

**PULP VILLAINS**

# **TOR-AK**

## **THE UNDYING SAVAGE**

# **GAME STATISTICS**

## **QUICK REFERENCE GUIDE**

This bonus download is provided to offer a handy reference resource for the game statistics featured in *ADM3232: Pulp Villains—Tor-Ak*. They have been formatted for easy printing on 8.5-inch by 11-inch paper and graphical backgrounds have been omitted.

Permission is granted by the copyright holder to photocopy/print the contents of this book for personal use.

# **THRILLING TALES**

© 2017 ADAMANT ENTERTAINMENT.

THRILLING TALES and all other ADAMANT ENTERTAINMENT product names and their respective logos are trademarks of Adamant Entertainment in the U.S.A. and other countries. All Adamant Entertainment characters, character names, and the distinctive likenesses thereof are property of Adamant Entertainment. This material is protected under the copyright laws of the United States of America. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

**ADAMANT**  
ENTERTAINMENT

[WWW.ADAMANTENTERTAINMENT.COM](http://WWW.ADAMANTENTERTAINMENT.COM)

=====**TABLE OF CONTENTS**=====

Andy Epstein .....	3
Tor-Ak (Ghost Form) .....	4
Edith Epstein .....	6
Henchmen and Creatures .....	7
Warrior Neanderthal .....	7
Sub-Chief Neanderthal .....	7
Terrorsaur Rider .....	8
Terrorsaurs .....	8
Terrorsaur Mount .....	9
Brood Mothers .....	10
Brood Queen .....	10

## ANDY EPSTEIN

### FORMER ACCOUNTANT, POSSESSED PYSCHIC HOST

**Attributes:** Agility d6, Smarts d12+4, Spirit d12+4, Strength d6, Vigor d8

**Skills:** As Ghost Form (pages 8–11) plus the following: Driving d4, Investigation d6, Knowledge (Accounting) d6.

**Pace:** 6; **Parry:** 8 (9 with Bone Blade); **Toughness:** 11 (4)

**Hindrances:** As Ghost Form (pages 8–11 or main book; pages 4–5 of this volume) plus the following: Anemic, Curious, Cautious.

**Edges:** As Ghost Form (pages 8–11 or main book; pages 4–5 of this volume) plus the following: Alertness, Dodge.

**Psionic Powers:** As listed for the Ghost Form (pages 8–11 or main book; pages 4–5 of this volume).

**Gear:** The Bone Blade (see pages 12–13 of main book).

### Special Abilities

As the host form of Tor-Ak, Andy has access to any of the Ghost Form’s Special Abilities marked “❖”, plus the following:

- *Armor +4:* Andy’s body has been psionically transmogrified into an approximation of Tor-Ak’s natural body and is covered in calloused layers of crisscrossed scars.

## TOR-AK, THE GRANDFATHER

### LEGENDARY ASTRAL PSIONIC CONQUEROR

The Grandfather is effectively a disembodied consciousness able to use his mastery of ancient psionic powers to take control of a host body. Tor-Ak, however, does not always desire a host, preferring at times to wander and observe the universe as his insubstantial consciousness only.

When in his mental (or ghost) form, use the stat block below. Tor-Ak's abundance of Skills, Edges, and Psionic Powers reflect his millennia of life experience.

***A Word to the Wise:** With his array of Psionic Powers, his ability to Possess opponents, and his nigh invulnerability to anything but the Bone Blade (not to mention an army of Neanderthals), Tor-Ak is a very dangerous opponent. Characters who attempt to confront him head-on will likely die ignominious bloody deaths. Diplomacy, subterfuge, tactics, and alliances resulting in the destruction of the Bone Blade are the key to ending the undying threat of the Cro-Magnon King.*

