

Terror Tales - X!



Welcome to Terror Tales - X!

Weird! Baffling! Terrifying! Rousing tales of macabre adventure using familiar rules! Who wants to read through reams of text just to get to the action? No-one right? These rules assume you know how to role play. They assume you know about "Golden Age" comic book pulp mystery fiction. (Thrilling adventures through a retro lens). They assume you know how OSR products work. There, it's done. You know how to play already. Just get on with it. Two-fisted tales and mysterious investigations.

Ability Scores

The standard way to create ability scores is to roll 3d6 in the order listed below:

Strength: You can use your Str bonus to modify your "to-hit" and damage results in melee.

Intelligence: You can use your Int bonus to give you bonus languages. The Mystic receives a bonus level 1 spell with an Int of 15+.

Wisdom: You can use your Wis bonus to protect your *Sanity* against horror saving throws.

Constitution: You can use your Con bonus to gain additional hit points on each HD. Hit Die (HD) are rolled with a d4, d6, d8 or d10.

Dexterity: You can use your Dex bonus to modify your "to-hit" number with ranged (also called "missile") weapons and modify your character's armor class.

Charisma: Characters with a Cha of 15+ start the game with a **Sidekick: AC10 Attacks +0, fists 1d3 Move 12**

Attribute Bonus

Attributes scores of 13-15 have a bonus of +1; 16-17 get +2 and 18 gets +3.

Attribute scores of 5-7 have -1 and 3-4 have -2.

Sanity

This statistic represents the PC's descent from a stable and healthy mental state into confusion and mental instability. As characters encounter abnormal creatures, witness horrific events and master forbidden knowledge, their sanity score, and their ability to function as a normal member of the human race, deteriorates.

A character's starting sanity (San) is Cha x 5. This score represents a starting character's current San, as well as the upper limit of San that can be restored by medical treatment. After creation, a character's current San often fluctuates considerably and might never again match starting sanity. A change in a character's Cha score changes his or her starting San in terms of what treatment can restore. Current San, however, does not change if Cha rises or falls.

Each time a character advances in level he or she recovers 1 San and raises starting San by 1 point.

Armor Class

Armor Class (AC) rates how difficult it is to hit and be hit. It is set out as AC XX; the XX represents the armor class and determines how easy/difficult it is to hit that AC. There isn't much in the way of armour in this genre, so some classes get bonuses to their AC. **Example:** An unarmored man would be AC10, while one with a Dex of 13 would be AC11.

Levels

Characters gain levels by completing adventures. After completing two adventures, a character progresses to 2nd level in their chosen class. Upon completing three more adventures, a character progresses to 3rd level.

Saving Throw

This number is used to resist the effects of threats and other things that can harm your person, like mental attacks, horror, falls and evasions, toxins, environmental dangers and so on. You also use this number to perform tasks/class abilities. Some tasks can be attempted by anyone at the GMs discretion, using the basic number, and others receive a bonus if it is within their class abilities.

The Scientist

This is the guy or gal that knows what makes the world tick with a wide knowledge of physics, archaeology, history, medicines, cultures, linguistics and other sciences.

Hit Dice: 4 HP at 1st level and 1d4 per level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Scientists get +1 on *Saving Throws* vs. electricity, heat and radiation.

Basic Hit Bonus (BHB): +1 at 4th level.

AC Bonus: +1 at 2nd, +2 at 4th and +3 at 6th level.

Weapons: Scientists can use a cane or dagger and any revolver.

Scientists have class abilities as follows:

- **Medic:** The Scientist, with a med kit is able to heal 1d3 wounds once per level per adventure. At 2nd level, they can also neutralize poisons in a body once per adventure (twice per adventure at 4th level and three times at 6th level). At 3rd level, the Scientist can cure illnesses and diseases once per adventure. At 4th level, The Scientist can stimulate the heart of someone who has apparently died and allow them to make another *Death Save*.
- **Scientist Skill:** The Scientist is a scholar and can take one knowledge at +4 from: Archaeology, Linguistics, History, Culture, Astronomy, Astrology, Biology, Engineering, Pharmacology, Psychology etc.
- **Repair:** The Scientist can repair any piece of machinery, radio, air plane or vehicle engine or device. This is 2 in 6 at 1st level, 3 in 6 at 3rd level and 4 in 6 at 6th level.
- **Weird Science:** With appropriate parts, The Scientist can make a mechanism, gadget or other piece of hardware given sufficient time to do so. You need to work with the GM to come up with things you wish to build and how long they will take (I'd recommend you get to build one in between adventures and there is a cost of \$50 per (spell) level of device. It is recommended that you use the *Mystic* spells that could translate into a gadget (or borrow some from *Swords & Wizardry*). Here are some examples:
Sleep Ray Device, Charm Camera, Spider Climb Boots & Gloves, Feather Fall Belt, Language Reader, Metal Detector, Levitation Belt, Invisibility Detector, Invisibility Cloak, Dark Vision Goggles, Jet Pack, Lightning Bolt Gun etc.



