *The Inishturk Fragments*, a **DC 10 Dexterity (Stealth)** check allows them to sneak out and prepare either rite in the false temple. Details of the requirements of the rites can be found in **Appendix 1: Performing a Ritual**. The agents will only be able to complete one rite before the frogs attack the temple of Baphomet, but there is nothing stopping them from splitting up and casting the second rite upstairs.

Either way, in order to perform the Rite of Transformation on the frog monster, the frogs will need to be brought out of the temple of Sadu-Hem and into the room with the ritual circle. This won't be an easy task. The frogs are perfectly adapted to this place.

granting them +2 to initiative. By the agents delaying and refusing to enter the temple of Sadu-Hem, the frogs will eventually become enraged and storm the temple to Baphomet. In the first round, the frog monsters will count their movement speed as double and add 1d6 (3) to any successful attack rolls damage.

Descriptions of a rite being performed can include cold winds gusting from nowhere, debris flying, falling temperatures, and babbling voices from unseen lips. A successful Grāmata Rite causes the frog monsters to lose their damage reduction.

CHAPTER 6: THE FALL OF ARTHUR UXLEY

Once the Rite of Transformation is concluded, Arthur Uxley will return to his human form. As he is over one hundred years old the strain is far too much, and it kills him. Should Reginald, the venomous frog monster, still survive, he will not transform but instead drape himself over the body of his master and slowly calcify. If the agents decide to execute Reginald, he won't lift a finger in his defence but instead utter a horrific keening at the loss of his lover until he is slain. Any remaining frog monsters, the children of Arthur and Reginald, are unmade and will begin to fall apart at the seams, leaving only vile ichor where once they stood. If any Doom remains, they might get one last attack on the agents as they dissolve or might simply utter a death curse on the agent that fulfilled the Rite of Transformation.

As the players leave, they will see Edward and Mary outside the property. Edward helps Mary into the back of a ghostly, turn-of-the-century Rolls Royce before taking the wheel and driving out of sight. If the players ask, yes, it is a Silver Ghost.

GM OPTION: TREASURE HUNT

Depending on whether the GM wants rituals to be easy or more difficult, this can turn into a treasure hunt as players must wander the house looking for ingredients to make the spell work. Each ritual, both the Grāmata Rite and the Rite of Transformation, has a list of material components that can be placed around the upper floors. Ideally, you'll want to place one item per ritual per player. Examples include, water that has stood still for six full moons (water tank), glass touched by the dead (one of the mirrors Edward interacted with though breaking it will anger him given his superstitions), and the tongue of a frog.

Alternatively, the GM can rule that the agents have nearly all of the required items in a Rapid Ritual Deployment Kit.

SERVANTS OF DARKNESS

FROG SWARM

Seemingly inconsequential, these portents of doom, signify the presence of entities that are known to the wider B.P.R.D.

Frog swarms use the following rules:

Portent of Doom. Any time Doom is generated by an agent, the GM gains 1 Doom for each frog swarm active in an area that has been searched or discovered. Agents can spend an action and 1 Ingenuity to disperse a frog swarm for the chapter. Frog swarms have a movement speed of 15 ft and will actively move away from agents if they approach or cause loud noise. Frog swarms can occupy the same space as another creature.

ARMED FROG MONSTER

Medium humanoid

One of Edward's unfortunate "brothers", the armed frog monster uses a rotting length of wood as a makeshift weapon.

Armour Class 11

Hit Points 38 (7d8+7)

Speed 30 ft, Swim 45 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	8 (-1)	6 (-2)	1 (-5)

Skills Athletics +5

Senses darkvision 15 ft (see in darkness and dim light as if it were bright light for 15 ft), passive Perception 8

Tough Hide. Damage reduction 4. Reduce the damage of all melee and ranged attacks against this creature by 4.

ACTIONS

Multiattack. The armed frog monster makes two attacks with its club.

Improvised Club. *Melee weapon attack:* +5 to hit, reach 10 ft, one target. *Hit:* 2d8+3 (12) bludgeoning damage.

Counterattack. The creature uses its reaction to make a melee attack against a target within range. Costs 1 Doom to use.

RAMPAGING FROG MONSTER

Medium humanoid

What drives this monster is lost to time. Only its rage remains.

Armour Class 11

Hit Points 38 (7d8+7)

Speed 30 ft, Swim 45 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	8 (-1)	6 (-2)	4 (-3)

Saving Throws Con +4

Skills Acrobatics +4, Athletics +5, Perception +0, Stealth +5

Senses darkvision 15 ft, passive Perception 10

Tough Hide. Damage reduction 4. Reduce the damage of all melee and ranged attacks against this creature by 4.

ACTIONS

Multiattack. The frog monster attacks with each clawed hand.

Claw. *Melee weapon attack:* +5 to hit, reach 5 ft, one target. *Hit:* 2d6+3 (10) slashing damage.

Brutal. Once per turn, this creature can add an additional d6 of damage to a successful melee attack.

Unrelenting. As a reaction, this creature immediately moves half its movement. It must end this movement closer to an agent than where it started. Costs 1 Doom to use.

TRANSFORMING FROG MONSTER

Medium humanoid

Not fully transformed, this frog might pass as a human in bad light. Retaining some former abilities, it serves well as a scout.

Armour Class 14 (natural armour)

Hit Points 36 (8d8)

Speed 30 ft, Swim 45 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	8 (-1)	8 (-1)	6 (-2)	1 (-5)

Saving Throws Con +2

Skills Athletics +5, Perception +0, Stealth +5

Senses darkvision 15 ft, passive Perception 10

Ambusher. If this minion targets an agent that is surprised, it gains advantage on the attack roll and can double the damage from the attack if successful. Costs 1 Doom to use.

Swift. This creature can dash or hide as a bonus action.

Tough Hide. Damage reduction 2. Reduce the damage of all melee and ranged attacks against this creature by 2.

ACTIONS

Multiattack. The frog monster attacks with each clawed hand.

Malformed Claw. *Melee weapon attack:* +5 to hit, reach 5 ft, one target. *Hit:* 1d8+3 (7) slashing damage.

VENOMOUS FROG MONSTER

Medium humanoid

Reginald Pennyworth's loyalty to his master remains unchanged, driving him to great ends to defend Arthur. Advanced metamorphosis allows him to produce a paralyzing venom.