**Attributes:** Agility d10, Smarts d12+4, Spirit d12+4, Strength d8, Vigor d10

**Skills:** Arcane Background (Psionics) d12+4, Boating d8, Climbing d8, Fighting d12, Healing d10, Intimidation d10, Knowledge (Battle) d12+2, Knowledge (Ancient History) d12+2, Knowledge (History) d12+2, Knowledge (Archaeology) d12+2, Knowledge (Psionics) d12+2, Knowledge (Occult) d12+2, Notice d12, Persuasion d12, Psionics d12+2, Riding d8, Shooting d12, Stealth d10, Survival d12, Swimming d10, Taunt d8, Throwing d12, Tracking d10

**Pace:** 12; **Parry:** 8 (9 with Bone Blade);

**Toughness:** 7

**Hindrances:** Savage\*

**Edges:** Arcane Background (Psionics), Arcane Resistance, Command, Dirty Fighter\*, Font of Information\*, Improved Arcane Resistance, Improved Nerves of Steel, Improved Trademark Weapon (Bone Blade), Iron Jaw\*, Killer Instinct, Mentalist, Mighty Blow, Natural Leader, Nerves of Steel, Photographic Memory\*, Really Dirty Fighter\*, Strong Willed, Trademark Weapon (Bone Blade).

**Psionic Powers:** Tor-Ak has 50 Power Points and commonly uses the following powers: Armor, Beast Friend, Detect/Conceal Aura, Fear, Havoc, Mind Reading, Puppet, Slumber, Smite, Teleport, Warrior's Gift.

### Special Abilities:

- *Autobiographical Memory*❖❖: Tor-Ak remembers everything he has ever experienced and can recall even the smallest detail given enough time to pore through his voluminous memories.
- *Cro-Magnon King*❖❖: Tor-Ak is automatically able to directly contact and control the mind of any Neanderthal within 36" of himself.
- *Ethereal*: Without a host, Tor-Ak is immaterial and can only be harmed by his Weakness. He can maneuver through any solid surface, flying about at Pace 12, and cannot be seen unless he desires to be. He can still affect the Bone Blade in his immaterial form, moving it freely, or even wielding it in combat.
- *Fearless*❖❖: Tor-Ak believes he will never truly die and is completely immune to Fear effects and cannot be Intimidated (though he may be affected by Taunts).
- *Invulnerability*: Tor-Ak can only be harmed by his Weakness. He may be Shaken by other attacks, but never wounded.
- *Level Headed*❖❖: Tor-Ak's incredible range and breadth of experiences allows him to act on the best of three cards.
- *Master Mentalist*❖❖: Tor-Ak's mastery of the psionic arts is such that he rolls a d10 Wild Die when rolling for his Psionics skill.

\* Indicates a Hindrance or Edge from the *Thrilling Tales* core book.

- *Polyglot*✦: Tor-Ak may speak, read and write all human languages that have ever existed.
- *Possession*: Tor-Ak can attempt to possess anyone who makes physical contact with the Bone Blade. To do so, Tor-Ak and his target make opposed Spirit rolls. If Tor-Ak succeeds, he forces the victim's soul from its body, trapping it inside the Bone Blade, and then inhabits the host body himself.

The victim may attempt an opposed Spirit roll to break free anytime Tor-Ak is Shaken or wounded. If the victim succeeds, Tor-Ak is sent back into the Blade and the host is free. However, Tor-Ak can simply attempt to possess the bearer again.

The possessed victim uses Tor-Ak's Smarts and Spirit Attributes, while their own Agility, Strength, and Vigor increase by one die type. They retain their own Skills and Edges, but gain all of Tor-Ak's Skills, Hindrances, Edges, Psionic Powers, as well as any Special Ability marked (✦). Redundant Hindrances, Edges, and Psionic Powers are ignored, while in instances where Skills overlap, the better die of the two is used.

Victims of this possession are fully aware of their actions while controlled. In addition, Tor-Ak has access to all of the victim's memories.