The Detective

The Detective is an individual whose occupation is to investigate and solve mysteries.

Hit Dice: 6 HP at 1st level, then 1d6 at each level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Detectives also get +1 on *Saving Throws* vs. interrogation and being lied to.

Basic Hit Bonus (BHB): +1 at 3rd level, +2 at 5th level.

Ac Bonus: +1 at 1st, +2 at 3rd and +3 at 5th level.

Weapons: Detectives can use any revolver, Tommy gun or melee weapon.

The Detective has class abilities as follows:

- **Hunch:** You have a gut instinct that means when stuck for clues or what to do next, once per adventure the GM can give you a piece of information that will lead you where you need to go or what you could do next. At 4th level and higher you can use your Hunch ability twice per adventure
- **Contacts:** You have one contact at 1st level and gain another one at 2nd level and plus one at each level thereafter. The contact can be from a range of backgrounds – often criminals or law enforcement, but they can be lawyers,



entrepreneurs, politicians, reporters and so on. These contacts generally have some useful information that they will freely give to the character provided it is within the realms of information they might have access to.

- **Utility items:** At 4th level the Detective has a selection of small items that are useful to his work. He doesn't have to declare what they are exactly – just once per adventure he may pull out an item that would be helpful to whatever he is currently doing – a swing-line, a set of lock picks, a flash grenade, forensic tools etc. They give +2 to whatever task he is doing.
- **Assess:** The Detective is able to study another individual for a few minutes and work out something about them; such as their class, their level, maybe any hidden agendas and anything else the GM sees fit to divulge. They receive +2 to their task roll for this.
- **Detective skills:** The Detective has a +2 to succeed at *Finding Clues*, *Opening Locks*, *Listen*, *Pick Pockets*, *Hiding in Shadows* and *Moving Silently*.

The Scoundrel

The Scoundrel is a grifter, a smuggler, a gambler and a thief. But he or she is a useful member of the team because of their special set of skills.

Hit Dice: 6 HP at 1st level, and 1d6 per level thereafter.

Saving Throw: 14 at 1st level, 13 at 2nd, 12 at 3rd, 11 at 4th, 10 at 5th and 9 at 6th level. The Scoundrel gets +1 on *Saving Throws* vs. being cheated or lied to and evasion.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 4th level and +3 at 6th level.

AC Bonus: +1 at 1st, +2 at 3rd and +3 at 5th level.

Weapons: The Scoundrel can use any revolver, Tommy gun or melee weapon.



The Scoundrel has class abilities as follows:

- **Street Smarts:** The Scoundrel knows the streets and also has contacts in the criminal underworld. They will sometimes be able to find black market gear or help him or her out of a scrape. The task roll is made at +2.
- **Back Stab:** When attacking from behind or by surprise, the Scoundrel gets +4 to hit and x2 damage. This rises to x3 damage at 6th level.
- **Scoundrel Skills:** The Scoundrel has a +2 to succeed at *Climbing*, *Gambling*, *Opening Locks*, *Finding/Removing Traps*, *Listen*, *Pick Pockets*, *Hiding in Shadows* and *Moving Silently*.

The Adventurer

The Adventurer is a hunter, explorer and all-round action hero or heroine.

Hit Dice: 8 HP at 1st level, and 1d8 at each level thereafter.

Saving Throw: 15 at 1st, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. The Adventurer also gets +1 on *Saving Throws* vs. death, horror and evasion.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 3rd, +3 at 4th, +4 at 5th and +5 at 6th level.

AC Bonus: +2 at 1st, and +1 at 3rd and 5th level

Weapons: The Adventurer can use any weapons.

The Adventurer gets the following class abilities:

- **Ace Pilot:** The Adventurer can drive any vehicle or fly any aircraft dirigible at +2 to their task roll. They can also effect basic repairs if necessary.
- **Survivalist:** The Adventurer has travelled the world and explored perilous regions. They can recognize tracks and follow trails at +2. They are orienteers and know which



direction they are traveling in and where north is at +2. They can forage, fish and trap for food for up to 3 people per day +1 per 2 levels.

- **Lead Barrage:** The Adventurer gets one attack per level each round against foes of 1 HD or fewer, up to the number of shots they have in their guns(s).
- **Weapon Trained:** The Adventurer can choose one weapon type (revolver, heavy revolver, Tommy gun, sword etc.) with which they receive +1 to hit and damage.