Armour Class 11

Hit Points 38 (7d8+7)

Speed 30 ft, Swim 45 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	8 (-1)	6 (-2)	4 (-3)

Saving Throws Con +4

Skills Athletics +5, Stealth +4

Senses darkvision 15 ft (see in darkness and dim light as if it were bright light for 15 ft), passive Perception 10

Tough Hide. Damage reduction 3. Reduce the damage off all melee and ranged attacks against this creature by 3.

ACTIONS

Multiattack. The venomous frog monster makes two attacks, one with each clawed hand.

Claw. *Melee weapon attack:* +5 to hit, reach 5 ft, one target. *Hit:* 2d6+3 (9) slashing damage

Tongue Whip. *Melee weapon attack:* +4 to hit, reach 30 ft, one target. *Hit:* 2d6+3 (10) piercing damage.

Paralyzing Tongue. Anyone hit by the tongue whip must make a **DC 15 Constitution** saving throw or become paralysed until the start of its next turn. Costs 2 Doom to use.

GIANT FROG MONSTER

Large humanoid

This creature was once Arthur Uxley, master of Uxley Hall.

Armour Class 10

Hit Points 105 (10d10+50)

Speed 35 ft, Swim 60 ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (0)	20 (+5)	12 (+1)	13 (+1)	5 (-3)

Saving Throws Con +10

Skills History +4, Occult +5, Perception +6

Senses darkvision 15 ft, passive Perception 17

Acidic Hide. Other than frog monsters, any creature that starts a turn within 5 ft of the giant frog monster suffers 1d6 (4) acid damage.

Hulking Mass. The giant frog monster may still make attacks of opportunity against anyone taking the disengage action within range of its melee attacks, though it does so at disadvantage.

Tough Hide. Damage reduction 3. Reduce the damage of all melee and ranged attacks against this creature by 3.

ACTIONS

Multiattack. The giant frog monster makes two attacks, one with each clawed hand.

Giant Claw. *Melee weapon attack:* +9 to hit, reach 10 ft, one target. *Hit:* 3d10+5 (21) slashing damage.

Unspeakable Bile. *Ranged weapon attack:* +4 to hit, range 30 ft, one target. *Hit:* 3d8+5 (18) acid damage.

Hurl. Instead of inflicting damage to a target, the giant frog monster can force a medium-sized or smaller creature to make a **DC 15 Strength** saving throw. On a failure, the target is hurled 15 ft, suffers 6 bludgeoning damage and is knocked prone. On a success, the target is hurled 15 ft and suffers half damage. Costs 1 Doom to use

Overwhelming Force. A medium-sized or smaller creature hit by an attack from the giant frog monster must immediately make a **DC 15 Constitution** saving throw to avoid becoming stunned. Costs 2 Doom to use.



SERVANTS OF DARKNESS

DESIGNER NOTE

If Jeremie or Francesca aren't part of the team, reward clever thinking such as breaking a mirror to lessen the ghost's ability to manifest. An alternative would be for a ghost to possess an agent for a turn so that they—and the agent—can be harmed. It is recommended that a ghost not possess a single agent for longer than 1 turn.

EDWARD PENNYWORTH

Medium poltergeist

The angry and desperate ghost of Edward Pennyworth. See p. 28 for more information.

Armour Class 10

Hit Points 32 (5d8)

Speed 0 ft, fly 45 ft (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (0)	10 (0)	12 (+1)	13 (+1)	12 (+1)

Skills History +4, Intuition +4

Senses darkvision 30 ft, passive Perception 8

Damage Vulnerabilities psychic

Damage Resistances acid, fire, lightning, thunder, plus bludgeoning, piercing, and slashing from non-silvered weapons

Damage Immunities cold, necrotic, poison

Condition Immunities grappled, prone, frightened, unconscious

Bound. Edward cannot leave the room he is found in.

ACTIONS

Hurl Debris. Ranged weapon attack: +3 to hit, range 15/30 ft, one to three targets. Hit: 1d6+1 (4) bludgeoning damage.

Frightening Presence. A creature hit by an attack must make a **DC 11 Wisdom** saving throw. On failure, they become frightened of Edward until the start of their next turn. Costs 2 Doom to use.

Possession. A single creature within 15 ft. must succeed on a **DC 11 Charisma** saving throw or become possessed by Edward. If a frog monster is possessed, he causes it to become paralysed until the start of his next turn. If he possesses an agent he is on good terms with, he provides advantage on damage rolls for 1 round.

MARY PYM

Medium poltergeist

The sad ghost of Mary Pym. See p. 28 for more information.

Armour Class 11

Hit Points 45 (10d8)

Speed 0 ft, fly 45 ft (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (0)	14 (+2)	15 (+2)	12 (+1)

Skills Acrobatics +5, History +4, Intuition +4

Senses darkvision 30ft, passive Perception 12

Damage Vulnerabilities psychic

Damage Resistances acid, fire, lightning, thunder, plus bludgeoning, piercing, and slashing from non-silvered weapons

Damage Immunities cold, necrotic, poison

Condition Immunities grappled, prone, frightened, unconscious

Bound. Mary cannot leave the room she is found in.

Subdued. When reduced to 0 HP, she stops attacking and may be questioned by the agents as detailed in the Case File.

Withering Touch. Anyone suffering an injury from Mary's attacks is aged physically by 1d6 years.

ACTIONS

Hurl Debris. Ranged weapon attack: +3 to hit, range 15/30 ft, one to three targets. Hit: 1d6+1 (4) bludgeoning damage.

Frightening Presence. A creature hit by an attack must make a **DC 12 Wisdom** saving throw. On failure, they become frightened of Mary until the start of their next turn. Costs 2 Doom to use.

Possession. A single creature within 15 ft must succeed on a **DC 12 Wisdom** saving throw or become possessed by Mary and fall under her control. Those with psychic ability save at disadvantage. Half of any damage the creature receives is dealt to Mary as psychic damage. A possessed creature can repeat its saving throw at the end of their turn, expelling her on success.

Unseen Nose. One target must make a **DC 13 Charisma** saving throw, taking 3d6+1 (11) psychic damage on failure, or half on success. A save failed by 5 or more means the agent is lifted 5 ft up and grappled, requiring a successful **DC 10 Strength (Athletics)** or **Dexterity (Acrobatics)** check as an action to escape.

RITUALS

The rules presented here are an introduction to rituals and occult magic within *Hellboy: The RPG*. Expanded rules will be provided with the main Corebook.

PERFORMING A RITUAL

To attempt to perform a ritual or rite, the agent must have a resource such as an ancient tome or a translation. They must also have the elements required, such as a dagger with the blood of the willing and a candle left to wilt over the course of five full moons. Sometimes, the equipment in the Emergency Rapid Deployment Ritual kit is enough to fulfill the requirements.