- *Synaptic Web*✦: The Grandfather uses his psionic abilities to create and maintain a Synaptic Web to control his Neanderthal hordes. The Synaptic Web is, in essence, a hive mind in which he appoints key "linchpins" (anyone with the Synaptic Repeater ability) who allow him to expand the range of his mental control for hundreds of thousands of miles.

Tor-Ak has a mental link of infinite distance and can see, hear, taste, touch,

and feel through the senses of any Sub-Chief or being with the Synaptic Repeater ability. This contact allows Tor-Ak to remotely control any Neanderthal Warrior within 12" of the Synaptic Repeater. Tor-Ak can freely control up to 12 Sub-Chiefs simultaneously with this ability. Doing so does not incur a multi-action penalty.

In game terms, the GM should only keep loose track of the synaptic web connections in key areas of an adventure. For example, if there is a scene at a bank robbery, a Sub-Chief should be placed in the general vicinity. If the Sub-Chief is defeated, the synaptic web connection is broken and the Neanderthal Warriors in the area can no longer be directly controlled by The Grandfather.

- *Telepathy*✦: As a free action, The Grandfather can communicate with any and all sentient minds within a range of one mile. This is in addition to his communication with any of his Sub-Chiefs.
- *Transmogrify*✦: Once a new host is obtained, Tor-Ak uses his transmogrify ability to compel his host to physically carve away their own body with the Bone Blade, psionically warping and transforming the tendons and musculature beneath the surface into a representation of what he (somewhat vaguely) recalls his original physical body to look like.
- *Undying*: Tor-Ak isn't affected by the aging process, or powers or effects that reference aging.
- *Weakness (The Bone Blade)*: Tor-Ak's ghost form may only be wounded by the Bone Blade. In addition, Tor-Ak may only be truly killed by the destruction of the Bone Blade.

## EDITH EPSTEIN

### THE GRANDMOTHER

**Attributes:** Agility d4, Smarts d4 (A), Spirit d4, Strength d10, Vigor d12

**Skills:** Intimidation d10, Notice d10

**Pace:** 1 (cannot run); **Parry:** 2; **Toughness:** 17 (2)

#### Special Abilities:

- *Armor +2:* Thick layers of blubber, fat, spores, and chitinous scabs.
- *Death Burst:* When The Grandmother is slain, her massive form bursts and deflates as the giant abscess that is her body drains into a pool of disease the size of a Large Burst Template. Anyone in the area of the burst must make a Vigor roll for each round of exposure. On a failure, the character suffers a level of Fatigue. A character who dies from contact with the psionically charged ichor is mentally and physically transformed into a Neanderthal warrior over the course of 1d4 days.
- *Hardy:* A second Shaken result does not result in a wound.
- *Handmaidens:* The Grandmother is attended by 2d4 Brood Mothers at all times. In addition, she can disgorge 1d4 additional Brood Mothers eggs from her womb every other round. These Brood Mothers hatch one round after being birthed and immediately rush to The Grandmother's defense.
- *Rooted:* The Grandmother is practically immobile, only able to slowly drag herself along with great effort. She cannot run.
- *Immunities:* The Grandmother is immune to disease, fear, poison and Intimidation.
- *Large:* Attackers add +2 to their attack rolls when attacking The Grandmother.
- *Noncombatant:* The Grandmother has no direct attack form at her disposal. She relies on her Handmaidens and her Spore Bursts to defend her.
- *Size +5:* The Grandmother's massive grotesque size is the equivalent of a small elephant, weighing nearly 4 tons, and about fifteen feet long.
- *Spore Burst:* The Grandmother is rife with infection, disease, and pestilent spores. Each time she is wounded, a burst of thick viscous pus sprays out in an area the size of a Small Burst Template. Anyone in the area of the burst must make a Vigor roll. On a failure, the character suffers a level of Fatigue. A character who dies from contact with the psionically charged ichor is mentally and physically transformed into a Neanderthal warrior over the course of 1d4 days.
- *Synaptic Repeater:* The Grand Mother functions as a Synaptic Repeater for The Grandfather's hive mind, able to relay commands to a 48" range.
- *Living Death:* While Edith is still technically "alive," for game purposes she bears the qualities of an undead abomination. +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the head).
- *Vomitous Visage:* The Grandmother constantly oozes infection from the pores of her body. The first time a character gets within 3" of her, he must make a Vigor roll or be Shaken. Whether he succeeds or fails, he is then inured to the sight of her for 24 hours.