The Tough Guy

A muscular and hardy individual who relies on his grit to get through adventures

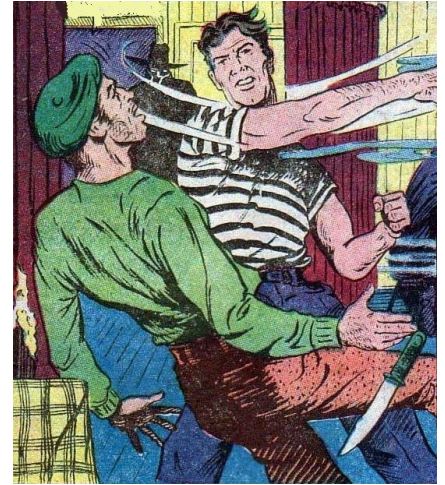
Hit Dice: 10 HP at 1st level, and 1d10 at each level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. The Tough Guy also gets +1 on *Saving Throws* vs. death, poisons, disease, horror and interrogation

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 4th and +3 at 6th.

AC Bonus: +1 at 1st, +2 at 3rd and +3 at 5th level.

Armour & Weapons: The Tough Guy can use any weapon.



The Tough Guy gets the following class abilities:

- **Mighty Surge:** Once per adventure, the Tough Guy can add +4 to any attempt to bend, break, push, lift or pull a large object, machine, door, vehicle etc. Really large objects (GM's discretion) may be impossible or only partially so.
- **Pugilist:** The Tough Guy gets one attack per level each round against foes of 1 HD or fewer, using their fists only. At 3rd level their fists do 1d6 damage.
- **Weapon Trained:** The Tough Guy can choose one melee weapon type (knife, cudgel, fists) with which they receive +1 to hit and damage.
- **Tough Guy Skills:** Most tough guys have had a physical profession of some sort – they receive one choice of the following at +4 to their roll: *Mechanic, Dock Worker, Miner, Driver, Seaman, Builder, Blacksmith, Lumberjack, Steeplejack etc.*

The Mystic

A strong-willed individual with powers of mysticism and knowledge of the occult

Hit Dice: 4 HP at 1st level, and 1d6 at each level thereafter.

Saving Throw: 14 at 1st level, 13 at 2nd, 12 at 3rd, 11 at 4th, 10 at 5th and 9 at 6th level. The Psychic also gets +1 on *Saving Throws* vs. magic and horror.

Basic Hit Bonus (BHB): +1 at 4th level.

Ac Bonus: +1 at 2nd, +2 at 4th and +3 at 6th level.

Weapons: The Mystic can use any revolver, dagger or cane.



Mystics have additional class abilities as follows:

- **Occult Knowledge:** Mystics have researched many mysteries and have a profound knowledge of the supernatural. They receive +2 to task rolls involving these mysteries.
- **Create Talismans:** The Mystic is able to imbue rings, amulets and other objects with magical properties. Between adventures, they can work on one item into which they can place a spell or a power they know, as long as they are doing nothing else in that time.
- **Spells:** Mystics have magic spells that they learn from their mentors and from ancient texts. These spells are powered by mysterious forces that pervade the universe. Mystics have two level 1 spells at 1st level and can

Invisibility

Range: Touch

Duration: Until dispelled or an attack is made

The object of this spell (being or thing) becomes invisible and cannot be seen. Someone who is invisible cannot be attacked unless its approximate location is known, and then all attacks are made at -4 to hit. If the invisible person makes an attack, the invisibility is ended. Otherwise it lasts until removed by the caster.

Levitate

Range: 60 ft

Duration: 1 minute per level

The spell allows you to move yourself, another person (or animal) or object up and down as you wish. A *saving throw* can be made by an unwilling target or if a targeted object is in someone's possession.

Mystic Darkness

Range: 60 ft

Duration: 10 minutes per level

The Mystic creates an area of darkness up to 20 ft away, which has a radius of 30 ft +10 ft per level. The Mystic can see in the darkness but anyone else's vision is completely impaired (most super senses are helpful in the darkness). The spell completely dispels any light spell in the area (unless the light spell was cast by a higher level Mystic).

Spider Climb

Range: Touch

Duration: 10 minutes per level

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

Mystic spells – Level 3

Animate Dead

Range: Touch

Duration: Immediate

You can raise recently dead folks (zombies) or long-dead corpses (skeletons) and command them at will. You can only maintain as many undead as you have HD.

Dispel Magic

Range: 60 ft

Duration: Immediate

This spell cancels magical spells and effects (even from talismans). It will only negate the spells of a lower level Mystic.