Initially, the agent must succeed on the following check:

Intelligence (Occult) check with a DC equal 8 + the level of the ritual

Succeeding at this check means the agent has initiated the ritual through their understanding of the text and the wider forces at work.

On each of their turns after the ritual has been started, the agent performing the ritual must make a Charisma check with a DC equal to the DC required to initiate the ritual. This ensures they focus their will on the power flowing into the ritual.

When making the above check, the agent rolls 3d10 for Doom and Ingenuity points, instead of 1d10. The agent performing the ritual can use either Doom or Ingenuity points generated from this roll to count as additional successes toward the total number required for the ritual to succeed. If a ritual is powered by Doom, then it will have complications introduced that are determined by the nature of the ritual and the GM.

The target number of successes required to complete the ritual is equal to the ritual's level. For example, if an agent succeeds on their Occult check and then next turn generates 2 points of Ingenuity with a success on their Charisma check, they have three successes they can put towards the target number of successes. Provided the ritual level was 2, this would be enough for the ritual to take effect immediately.

If a ritual is interrupted—such as by failing a check or the agent being prevented from continuing—the GM gains an amount of Doom equal to the number of successes gained towards the ritual so far and the ritual fails. So long as the components are still to hand, a failed ritual can be restarted and attempted anew.

SAMPLE RITUALS

EXORCISM

LEVEL 2 RITUAL

PREREQUISITE: Ordained feat.

COMPONENTS: Exorcism supplies (such as rosary, sacred water, particular herbs, and religious texts).

EFFECT: Once performed, any possessed creature within 10 ft of the agent performing this ritual has the possessing force expelled from them. If performed while targeting a ghost, spirit, poltergeist, or similar entity, this rite deals 2d8 Psychic damage, plus 1d8 per additional success above the ritual level.

THE GRĀMATA RITE

LEVEL 5 RITUAL

COMPONENTS: *Laimes Grāmata*, snake's eyes, fish scales, shrew's blood, lizard's tongue.

EFFECT: This will partially reverse a curse or transformation, leaving a creature more vulnerable to damage.

THE RITE OF TRANSFORMATION

LEVEL 5 RITUAL

COMPONENTS: *The Inishturk Fragments*, a circle (newly drawn or existing).

EFFECT: Tentacles can be heard slithering, gurgling bellows shake the foundations, and the water level begins to rise. Completing the rite breaks the entity's hold here.



APPENDIX II

EQUIPMENT AND ABILITIES

The rules presented here are an introduction to the equipment available to agents and the psychic powers they may be able to employ. Full rules for both will be contained within the *Hellboy: The RPG Corebook*.

EQUIPMENT

Each agent starts a Case File with a B.P.R.D. Tactical Vest (TacVest), a backpack, a B.P.R.D. Sidearm, and a flashlight.

Agents will be able to request additional equipment before the start of a case file, with available equipment determined by the investigation's priority and the agent's role and clearance level.

B.P.R.D. TAC VEST

The TacVest has four pockets, each able to hold 2 Small items or 1 Medium item, for a total of 8 Small or 4 Medium.

The agent is able to access equipment in their vest's pockets as if it were at hand. As part of an agent's turn, they can produce 1 item from the vest's pockets. As a bonus action, they can stow 1 item and replace it with another item from their tactical vest. Any items not in the tactical vest but in an agent's inventory are in their backpack, which requires an action to open.

TacVests grant +1 AC and can also serve as a Stab or Ballistic Vest.

STAB VEST: Multiple layers of material defend against stab attacks. No help against bullets, sadly. The wearer gains resistance to piercing damage and damage reduction 2 against slashing damage.

BALLISTIC VEST: The experimental lining of this vest provides the wearer with protection from traditional projectile weapons, while spreading the impact of other attacks across a wider area. The wearer gains resistance to bludgeoning damage and damage reduction 2 against slashing damage.

In addition, the wearer of a TacVest can use their reaction to cause a critical hit to become a regular hit. The tactical vest loses its damage resistance permanently after this use.

B.P.R.D. FIELD KIT

A standard agent field kit consists of a box of matches or lighter, a notebook and pen, a bobby pin (one use item to facilitate the opening of doors with a **Dexterity [Steady Hands]** or **[Technology]** check), keys to the B.P.R.D. vehicle, a cell phone, a flare, and a military spec radio (including ear piece and mic).

PSYCHIC POWERS

You can use an action and attempt to manifest your abilities. This requires a Charisma saving throw with the following DC:

DC 8 + half your level

As part of the saving throw, roll 3d10 instead of 1d10 to determine Doom and Ingenuity. On a failed save, the psychic is unable to manifest their abilities for the remainder of the chapter.

On a successful save, the abilities manifest immediately. The psychic can continue to channel their powers as an action on their turn for up to 1 minute by repeating the Charisma save and rolling 3d10 for Doom and Ingenuity. If the Charisma saving throw fails as part of this sustained use, the psychic deals 1d6 damage to either themselves or a creature within 5 ft. For each point of Doom or Ingenuity generated, they gain 1 additional piece of information or deal an additional 1d6 damage.

Francesca Lyle can channel her abilities 3 times during the quickstart adventure.

PSYCHOMETRY

You can reach out and sense the aura and memories of an area or individual, gaining advantage on Investigation, Persuasion, and Intuition checks.

Additional information that may be gained at the GM's discretion includes the lasting memory or aura of the creature or area, the surface emotions of the creature, the presence of creatures in the area, a point of interest of the area, or a question that the creature targeted does not want asked.

PSYCHIC INVASION

They may attempt to overpower a creature's mind. To do so, the psychic makes an opposed Charisma check (see p. 3). If they win, the targeted creature takes 2d6 psychic damage. If the psychic loses, they must repeat the Charisma save to manifest this power, suffering 1d6 psychic damage from backlash on failure. Damage from this feature overcomes all resistances or damage reduction.

SÉANCE

After successfully manifesting their powers, the psychic can offer their voice to the spirits. To establish a séance, the psychic must complete a manifesting saving throw for each question. To end the séance, the psychic must succeed in an opposed Charisma check against the spirit. If the psychic loses the contested roll, they become possessed by the spirit.

DR MARCUS HANSARD JR.

Marcus's life as a physician before the B.P.R.D. was such a long time ago, he feels like a ghost just thinking about it. He remembers Mona's first day on the job and even had lunch with Hellboy once. Now everything just aches, and he's transferring to a desk job in two months. Jeremie would never let him hear the end of it, so for now it's a big secret.