## HENCHMEN AND CREATURES

### WARRIOR NEANDERTHAL

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Survival d6, Throwing d6

**Pace:** 6; **Parry:** 5;

**Toughness:** 7 (1)

**Hindrances:** Illiterate, Savage\*

**Gear:** Spear and Club (60%, Str+d6; Parry +1, Reach 1, 2 hands), Axe (Str+d6) and Dagger (30%, Str+d4), Maul (Str+d8; AP 2 vs. rigid armor, Parry -1, 2 hands) and Short Sword (10%, Str+d6)

#### Special Abilities:

- *Armor +1:* Neanderthals have thick skin and heavy musculature.
- *Berserk:* Neanderthals have the Berserk Edge when not in contact with The Grandfather's hive mind.
- *Never Shaken:* As Mooks, Neanderthals are never shaken. If an attack equals or exceeds their Toughness, they are out of the fight.
- *Synaptic Dependency:* Neanderthals must be within control range of a Synaptic Repeater (such as a Sub-Chief) to maintain contact with The Grandfather's hive mind. When within range, the Synaptic Repeater allows Tor-Ak to remotely contact and control any Neanderthal Warrior within 12" of the Sub-Chief. When a Neanderthal loses contact with the hive mind, they lose control and gain the Berserk edge.

### SUB-CHIEF (NEANDERTHAL)

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Survival d6, Throwing d8

**Pace:** 6; **Parry:** 6;

**Toughness:** 8 (2)

**Hindrances:** Illiterate, Savage\*

**Edges:** Hold the Line!, Iron Jaw\*

**Gear:** Axe (Str+d6), 2 Spears (Str+d6; Parry +1, Reach 1, 2 hands), Dagger (Str+d4)

#### Special Abilities:

- *Armor +2:* Neanderthal Sub-Chiefs have thick skin and heavy musculature.
- *Hear the Master:* The Sub-Chief has a mental link of infinite distance with The Grandfather, and can send and receive non-verbal mental communications with him. As they are in direct contact with The Grandfather, Sub-Chiefs do not have the Berserk edge like standard Neanderthals.
- *Synaptic Repeater:* Neanderthal Sub-Chiefs function as Synaptic Repeaters for The Grandfather's hive mind. This contact allows Tor-Ak to remotely contact and control any Neanderthal Warrior within 12" of the Sub-Chief.

If the Sub-Chief is defeated, the synaptic web connection is broken and the Neanderthal Warriors in the area can no longer be directly controlled by The Grandfather. These uncontrolled warriors gain the Berserk edge.

- *Wild Die:* Sub-Chiefs are considered Henchmen and as such rolls a Wild Die along with their Trait die when making tests, taking the better result of the two.

 **TERRORSAUR RIDER (NEANDERTHAL)**

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Intimidation d8, Riding d8, Survival d6, Throwing d8

**Pace:** 6; **Parry:** 6;

**Toughness:** 8 (2)

**Hindrances:** Illiterate, Savage\*

**Edges:** Beast Bond (Mount), Beast Master (Mount), Berserk (but see Mind Bound below), Hold the Line!, Iron Jaw\*

**Gear:** Lance (Str+d8; AP 2 when charging, only usable in mounted combat), Axe (Str+d6), Spear (Str+d6; Parry +1, Reach 1, 2 hands), and Dagger (Str+d4)