Mystic Sight

Range: 150 ft

Duration: 1 minute per level

This spell makes your eyes glow blue and allows you to see magical auras, the true form of shape changed beings, invisible objects/creatures and other similar things at the GM's discretion.

Mystic Flight

Range: Touch

Duration: 1 hour per level

This spell enables the subject to fly at 120 ft per round or 60 mph out of combat.

Summon Supernatural Creature

Range: 30 ft

Duration: 1 minute per level

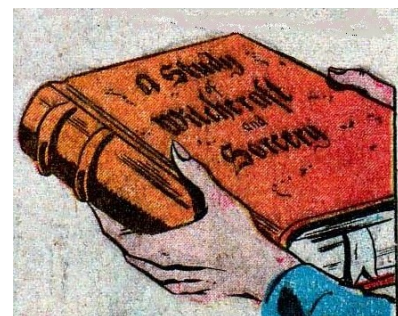
The spell summons a creature from the "supernatural & weird" list that will do as you say whilst it is with you. Whilst it appears within 30 ft of you it will travel as far as it can (if ordered to) until the spell wears off.

Water Breathing

Range: Touch

Duration: 2 hours per level

The subject can breathe underwater as they can on land. The spell also provides complete protection against the pressures of deep water.



Advantages and Disadvantages

You can take some Advantages, but each one you take must be balanced by taking a further Disadvantage. Normally the GM will set a limit on the number of Advantages you can take. Mostly these play out by role playing them but some have specific rules. You shouldn't let them take over the game but they should come into play at appropriate moments (usually no more than once per adventure). The list is by no means exhaustive and you should come up with your own as required.

Advantages

Allies: You have a network of friends who you can turn to in times of need for assistance. You need to choose a group of people at the time you take this Advantage (local police, a university, the military, a criminal gang etc.).

Amazing Car: You have a motor vehicle with some extras built into it. Choose a type and add a machine gun, extra armour, speed boost, underwater adaptation, extra maneuverability or some other similar extras (with the GM's agreement).

Attractive: You are seductively amazing-looking and can usually get your way with someone who likes your type.

Celebrity: You are famous and loved by your adoring fans. You rarely have to pay for anything; you can get access to exclusive restaurants and events etc.

Hideout: You have somewhere that only you know about that you can escape to when you need to hide or simply to be alone.

Immortal: You are ageless and can't be killed – except by one thing (chosen at outset).

Intimidating: You have a particularly steely gaze or you exude confidence and presence. You can often win an argument, cause foes to turn tail or get what you want as a result.

Is That Your Best Shot? : You are remarkably resilient. If you fall to 0 HP, once per adventure you can shake off your wounds and return immediately into the action on full HP.

Lucky: Once per adventure you may re-roll a failed Task Check or Saving Throw. You may take the highest result.

Mentor: You have a teacher that you can turn to for help and advice. Your teacher is more knowledgeable or more powerful than you but isn't normally able to actually join you on your adventures but the advice they give is always helpful.

Skilled: You have a notable skill or knowledge that you rarely fail at when needed. Choose a skill, knowledge or ability e.g. master mechanic, master electrician, fly aircraft, stunt driver, horse riding, law, chemistry, physics, archaeology, languages etc.

Wealthy: You have significant sums of money available to you, even at short notice. You can influence people with these assets and you can buy expensive things without worry.

Disadvantages

Age: You are either old and suffer the effects of your old age from time to time or you are young and people don't take you seriously and you can't get into places or do stuff that an adult can.

Animal Aversion: Animals are fearful of you and growl and back away in your presence. Horses will not let you mount them and guard dogs often go for you.

Dependence: You are dependent on a particular drug, chemical, or energy to maintain your health. Without it, your powers might consume you.

Egotistical: You are the greatest and you know it. Others should bow before you and heed your every word. You get angered when people don't show you the respect you deserve.

Enemy: Someone hates you and is out to get you. They will appear at the most inopportune moments and cause you all sorts of problems.

Phobia: You have an irrational fear that can make you virtually useless – it could be fear of heights, enclosed spaces, spiders etc.

Physical Hindrance: You have some sort of physical impairment that makes life difficult.

Prejudice: A group of people (law enforcement, the media, the government, the Church) don't appreciate what you are doing and you constantly have to defend yourself from these agencies.

Someone Needs Me: An aged grandmother or a sick child; whoever it is, they need your help and support and you can never let them down.

Squeaky Clean: You are committed to being a virtuous and honorable hero. You won't do anything that would soil your reputation, hurt or endanger an innocent person, or break the law. You insist that your comrades hold to your high ethics, too.