ORIGIN	BACKGROUND
Remarkable Human	Been Doing It Too Long
ROLE / LEVEL	ARCHETYPE
Field Agent / 5	Medic



+3 PROFICIENCY

PASSIVE PERCEPTION **17**

INGENUITY

PASSIVE INVESTIGATION **17**

AC **13**

INITIATIVE **+2**

SPEED **30**

44 HIT POINT MAXIMUM

TEMPORARY HIT POINTS

HIT DICE USED TOTAL

d10

DEATH SAVES

SUCCESSSES

FAILURES

INJURY LEVELS

LEVEL	EFFECT
<input type="checkbox"/> Minor	-1 to skill checks (This does not stack)
<input type="checkbox"/> Moderate	Do not add ability modifiers to ability checks or attack rolls
<input type="checkbox"/> Serious	Do not add ability modifiers to saving throws
<input type="checkbox"/> Severe	Disadvantage on ability checks, attack rolls, and saving throws
<input type="checkbox"/> Critical	Your speed is halved. You cannot dash

WEAPONS AND EQUIPMENT

WEAPON	ATK BONUS	RANGE	DAMAGE/TYPE
B.P.R.D Sidearm	+5	45/100	2d10 Bludgeoning

B.P.R.D. FIELD KIT
See Appendix 2, p. 36.

B.P.R.D. SIDEARM
A 9mm semi-automatic is the standard issue sidearm of the B.P.R.D. The agents must register these weapons with the British Authorities when in the UK. Plus 3 magazines of ammunition. (17 rounds in each.)

B.P.R.D. TACTICAL VEST
See Appendix 2, p. 36.

FIELD DRESSING, (MEDIUM)
A small collection of military-grade first aid items including bandages, tourniquet, adrenaline and morphine shots. The kit has 10 uses. A single use can be expended to attempt a **DC 12 Wisdom (Medicine)** check to stabilize a character at 0 HP. During take time, 1 use can be expended to restore 1d4 HP.

HIGH-POWERED FLASHLIGHT (SMALL)
While activated, this sturdy flashlight casts bright light for 15 ft and dim light to 30 ft in a cone shape. The flashlight requires one hand to use.

B.P.R.D. AND ROLE ABILITIES

ACTIONS

DOUBLE TAP

When you take the attack action, you can make two attacks instead of one, or you can forego your second attack to gain advantage on a single attack.

FIELD DOCTOR



A creature that you expend a use of a medical kit on regains 1d6 HP, even if they are at 0 HP.

You can attempt a focus test as a bonus action. On a success, you can use an action to apply multiple uses of this ability on one creature this round. You can use up to your remaining uses of this ability in a single action so long as the focus test was successful. If the focus test fails, you must still use your action to expend 1 use of this ability, as per normal.

You can use this ability a number of times equal to your Wisdom modifier plus 1. You can recover uses through the Field Operations ability (see below).

BONUS ACTIONS

NAME THEM AND BREAK THEM

Attempt a focus check as a bonus action. If successful, the first creature you damage with an attack suffers disadvantage on all attack rolls until the start of your next turn.

THIS IS GONNA HURT

Attempt a focus check as a bonus action. On success, when you hit a creature with an attack before the end of your next turn, you can spend a HD and add the amount rolled to the damage of the attack.

REACTIONS

CHECK THE CORNERS



When you are surprised, you can spend 1 Ingenuity as a reaction to move 15 ft and push another agent out of harm's way. This moves the agent 5 ft, and you must end this move within 5 ft of where the agent previously was. Any agent that is moved by this ability does not trigger attacks of opportunity. The moved agent is knocked prone. Use this ability once per Case File.

TAKING THE BRUNT (TACTICAL VEST)

As a reaction, an agent can spend a point of Ingenuity to reduce the damage suffered from an attack by 1d6 or their Constitution modifier per point of Ingenuity spent.

OTHER FEATURES

FIELD OPERATIONS



You can attempt a focus check as part of a dust off action. If successful, you can recover 1 use of a role ability. You can attempt this 3 times per Case File, and regain all uses once you return to base. You cannot recover uses of this ability as part of a dust off action.

ON-THE-JOB TRAINING



Once per Case File, you may make a single skill check, attack roll, or saving throw as if you were proficient. If you are already proficient, you may add your proficiency bonus twice instead. You must return to base before you can use this feature again.

TEAMWORK



When taking or benefiting from the help action, you generate an extra point of Ingenuity. When you are taking part in a group check or extended check, you generate an extra point of Ingenuity for each field agent taking part. You have a total number of uses of this ability equal to your proficiency bonus (3). You regain 1 expended use when you use a take time resting period.

TILL WE GET BACK TO BASE



When using a take time rest you can suppress a total number of injuries equal to your Wisdom modifier, which lasts remains in effect until another injury is received. Suppressing an injury this way requires expending a use of a field dressing. During a dust off action, you can spend Ingenuity and a use of a field dressing to suppress the effects of an injury until the end of the chapter.

WELL OILED

You gain advantage on focus checks.

WEAPON FOCUS, CAREFUL SHOTS

You do not suffer disadvantage when targeting a creature within 5 ft of you or another agent with a ranged attack.

ORIGIN FEATURES

DO OR DIE



You may reroll a failed saving throw. You have 2 uses of the ability and regain all uses when you return to base.

UNMATCHED FOCUS



You can reroll an attack roll or ability check that resulted in a 1, but you must use the new result even if it is a 1. Once you have used this feature, you must return to base to use it again.

STRENGTH **10**

SAVING THROWS: 0 ATHLETICS

DEXTERITY **14**

SAVING THROWS: +5 ACROBATICS

STEADY HANDS: +5

STEALTH: +3

CONSTITUTION **14**

SAVING THROWS: +5

INTELLIGENCE **12**

SAVING THROWS: +1 BUREAUCRACY

HISTORY: +1

OCCULT: +1

RELIGION: +1

SCIENCE: +1

TECHNOLOGY: +1

WISDOM **18**

SAVING THROWS: +4 ANIMAL HANDLING

INTUITION: +4

INVESTIGATION: +7

MEDICINE: +7

PERCEPTION: +7

SURVIVAL: +4

CHARISMA **10**

SAVING THROWS: 0 INTIMIDATION

PERSUASION: 0

ORIGIN FEATURES

DO OR DIE

You may reroll a failed saving throw. You have 2 uses of the ability and regain all uses when you return to base.