**Special Abilities:**

- *Armor +2:* Terrorsaur Riders have thick skin and heavy musculature.
- *Berserk:* The Riders have the Berserk Edge when not in contact with The Grandfather's hive mind.
- *Mind Bound:* If the rider's mount is killed, the Neanderthal will immediately go Berserk and fight until any nearby enemies are dead or fled.
- *Synaptic Dependency:* Terrorsaur Riders must be within control range of a Synaptic Repeater (such as a Sub-Chief) to maintain contact with The Grandfather's hive mind. When within range, the Synaptic Repeater allows Tor-Ak to remotely contact and control any Terrorsaur Rider within 12" of the Sub-Chief.

However, a Terrorsaur Rider does not go Berserk when he loses contact with the hive mind; only the loss of his mount will have this effect.

- *Telepathy:* As a free action, Terrorsaur Riders can communicate telepathically with their bonded mount to a range of one mile.

 **TERRORSAURS**

**Attributes:** Agility d10, Smarts d6 (A), Spirit d8, Strength d12+1, Vigor d10

**Skills:** Fighting d10, Intimidation d10, Notice d10, Psionics d8 (but see Pack Psionics below), Stealth d8, Tracking d8

**Pace:** 10; **Parry:** 7;

**Toughness:** 11 (2)

**Edges:** First Strike, Quick

**Special Abilities:**

- *Armor +2:* Thick skin.
- *Bite:* Str+d6.
- *Psionic Resistance:* Terrorsaurs act as if they have 2 additional points of Armor when hit by damage-causing psionic powers, and add +2 to their Trait rolls when resisting opposed powers.
- *Pack Psionics:* Individually, terrorsaurs possess no exploitable psionic power. However, a pack of three terrorsaurs create a psionic resonance between them, granting them a Psionics skill of d8, and allowing them to access a shared pool of 10 Power Points. Each additional terrorsaur in the pack provides an additional 3 Power Points to the pool.

If the number in the pack drops below the minimum of three, the terrorsaurs no longer have access to Pack Psionics (and they will often retreat).

- *Size +2:* These creatures can stand up to 8' tall and weigh over 1000 pounds.
- *Stunning Blast:* The pack only has access to a single power: Stun. The terrorsaurs will open any attack with this psionic blast, then descend upon their Shaken foes to tear them to pieces.




**TERRORSAUR MOUNT**


---

**Attributes:** Agility d10, Smarts d6 (A), Spirit d8, Strength d12+1, Vigor d10

**Skills:** Fighting d10, Intimidation d10, Notice d10, Psionics d8 (but see Pack Psionics below), Stealth d8, Tracking d8

**Pace:** 10; **Parry:** 7;

**Toughness:** 11 (2)

**Edges:** First Strike, Quick

**Special Abilities:**

- *Armor +2:* Thick skin.
- *Bite:* Str+d6.
- *Psionic Resistance:* Terrorosaurs act as if they have 2 additional points of Armor when hit by damage-causing psionic powers, and add +2 to their Trait rolls when resisting opposed powers.
- *Pack Psionics:* Individually, terrorosaurs possess no exploitable psionic power. However, a pack of three terrorosaurs create a psionic resonance between them, granting them a Psionics skill of d8, and allowing them to access a shared pool of 10 Power Points. Each additional terrorosaur in the pack provides an additional 3 Power Points to the pool.

If the number in the pack drops below the minimum of three, the terrorosaurs no longer have access to Pack Psionics (and they will often retreat).

- *Size +2:* These creatures can stand up to 8' tall and weigh over 1000 pounds.
- *Stunning Blast:* The pack only has access to a single power: Stun. The terrorosaurs will open any attack with this psionic blast, then descend upon their Shaken foes to tear them to pieces.
- *Mind Bound:* If its Rider is killed, the terrorosaur mount will be Shaken. On a Raise, the riderless terrorosaur will consume its rider's corpse and join the closest terrorosaur pack it can find.
- *Mounted Attack:* The terrorosaur mount may attack any threat to its front during its Rider's action.
- *Telepathy:* As a free action, terrorosaur mounts can communicate telepathically with their bonded rider to a range of one mile.