Vengeance: You have it in for one villain or gang and you are committed to destroying them.

Weird Appearance: People find you unsettling to look at. This can prejudice them against you and they tend to avoid you wherever possible. Some might even attack you because of how you look.

Enemies and NPCs

Boss

AC: 12 **HD:** 2d6+2 **Attacks:** Pistol 1d6 or Tommy gun 1d6 (x3) **Move:** 10

Special: *Street Smarts*

The Boss is the Evildoer's right-hand man. He receives orders direct from the Evildoer but is rarely privy to the Evildoer's plans. He is pretty tough and probably reasonably clever.

Citizen

AC: 10 **HD:** 1d6-1 **Attacks:** unarmed 1d3 **Move:** 12

The citizen is a normal person – a shop assistant, nurse, lawyer, gardener, student, taxi driver, and banker and so on.

Cop

AC: 10 **HD:** 1d6+1 **Attacks:** pistol 1d6 or cudgel 1d4 **Move:** 11

Special: *Call for back up, whistle, handcuffs, street smarts*

Cultist

AC: 10 **HD:** 1d6+2 **Attacks:** Dagger 1d4

Move: 12

Special: *2 level 1 spells and a level 2 spell.*

The cultist is an evil and twisted member of a "church" intent on bringing doom upon the world.



Cultist Leader

AC: 11 **HD:** 3d6+1 **Attacks:** Staff 1d6

Move: 12

Special: *2 level 1 spells, 1 level 2 spell and a level 3 spell.*

The Cultist Leader is the top man in the Cult. He is a powerful foe and will give the heroes a whole lot of problems.

Evildoer

AC: 14 **HD:** 4d6+3 **Attacks:** Staff 1d6, dagger 1d4 **Move:** 12

Special: *3 level 1 spells, 2 level 2 spells and a level 3 spell.*

The Evildoer is a powerful foe and will give the heroes a whole lot of problems. He is probably a megalomaniac so if he gets the chance he will try to capture the heroes rather than kill them outright, so he can taunt them or sneer at them and point out to them how pathetic they are and how brilliant he is.

Henchman

AC: 11 **HD:** 2d6 **Attacks:** Machete 1d6, Tommy gun 1d6 (x3) **Move:** 11

The henchman ultimately works for the *Evildoer* but never sees him; he receives the Boss's orders and is in charge of the many Goons. He is pretty tough but, maybe a bit stupid and has no special skills. There may be more than one henchman in the Evildoer's mob.

Native Warrior

AC: 13 **HD:** 1d6+2 **Attacks:** Spear 1d6, dagger 1d4 or blowpipe* **Move:** 11

Special: *Paralyzing dart causes victim to become unable to act for 6 rounds. Saving throw allowed for just one round of immobilization.*

This represents a warrior from one of the various tribes of peoples around the world that haven't yet come into contact with more advanced explorers and adventurers. They tend to dwell in the deepest jungles and hidden valleys and are wary of any outsiders coming to their territories. Some will fight any attempt to deal with them and others will be amenable to a show of friendship.



Native Shaman

AC: 12 HD: 1d6-1 Attacks: Dagger 1d4 Move: 11

Special: 2 level 1 Mystic Spells of choice.

This represents a medicine-man, witch doctor or similar from a lost tribe.

Thug/Goon

AC: 11 (leather jacket) HD: 1d6 Attacks: knife 1d4 or pistol 1d6 Move: 12

Thug Leader

AC: 11 (leather jacket) HD: 1d6+1 Attacks: knife 1d4, Tommy gun 1d6 (x3) Move: 12



Animals

Ape

AC: 13

HD: 3d6

Attacks: Claws 1d6 (x2)

Move: 12

Bear, Black

AC: 13

HD: 3d6+1

Attacks: Claws 1d4+2 (x2)

Move: 14

Bear, Grizzly

AC: 14

HD: 4d6+4

Attacks: Claws 1d6+2 (x2)

Move: 14

Crocodile

AC: 14

HD: 4d6+2

Attacks: Bite 2d6

Move: 9/12 (swim)

Cat, Big

AC: 14

HD: 2d6+1

Attacks: Claws 1d6 (x2)

Move: 14

Cat, Small

AC: 13

HD: 1d4-1

Attacks: Claws 1d4-2 (x2)

Move: 12

Dog, Guard

AC: 13

HD: 1d6+2

Attacks: Bite 1d6+1

Move: 14

Dolphin

AC: 12

HD: 1d6

Attacks: Buffet 1d4

Move: 18 (swim)