UNMATCHED FOCUS

You can reroll an attack roll or ability check that resulted in a 1, but you must use the new result even if it is a 1. Once you have used this feature, you must return to base to use it again.

MONA SAMAHA MAI

A detective in the Vietnamese police before joining the B.P.R.D., Mona is determined to prove that her multinational team can operate together without serious friction. Marcus thinks she doesn't know about his upcoming transfer, but Mona was the one who signed off on it. She was also on the team that recruited Francesca.

ORIGIN	BACKGROUND
Remarkable Human	Professional
ROLE / LEVEL	ARCHETYPE
Field Agent / 5	Team Leader



+3 PROFICIENCY

PASSIVE PERCEPTION **12**

INGENUITY

PASSIVE INVESTIGATION **9**

AC **12**

INITIATIVE **+1**

SPEED **30**

44 HIT POINT MAXIMUM

TEMPORARY HIT POINTS

HIT DICE

USED TOTAL

d10

DEATH SAVES

SUCCESSES

FAILURES

INJURY LEVELS

LEVEL	EFFECT
<input type="checkbox"/> Minor	-1 to skill checks (This does not stack)
<input type="checkbox"/> Moderate	Do not add ability modifiers to ability checks or attack rolls
<input type="checkbox"/> Serious	Do not add ability modifiers to saving throws
<input type="checkbox"/> Severe	Disadvantage on ability checks, attack rolls, and saving throws
<input type="checkbox"/> Critical	Your speed is halved. You cannot dash

WEAPONS AND EQUIPMENT

WEAPON	ATK BONUS	RANGE	DAMAGE/TYPE
B.P.R.D Sidearm	+4	45/100	2d10 Bludgeoning

B.P.R.D. FIELD KIT
See Appendix 2, p. 36.

B.P.R.D. SIDEARM
A 9mm semi-automatic is the standard issue sidearm of the B.P.R.D. The agents must register these weapons with the British Authorities when in the UK. Plus 3 magazines of ammunition (17 rounds in each).

B.P.R.D. TACTICAL VEST
See Appendix 2, p. 36.

HIGH-POWERED FLASHLIGHT (SMALL)
While activated, this sturdy flashlight casts bright light for 15 ft and dim light to 30 ft in a cone shape. The flashlight requires one hand to use.

B.P.R.D. AND ROLE ABILITIES

ACTIONS

DOUBLE TAP

When you take the attack action, you can make two attacks instead of one, or you can forego your second attack to gain advantage on a single attack.

BONUS ACTIONS

DELEGATE

You can make a focus check as a bonus action. If successful, you can then grant your attack action to an agent you nominate. The nominated agent can then use the attack action as a free action before the end of their turn. If you can make more than 1 attack when you take the attack action, you can delegate all your attacks to another field agent or to different ones.

ENHANCED TEAMWORK

Use a bonus action and attempt a focus test. If successful, each agent within 15 ft of you, including yourself, generates an additional point of Ingenuity whenever Ingenuity is rolled as part of an ability check, saving throw, or attack roll. This ability requires you to maintain focus and lasts a number of rounds equal to your Charisma modifier +1. You have a number of uses equal to your Charisma modifier (minimum 1). You regain 1 use when you take time.

THIS IS GONNA HURT

Attempt a focus check as a bonus action. On success, when you hit a creature with an attack before the end of your next turn, you can spend a HD and add the amount rolled to the damage of the attack.

REACTIONS

CHECK THE CORNERS

When you are surprised, you can spend 1 Ingenuity as a reaction to move 15 ft and push another agent out of harm's way. This moves the agent 5 ft, and you must end this move within 5 ft of where the agent previously was. Any agent that is moved by this ability does not trigger attacks of opportunity. The moved agent is knocked prone. Use this ability once per Case File.

MOTIVATION

You gain 1 additional action and 1 additional bonus action on your turn. You can use a reaction to grant this to another agent, who then takes the additional action and bonus action immediately. This does not require a focus test. To use this feature again you must use a take time resting period or successfully recover it through the Field Operations ability.

TAKING THE BRUNT (TACTICAL VEST)

As a reaction, an agent can spend a point of Ingenuity to reduce the damage suffered from an attack by 1d6 or their Constitution modifier per point of Ingenuity spent.

WEAPON FOCUS, LEARN TO DUCK

As a reaction, you can add your proficiency bonus to your AC until the start of your next turn.

OTHER FEATURES

FIELD OPERATIONS

You can attempt a focus check as part of a dust off action. If successful, you can recover 1 use of a role ability. You can attempt this 3 times per Case File, and regain all uses once you return to base. You cannot recover uses of this ability as part of a dust off action.

ON-THE-JOB TRAINING

Once per Case File, you may make a single skill check, attack roll, or saving throw as if you were proficient. If you are already proficient, you may add your proficiency bonus twice instead. You must return to base before you can use this feature again.

TEAMWORK

When taking or benefiting from the help action, you generate an extra point of Ingenuity. When you are taking part in a group check or extended check, you generate an extra point of Ingenuity for each field agent taking part. You have a total number of uses of this ability equal to your proficiency bonus (3). You regain 1 expended use when you use a take time resting period.

WELL OILED

You gain advantage on focus checks.

ORIGIN FEATURES

DO OR DIE
You may reroll a failed saving throw. You have 2 uses of the ability and regain all uses when you return to base.

UNMATCHED FOCUS
You can reroll an attack roll or ability check that resulted in a 1, but you must use the new result even if it is a 1. Once you have used this feature, you must return to base to use it again.

WEEKEND TRAINING (FEAT)
Standing up from prone costs 5 ft of movement. You can add half your proficiency bonus to any Strength or Dexterity check you are not proficient in. You can also dash while carrying an unconscious agent, and climbing does not cost you extra movement.

STRENGTH **16** **+3**

SAVING THROWS **+6**

ATHLETICS **+6**

DEXTERITY **12** **+1**

SAVING THROWS **+1**

ACROBATICS **+1**

STEADY HANDS **+1**

STEALTH **+1**

CONSTITUTION **15** **+2**

SAVING THROWS **+5**

INTELLIGENCE **10** **0**

SAVING THROWS **0**

BUREAUCRACY **+3**

HISTORY **0**

OCCULT **0**

RELIGION **0**

SCIENCE **0**

TECHNOLOGY **+3**

WISDOM **8** **-1**

SAVING THROWS **-1**

ANIMAL HANDLING **-1**

INTUITION **+2**

INVESTIGATION **-1**

MEDICINE **-1**

PERCEPTION **+2**

SURVIVAL **-1**

CHARISMA **14** **+2**

SAVING THROWS **0**

INTIMIDATION **0**

PERSUASION **+5**

FRANCESCA LALE

A former doctoral candidate in archaeology at the University of Edinburgh, she was recruited into the B.P.R.D. after discovering that a curse upon a tomb in South Africa was very real. The B.P.R.D. saved the dig team, though Francesca still relives the tomb's deafening silence in her quiet moments. She recently started showing psychic abilities, the source of which remains unclear.