## BROOD MOTHERS

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Climbing d4, Fighting d8, Intimidation d6, Notice d8, Stealth d8, Swimming d6

**Pace:** 8; **Parry:** 6;

**Toughness:** 9 (1)

### Special Abilities:

- *Amphibious:* Brood Mothers are amphibious and cannot drown.
- *Armor +1:* Rubbery hide.
- *Claws:* Str+d6. Talon-like claws.
- *Fearless:* Brood Mothers feel no fear when in the presence of Neanderthals or The Grandmother.
- *Fleet Footed:* On land and in water, Brood Mothers have a Pace of 8 and roll d8 for running.
- *Oiled Skin:* A Brood Mother cannot be grappled due to the slick black slime coating her skin.
- *Speechless:* Brood Mother's are physically incapable of coherent speech, only able to manifest a series of high-pitched hisses. All Brood Mothers and Neanderthals, however, are able to understand and interpret the sibilant sounds, and obey the Brood Mothers implicitly.
- *Synaptic Repeater:* Brood Mothers function as synaptic repeaters for The Grandfather's hive mind, but can relay commands to a 24" range.
- *Telepathy:* The Brood Mothers may communicate telepathically with The Grandmother and Tor-Ak.
- *Unnatural Physiology:* The mutated physical form of the Brood Mothers provides them +2 Toughness.
- *Wail:* As an action, a Brood Mother can emit a terrible hissing psionic screech. All non-Neanderthal targets within 6" must make an opposed Spirit roll. Failure means they suffer 2d10 sonic damage, +d6 on a raise.

## BROOD QUEEN

**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d8

**Skills:** Climbing d4, Fighting d10, Intimidation d8, Notice d12, Psionics d10, Stealth d10, Survival d6, Swimming d6, Throwing d6, Tracking d8

**Pace:** 8; **Parry:** 7; **Toughness:** 12 (3)

### Special Abilities:

- *Amphibious:* The Brood Queen is amphibious and cannot drown.
- *Armor +3:* Ritually scarred rubbery hide.
- *Claws:* Str+d6. Talon-like claws.
- *Fearless:* The Brood Queen is immune to fear and Intimidation.
- *Fleet Footed:* On land and in water, The Brood Queen has a Pace of 8 and rolls d8 for running.
- *Improved Psionic Resistance:* Over millennia of exposure, The Brood Queen has developed a resistance to Psionic Powers: she acts as if she had 4 additional points of Armor when hit by damage-causing psionic powers, and adds +4 to her Trait rolls when resisting opposed powers.
- *Oiled Skin:* The Brood Queen cannot be grappled due to the slick black slime coating her skin.
- *Psionic Powers:* Unknown to Tor-Ak, The Brood Queen been quietly cultivating her own latent psionic powers. She has 25 Power Points and access to the following Psionic Powers: Detect/Conceal Arcana, Dispel, Drain Power Points, Slumber.
- *Speechless:* The Brood Queen is physically incapable of coherent speech, only able to manifest a series of high-pitched hisses. All Brood Mothers and Neanderthals, however, are able to understand and interpret the sibilant sounds.
- *Synaptic Repeater:* The Brood Queen function as a Synaptic Repeater for The Grandfather's hive mind, but can relay commands to a 24" range.

- *Telepathy*: The Brood Queen may communicate telepathically.
- *Unnatural Physiology*: The mutated physical form of The Brood Queen provides her with +3 Toughness.
- *Wail*: As an action, The Brood Queen can emit a terrible hissing psionic screech. All non-Neanderthal targets within 12” must make an opposed Spirit roll. Failure means they suffer 2d10 sonic damage, +d6 on a raise.