Hawk

AC: 15

HD: 1d4

Attacks: Claws 1d3 (x2) or peck 1d4

Move: 4/20

Horse

AC: 12

HD: 2d6+2

Attacks: Hooves 1d6

Move: 18

Eagle

AC: 14

HD: 1d6

Attacks: Claws 1d4 (x2) or peck 1d4+1

Move: 4/22

Shark

AC: 14

HD: 3d6+2

Attacks: Bite 1d8+2

Move: 22 (swim)

Special: Follow blood trail (scent +4)

Large Shark

AC: 14

HD: 6d6+4

Attacks: Bite 1d8+6

Move: 22 (swim)

Special: Follow blood trail (scent +4)

Snake, Poisonous

AC: 15

HD: 1d4

Attacks: Bite 1d3-1 + poison

Move: 9

Snake, Constricting

AC: 13

HD: 2d6+2

Attacks: Bite 1d4-1

Move: 9

Special: Constriction - if hit, the character is grabbed and takes 1d3 damage per round until they escape

Wolf

AC: 11

HD: 1d6+1

Attacks: Bite 1d6

Move: 12

Dinosaurs

Anklyosaurus

AC: 18

HD: 4d6+6

Attacks: Bite 1d6+2 and tail 2d6+2.

Move: 10

Covered in armour plates, this dinosaur can be up between 18 to 30 ft long. It is a low bodied dinosaur with a club-like tail.

Brontosaurus

AC: 15

HD: 8d6+8

Attacks: Bite 1d6 and tail 2d6

Move: 12

A herbivorous dinosaur of about 66 ft in length. It has a long neck, a huge body and a whip-like tail.

Raptorex

AC: 13

HD: 2d6

Attacks: Claws 1d6 (x2)

Move: 16

A small (about the size of a big cat) bird-like bipedal and predatory dinosaur with long sharp claws used to kill prey and as a climbing aid.

Stegosaurus

AC: 16

HD: 5d6+2

Attacks: Tail 3d6

Move: 7

Stegosaurus is a simple, slow moving herbivore, with horny plates running down its back and a horned tail for defense.

T-Rex

AC: 15

HD: 7d6+6

Attacks: Bite 3d6+2

Move: 15

T-Rex is a large bipedal dinosaur with very short forelimbs, but massively powerful rear legs. It measures up to about 40 ft in length and is by far the largest carnivore albeit primarily a scavenger.

Triceratops

AC: 16

HD: 6d6+3

Attacks: Bite 2d6+1

Move: 8

Triceratops is a herbivore with a large bony frill and three horns on its head. It grows up to about 27 ft in length.

The Supernatural and the Weird

Death Ravens

AC: 12

HD: 1d6-1

Attacks: Claws 1d3-1 (x2), peck 1d3

Move: 6/16 (fly)

San Loss: 0/1

Special: These appear as a sign of ill omen. If looked at, the character will receive a -1 penalty on all saving throws for the rest of the adventure.

Ghoul

AC: 13

HD: 2d6+1

Attacks: Claws 1d3 (x2), bite 1d3

Move: 10

San Loss: 1/1d3



Special: Immune to charm and mystic sleep spells. Paralyzing bite causes victim to become unable to act for 6 rounds. Saving throw allowed for just one round of immobilization.

Lizard Man

AC: 12 **HD:** 2d6 **Attacks:** Claws 1d3+1 **Move:** 12/9 (swim) **San Loss:** 0/1

Special: Adapted to live under water

A race of marsh (and other remote places) dwelling creatures that have remained hidden from humans for thousands of years, developing their own evil culture in readiness to become strong again as they once were. They just need a strong queen to lead them.

Mummy

AC: 16 **HD:** 5d6+1 **Attacks:** Touch **Move:** 9 **San Loss:** 1d3/1d8

Special: Immune to Charm and Mystic Sleep. Their touch inflicts a rotting disease which causes wounds to heal at half their normal rate.

Sasquatch/Yeti

AC: 14 **HD:** 4d6+2 **Attacks:** Claws 1d6 (x2) **Move:** 12 **San Loss:** 0/1

Seawitch

AC: 14 **HD:** 6d6+3 **Attacks:** Claws 1d4 (x4), bite 1d6+1*
Move: 3/12 (swim) **San Loss:** 1d4/1d8

Special: Immune to Charm and Mystic Sleep, poison bite

A macabre and repulsive monster; the Seawitch is a weird cross between an octopus, starfish and squid. Its two necks end in a human female head that can cast any level 1 Mystic spell and a hideous green head that can cast any level 2 Mystic spell. Each head can cast separately each round.



Skeleton

AC: 12 **HD:** 1d6 **Attacks:** Claws 1d3 (x2) or by weapon
Move: 12 **San Loss:** 1/1d3

Special: Immune to Charm Person and Mystic Sleep spells. Half damage from bullets and edged weapons.