ORIGIN	BACKGROUND
Remarkable Human	Academic
ROLE / LEVEL	ARCHETYPE
Field Agent / 5	Investigator

HELLBOY
THE ROLEPLAYING GAME



+3 PROFICIENCY

PASSIVE PERCEPTION **12**

INGENUITY

PASSIVE INVESTIGATION **15**

AC **13**

INITIATIVE **+1**

SPEED **30**

44 HIT POINT MAXIMUM

TEMPORARY HIT POINTS

HIT DICE

USED TOTAL

d10

DEATH SAVES

SUCCESSSES

FAILURES

INJURY LEVELS

LEVEL	EFFECT
<input type="checkbox"/> Minor	-1 to skill checks (This does not stack)
<input type="checkbox"/> Moderate	Do not add ability modifiers to ability checks or attack rolls
<input type="checkbox"/> Serious	Do not add ability modifiers to saving throws
<input type="checkbox"/> Severe	Disadvantage on ability checks, attack rolls, and saving throws
<input type="checkbox"/> Critical	Your speed is halved. You cannot dash

WEAPONS AND EQUIPMENT

WEAPON	ATK BONUS	RANGE	DAMAGE/TYPE
B.P.R.D Sidearm	+4	45/100	2d10 Bludgeoning

B.P.R.D. FIELD KIT
See Appendix 1, p. 36.

B.P.R.D. SIDEARM
A 9mm semi-automatic is the standard issue sidearm of the B.P.R.D. The agents must register these weapons with the British Authorities when in the UK. Plus 3 magazines of ammunition (17 rounds in each).

B.P.R.D. TACTICAL VEST
See Appendix 2, p.36.

FIELD LAB KIT (MEDIUM)
A field lab kit contains a small collection of prepared kits to investigate for the presence of certain phenomena. Confirming if a substance is blood is a common use. Temperature readings to confirm shifts is another use. The kit has 10 uses, and a use can be expended when undertaking an Investigation, Medicine, Science, or Occult roll to grant advantage on the roll, provided the agents can spend 10 minutes undertaking the check. The accompanying d10 for Doom and Ingenuity can be rerolled when the check is made.

HIGH-POWERED FLASHLIGHT (SMALL)
While activated, this sturdy flashlight casts bright light for 15 ft and dim light to 30 ft in a cone shape. The flashlight requires one hand to use.

B.P.R.D. AND ROLE ABILITIES

ACTIONS

DOUBLE TAP

When you take the attack action, you can make two attacks instead of one, or you can forego your second attack to gain advantage on a single attack.

BONUS ACTIONS

THIS IS GONNA HURT

Attempt a focus check as a bonus action. On success, when you hit a creature with an attack before the end of your next turn, you can spend a HD and add the amount rolled to the damage of the attack.

TRAINED EYE

You can attempt a focus check as a bonus action to negate disadvantage on a skill check you are proficient in. You can use this feature a number of times equal to your Intelligence modifier+1.

REACTIONS

CHECK THE CORNERS

When you are surprised, you can spend 1 Ingenuity as a reaction to move 15 ft and push another agent out of harm's way. This moves the agent 5 ft, and you must end this move within 5 ft of where the agent previously was. Any agent that is moved by this ability does not trigger attacks of opportunity. The moved agent is knocked prone. Use this ability once per Case File.

QUICK THINKING

You can attempt a focus check as a reaction to add your Intelligence modifier to a saving throw or your AC.

TAKING THE BRUNT (TACTICAL VEST)

As a reaction, an agent can spend a point of Ingenuity to reduce the damage suffered from an attack by 1d6 or their Constitution modifier per point of Ingenuity spent.

OTHER FEATURES

FIELD OPERATIONS

You can attempt a focus check as part of a dust off action. If successful, you can recover 1 use of a role ability. You can attempt this 3 times per Case File, and regain all uses once you return to base. You cannot recover uses of this ability as part of a dust off action.

NAGGING FEELING

When you use a take time to rest, you can attempt to store a number of points of Ingenuity equal to your Intelligence modifier, up to a maximum of your proficiency bonus. Each point you wish to store in this manner requires a focus check and a use of this ability. You can use this feature a number of times equal to your Intelligence modifier.

ON-THE-JOB TRAINING

Once per Case File, you may make a single skill check, attack roll, or saving throw as if you were proficient. If you are already proficient, you may add your proficiency bonus twice instead. You must return to base before you can use this feature again.

TEAMWORK

When taking or benefiting from the help action, you generate an extra point of Ingenuity. When you are taking part in a group check or extended check, you generate an extra point of Ingenuity for each field agent taking part. You have a total number of uses of this ability equal to your proficiency bonus (3). You regain 1 expended use when you use a take time resting period.

WEAPON FOCUS, CENTRE MASS

Each time you hit a creature with an attack, you can choose to push it 5 ft back.

WELL OILED

You gain advantage on focus checks.

ORIGIN FEATURES

DO OR DIE

You may reroll a failed saving throw. You have 2 uses of the ability and regain all uses when you return to base.

UNMATCHED FOCUS

You can reroll an attack roll or ability check that resulted in a 1, but you must use the new result even if it is a 1. Once you have used this feature, you must return to base to use it again.

FEAT

LIMITED PSYCHIC AWAKENING, FEAT

Working for the B.P.R.D. has led your latent psychic abilities to awaken, allowing you a limited version of psychic ability. You know the psychic powers Psychometry, Psychic Invasion, and Séance—see Appendix 2. You can use your powers 3 times during this Case File.

STRENGTH **10**

SAVING THROWS: 0, 0

ATHLETICS: 0

DEXTERITY **12**

SAVING THROWS: +4, +1

ACROBATICS: +1

STEADY HANDS: +1

STEALTH: +1

CONSTITUTION **14**

SAVING THROWS: +5

INTELLIGENCE **16**

SAVING THROWS: +3, +3, +6, +6

BUREAUCRACY: +3

HISTORY: +6

OCCULT: +6

RELIGION: +3

SCIENCE: +3

TECHNOLOGY: +6

WISDOM **14**

SAVING THROWS: +2, +2

ANIMAL HANDLING: +2

INTUITION: +5, +5

INVESTIGATION: +5

MEDICINE: +2

PERCEPTION: +2

SURVIVAL: +2

CHARISMA **12**

SAVING THROWS: +1, +1

INTIMIDATION: +1

PERSUASION: +1

ALEKSANDRA ZARKOVA

Originally from Anadyr, the eastern most city in Russia, Aleksandra was recruited from the counter-terrorism branch of the Federal Security Bureau to the Special Science Service. Given the turbulent leadership situation at the Service, she jumped at the chance to put an ocean between her and HQ.

ORIGIN	BACKGROUND
Remarkable Human	Central Recruitment
ROLE / LEVEL	ARCHETYPE
B.P.R.D. Consultant / 5	SSS



+3 PROFICIENCY PASSIVE PERCEPTION **15**

INGENUITY PASSIVE INVESTIGATION **15**

AC **13** INITIATIVE **+1** SPEED **30**

39 HIT POINT MAXIMUM TEMPORARY HIT POINTS

HIT DICE DEATH SAVES

USED TOTAL SUCCESSES FAILURES

d10

INJURY LEVELS

LEVEL	EFFECT
<input type="checkbox"/> Minor	-1 to skill checks (This does not stack)
<input type="checkbox"/> Moderate	Do not add ability modifiers to ability checks or attack rolls
<input type="checkbox"/> Serious	Do not add ability modifiers to saving throws
<input type="checkbox"/> Severe	Disadvantage on ability checks, attack rolls, and saving throws
<input type="checkbox"/> Critical	Your speed is halved. You cannot dash

WEAPONS AND EQUIPMENT

WEAPON	ATK BONUS	RANGE	DAMAGE/TYPE
B.P.R.D Sidearm	+5	45/100	2d10 Bludgeoning

B.P.R.D. FIELD KIT
See Appendix 2, p. 36.

B.P.R.D. SIDEARM
A 9mm semi-automatic is the standard issue sidearm of the B.P.R.D. The agents must register these weapons with the British Authorities when in the UK. Plus 3 magazines of ammunition (17 rounds in each).

B.P.R.D. TACTICAL VEST
See Appendix 2, p. 36.

B.P.R.D. TRACKING BEACON
Usually belt-worn, beacons locate an agent to within 10 ft. With a substantial range, B.P.R.D. systems can locate the tracker almost anywhere on the planet's surface, although it can be blocked by physical obstacles.

HIGH-POWERED FLASHLIGHT (SMALL)
While activated, this sturdy flashlight casts bright light for 15 ft and dim light to 30 ft in a cone shape. The flashlight requires one hand to use.

REFINED EMF SENSOR
Gain advantage on checks to track electrical readings often associated with supernatural occurrences, including **Wisdom (Perception or Investigation)** checks to track supernatural entities. Sometimes, though, it just does lead to exposed live wiring.

B.P.R.D. AND ROLE ABILITIES

ACTIONS

SPRING THE TRAP
When you surprise a creature, you can make an additional attack as part of the attack action and dash as a bonus action in the first round of combat.

BONUS ACTIONS

FOCUSED APPROACH
As a bonus action, you can make a focus test. If successful you can add 1d6 to the damage for each successful hit you make against a single target. You expend your bonus action to move this focus to another target. This ability requires sustained focus. You have 3 uses of this feature and regain up to 2 when you use a take time rest. If not interrupted, this effect ends after 30 seconds (5 rounds).

PICK UP THE TRAIL
You can attempt a focus check as a bonus action to gain advantage on **Investigation** checks to track a creature. You have 2 uses of this ability and regain 1 use when you have a take time resting period.

RAPID RELOAD (FEAT)
When you take the attack action, you can declare you are firing rapidly. When firing rapidly, you target up to three additional creatures within 10ft of your original target. If the attack roll against the original target would have also been successful against the additional creatures they suffer 2d6 slashing damage. You can nominate the original target as 1 of the three creatures. If Doom is generated as part of the rapid fire attack roll, you have run out of easily accessible ammo and must spend an action to reload before using the weapon again.

REACTIONS

TAKING THE BRUNT (TACTICAL VEST)
As a reaction, an agent can spend a point of Ingenuity to reduce the damage suffered from an attack by 1d6 or their Constitution modifier per point of Ingenuity spent.

OTHER FEATURES

COLD APPROACH
You gain advantage against becoming frightened or an effect that would cause psychic damage.

RECOVERED CASE FILE (SSS FEATURE)
For each Case File, you can start with 1 additional level of clearance using the Case Files that other B.P.R.D. agents "recovered" in a past operation. Just don't ask where they got it or how. The additional information grants you the next level of background information as if you had an additional level of clearance. You must complete a Case File before you can use this feature again.

WEAPON FOCUS, MEASURED VIOLENCE
You may reroll any 1s you roll on weapon damage but must keep the new result.

ORIGIN FEATURES

CURSED ON THE JOB (FEAT)
You are cursed to never dream but have gained a deeper reserve of will to hang on to life. The first time you are reduced to 0 HP in a Case File, you instead drop to 1 HP. In addition, when you use a take time rest, you can add your Wisdom modifier to any HP regained from Hit Dice.

DO OR DIE
You may reroll a failed saving throw. You have 2 uses of the ability and regain all uses when you return to base.

UNMATCHED FOCUS
You can reroll an attack roll or ability check that resulted in a 1, but you must use the new result even if it is a 1. Once you have used this feature, you must return to base to use it again.

STRENGTH **14** +2 SAVING THROWS +5 ATHLETICS

DEXTERITY **14** +5 SAVING THROWS +2 ACROBATICS +2 STEADY HANDS +2 STEALTH

CONSTITUTION **12** +4 SAVING THROWS

INTELLIGENCE **12** +1 SAVING THROWS +1 BUREAUCRACY +1 HISTORY +1 OCCULT +1 RELIGION +1 SCIENCE +1 TECHNOLOGY

WISDOM **15** +2 SAVING THROWS +2 ANIMAL HANDLING +2 INTUITION +5 INVESTIGATION +2 MEDICINE +5 PERCEPTION +2 SURVIVAL

CHARISMA **10** 0 SAVING THROWS 0 INTIMIDATION 0 PERSUASION

REVEREND JEREMIE PETERS

A former US Army Chaplain, he joined the B.P.R.D. following an incident with a possessed colleague while on deployment in the Middle East. He is concerned by rumours of changes within the team as he has only just begun getting used to the different idiosyncrasies of its members.