Skinwalker

AC: 17 **HD:** 6d6+2 **Attacks:** Claws 1d6+1 (x2) **Move:** 16 **San Loss:** 1d3/1d6

Special: Skinwalkers can shape change as the power, at 6th level. Scent as the Super Senses power at 4th level.

Skinwalkers are single minded, aggressive killers. They are normally conjured up by a powerful Mystic. If they come into the world of their own volition, it must be for a serious reason – usually involving hunting and killing someone.

Werewolf

AC: 14 **HD:** 3d6 – 5d6 **Attacks:** Bite 1d6 or Claws 1d4 (x2) **Move:** 14 **San Loss:** 1/1d3

Special: Immune to mundane attacks. If bitten by a werewolf you become a werewolf (saving throw allowed). Their powerful sense of smell enables them to track at +4.

Vampire

AC: 15 **HD:** 4d6 - 8d6 **Attacks:** Strike 1d6, Bite 1d4 +special **Move:** 12 **San Loss:** 1d4/1d10

Special: Immune to Charm Person and Mystic Sleep. If they incapacitate their enemy, they will try to feed off them – that is drink their blood. This increases their Str by 1d4, Dex by 1D4 and adds 10 HP for the day. They can choose whether to turn their prey into a vampire, under their control.

- Vampires typically have two or three disadvantages and one advantage (they do not need to be balanced) from Allies, Attractive, Immortality, Hideout, Is that your best shot? And Wealthy and Dependence, Egotistical, Vulnerability, Weakness, Animal Aversion and Weird Appearance.
- Vampires have a choice of extra abilities depending on their HD (one ability per HD) – mystic flight, summon vampire bats, summon ghouls, gaseous form, charm person, mystic darkness, spider climb and mystic sight.

Vampire Bat

AC: 16 **HD:** 1d6 **Attacks:** Bite 1d3 +special **Move:** 3/24 **San Loss:** 0/1

Special: Immune to Charm Person, Mystic Sleep. When they attack their prey, they will attempt to latch onto them to feed on their blood; they are hard to detach. This causes an automatic blood drain of 3 points per round, until detached (which requires a Str check).

Zombie

AC: 11 **HD:** 2d6 **Attacks:** Strike 1d6, Bite 1d4 +special **Move:** 6 **San Loss:** 1/1d4

Special: Immune to Charm Person and Mystic Sleep spells. If they kill or incapacitate their enemy, they will try to eat them. Anyone bitten by a Zombie will become a Zombie in 1d6 hours. A saving throw is allowed to prevent this.

Vehicles

Buckboard

AC: 10 **HP:** 10 **Crew/Passengers:** 1/3 **Attacks:** None **Move:** 15 mph

A small wooden four-wheeled wagon for transporting small cargoes or passengers.

Compact car

AC: 11 **HP:** 15 **Crew/Passengers:** 1/1 **Attacks:** None **Move:** 30 mph

Family car

AC: 11 **HP:** 20 **Crew/Passengers:** 1/3 **Attacks:** None **Move:** 40 mph

Roadster

AC: 12 **HP:** 20 **Crew/Passengers:** 1/1 **Attacks:** None **Move:** 85 mph

Limousine/Luxury Car

AC: 12 **HP:** 30 **Crew/Passengers:** 1/5 **Attacks:** None **Move:** 75 mph

Motor Boat

AC: 11 **HP:** 15 **Crew/Passengers:** 1/3 **Attacks:** None **Move:** 30 mph

Large Motor Boat

AC: 12 **HP:** 25 **Crew/Passengers:** 1/5 **Attacks:** None **Move:** 25 mph

Yacht

AC: 12 **HP:** 35 **Crew/Passengers:** 2/8 **Attacks:** None **Move:** 18 mph

Tramp Steamer

AC: 14 **HP:** 75 **Crew/Passengers:** 10/(8) **Attacks:** None* **Move:** 15 mph

*Not normally armed, but can mount a small gun and 1-2 mgs if necessary

They don't normally carry passengers (being full with commodities), but can at a push especially with a reduced crew.

Large Tramp Steamer

AC: 15 **HP:** 135 **Crew/Passengers:** 20/(16) **Attacks:** None* **Move:** 18 mph

**Not normally armed, but can mount a 2 small or one medium gun and 1-2 mgs if necessary*

They don't normally carry passengers (being full with commodities), but can at a push especially with a reduced crew.

Motor Patrol (Torpedo) Boat

AC: 15 **HP:** 65 **Crew/Passengers:** 12/0 **Attacks:** 1 medium gun, 2-4 mgs and 2 torpedo tubes.