ORIGIN	BACKGROUND
Remarkable Human	Military
ROLE / LEVEL	ARCHETYPE
Personnel Dev. / 5	Operational Oversight



+3 PROFICIENCY

PASSIVE PERCEPTION **12**

INGENUITY

PASSIVE INVESTIGATION **12**

AC **12**

INITIATIVE **+1**

SPEED **30**

28 HIT POINT MAXIMUM

TEMPORARY HIT POINTS

HIT DICE USED TOTAL

d8

DEATH SAVES

SUCCESSSES ○○○○

FAILURES ○○○○

INJURY LEVELS

LEVEL	EFFECT
<input type="checkbox"/> Minor	-1 to skill checks (This does not stack)
<input type="checkbox"/> Moderate	Do not add ability modifiers to ability checks or attack rolls
<input type="checkbox"/> Serious	Do not add ability modifiers to saving throws
<input type="checkbox"/> Severe	Disadvantage on ability checks, attack rolls, and saving throws
<input type="checkbox"/> Critical	Your speed is halved. You cannot dash

WEAPONS AND EQUIPMENT

WEAPON	ATK BONUS	RANGE	DAMAGE/TYPE
B.P.R.D. Sidearm	+4	45/100	2d10 Bludgeoning

B.P.R.D. FIELD KIT
See Appendix 1, p. 36.

B.P.R.D. SIDEARM
A 9mm semi-automatic is the standard issue sidearm of the B.P.R.D. The agents must register these weapons with the British Authorities when in the UK. Plus 3 magazines of ammunition (17 rounds in each).

B.P.R.D. TACTICAL VEST
See Appendix 1, p. 36.

B.P.R.D. TRACKING BEACON
Usually belt-worn, beacons locate an agent to within 10 ft. With a substantial range, B.P.R.D. systems can locate the tracker almost anywhere on the planet's surface, although it can be blocked by physical obstacles.

EXORCISM SUPPLIES AND ROSARY
Used to perform the Exorcism rite, see p. 35.

HIGH-POWERED FLASHLIGHT (SMALL)
While activated, this sturdy flashlight casts bright light for 15 ft and dim light to 30 ft in a cone shape. The flashlight requires one hand to use.

TACTICAL ENTRY KIT (LARGE)
Lockpicks, a mini-sledge, crowbar, and utility knife, mean the TEK is capable of busting most residential and security-hardened boxes, doors, or windows.

B.P.R.D. AND ROLE ABILITIES

ACTIONS

DEPLOYMENT TACTIC - SUPPRESSIVE FIRE
When you take the attack action with your sidearm, you can make three attacks instead of one. Each attack can target the same creature, or other creatures to within 15 ft of the original target. Each time you hit a creature with this attack, it suffers -1 to attack rolls and saving throws until the end of its next turn (multiple hits stack). Using this ability consumes 1 use of your Deployment Tactics ability. (See below.)

BONUS ACTIONS

COORDINATED EFFORT
The help action has a range of 15 ft for you and can be performed as a bonus action.

TRAINED EYE
You can attempt a focus check as a bonus action to negate disadvantage on a skill check you are proficient in. You can use this feature a number of times equal to your Intelligence modifier+1.

REACTIONS

TACTICAL WITHDRAWAL
When you use this reaction, all agents within 15 ft may move up to half their movement speed as a reaction. This does not provoke attacks of opportunity, and they must end this movement further away from hostile creatures than when they started. This consumes 1 use of your Deployment Tactics ability. (See below.)

TAKING THE BRUNT (TACTICAL VEST)
As a reaction, an agent can spend a point of Ingenuity to reduce the damage suffered from an attack by 1d6 or their Constitution modifier per point of Ingenuity spent.

VOLUNTOLD
You can grant any unspent movement from your turn to another agent as a reaction. This movement can be taken immediately.

WATCH OUT!
Provided you can see the danger coming, you grant an agent within 15 ft of you advantage on a saving throw. Alternatively, you can swap places with an agent who is targeted by an attack or effect provided you are within 5 ft of them. You become the target of the effect or attack, while the original targeted agent is moved 5 ft and knocked prone. This consumes your reaction and 1 use of your Deployment Tactics ability. (See below.)

OTHER FEATURES

DEPLOYMENT TACTICS
You know 3 tactics, detailed in your action and reaction sections. You can use these tactics a number of times equal to your proficiency bonus (3). You regain up to 2 expended uses when you have a take time rest period.

PLAN C
You can spend a point of Ingenuity from the Investigation Sheet to prevent all agents from being surprised. You can also spend a point of Ingenuity from the Investigation Sheet to attempt a focus check as an action. If successful, the next attack against a creature you nominate treats all damage from the attack as if it were a critical hit.

WELL PREPARED
Your starting inventory space is increased by 2 (included in the equipment section).

WELL SUPPLIED
You can "remember" that you have 1 tiny or small item of equipment that is not on your inventory sheet in one of your pockets. You have 2 uses of this ability. You regain all uses when you return to base.

ORIGIN FEATURES

DO OR DIE
You may reroll a failed saving throw. You have 2 uses of the ability and regain all uses when you return to base.

ORDAINED (FEAT)
Despite being an agent, you have been ordained by a church and instructed in their traditions and rites. This knowledge has come into play on occasion during your time with the Bureau. You gain proficiency in the Religion skill and learn the Exorcism rite. (See p. 39)

UNMATCHED FOCUS
You can reroll an attack roll or ability check that resulted in a 1, but you must use the new result even if it is a 1. Once you have used this feature, you must return to base to use it again.

STRENGTH **12** **+1**

+4 SAVING THROWS
 +4 ATHLETICS

DEXTERITY **13** **+1**

+1 SAVING THROWS
 +1 ACROBATICS
 +1 STEADY HANDS
 +1 STEALTH

CONSTITUTION **10** **0**

0 SAVING THROWS

INTELLIGENCE **13** **+1**

+4 SAVING THROWS
 +4 BUREAUCRACY
 +1 HISTORY
 +1 OCCULT
 +4 RELIGION
 +1 SCIENCE
 +1 TECHNOLOGY

WISDOM **14** **+2**

+2 SAVING THROWS
 +2 ANIMAL HANDLING
 +5 INTUITION
 +2 INVESTIGATION
 +2 MEDICINE
 +2 PERCEPTION
 +2 SURVIVAL

CHARISMA **16** **+3**

+3 SAVING THROWS
 +3 INTIMIDATION
 +4 PERSUASION

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