Move: 40 mph

Destroyer

AC: 20 **HP:** 185 **Crew/Passengers:** 120/0 **Attacks:** 1 large gun, 2 medium guns, 4 small guns,
4 mgs and 4 torpedo tubes. **Move:** 35 mph

Biplane

AC: 11 **HP:** 15 **Crew/Passengers:** 1/0 **Attacks:** 1 mg **Move:** 115 mph

Fighter Plane

AC: 13 **HP:** 30 **Crew/Passengers:** 1/0 **Attacks:** 4 mgs **Move:** 300 mph

Light (Amphibious) Transport Plane

AC: 12 **HP:** 35 **Crew/Passengers:** 2/8 **Attacks:** None* **Move:** 180 mph

**Not normally armed, but can mount 1-2 mgs if necessary. Can be modified for water landings.*

Large (Amphibious) Transport Plane

AC: 12 **HP:** 55 **Crew/Passengers:** 4/30 **Attacks:** None* **Move:** 175 mph

**Not normally armed, but can mount 1-2 mgs if necessary. Can be modified for water landings.*

Naval Blimp

AC: 11 **HP:** 45 **Crew/Passengers:** 10/0 **Attacks:** 1-2 mgs **Move:** 50 mph

Generally designed for patrol and escort duties, with radar and sonar.

Mounted Weapons

Weapon	Damage	Rate of Fire	# of Shots	Range	Cost
Machine gun	1d10	3	1000	close	
Small gun	3d4+1	2	500	close	
Medium gun	3d6+3	2	400	medium	
Large gun	4d8+6	1	300	far	
Torpedoes Tubes	6d6+8	1	4/tube	medium	

Note: PCs can operate these weapons as if they were their personal weapons (see combat charts).

Ranges for vehicle combat are abstracted as it's hard to create without going into a lengthy new system for space combat (which isn't the purpose of this rpg).



Playing the Game

Time

A turn represents ten minutes, and a combat round is about 6 seconds.

Movement Rate

Base movement rate for all races is in terms of feet per combat round.

- Characters move at 12ft.
- Careful movement halves the rate, running doubles it.

Damage and Death

When a target is hit, the amount of damage is deducted from their hit points. When these hit points reach zero, the target dies, if they fail their Death Save. Otherwise they are knocked out.

Note: *If any of the damage is from fists or stunning weapons, the character doesn't die but is knocked out.*

Healing

In addition to medical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

Saving Throws

A hazard may require you to make a Saving Throw. A successful Saving Throw means that the individual avoids the threat or lessens its effect. Each character class has a Saving Throw target number based on level. Roll that number or higher to succeed.

Monster Saving Throw: *The target number is calculated by subtracting the monster's HD from 19.*

Horror

Sanity and insanity

Whenever you encounter a gruesome, unnatural or supernatural situation that requires a San roll, you must make a saving throw to resist losing San (usually called a San save). The TN of the situation or horror indicates the San save needed to resist the effects when you are initially exposed to it. Sometimes, even if you make the roll you lose some San, but not as much as you would if you had failed. Potential San loss is shown as two numbers separated by a slash, e.g. 1/1d6. In this case, if you fail the roll you lose 1d6 San and if you succeed you lost just one point. The monster descriptions set out how much San you lose when you encounter them.

Temporary insanity

If a character loses 5 or more San as the consequence of a single San save, he or she has suffered major emotional trauma. The player must then make an Int ability roll; success means the investigator fully understands what has been seen and goes temporarily insane for 1d10 hours.

If your investigator is temporarily insane, the GM gets to add a temporary phobia or mania to your sheet, most likely being something related to what drove you mad in the first place (such as "fear of the dark", "fear of confined spaces" or "fear of blood").

Permanent insanity

A character whose San falls below zero has become permanently insane; the character becomes under the control of the GM. Such a character can never become sane again – they will probably be taken away by the authorities to be locked in a padded cell never to see the light of day again.

Recovering sanity

The primary way you can recover sanity is through psychoanalysis and long periods of rest and recuperation in a quiet and safe location. This is assumed to happen between adventures (unless you state your character is doing anything else in that time); your character can recover 1d3 San lost from past experiences. Otherwise, one point of lost SAN is recovered when a character goes up a level.

Combat

When the party of adventurers comes into contact with enemies, the order of events is as follows:

- Determine Initiative.
- Party with Initiative acts first (using abilities, attacking, etc.) and results take effect.
- Party that lost Initiative acts and their results take effect.
- The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of a combat round, each side rolls Initiative on 1d6 - high roll wins. The winning side acts first; moving, attacking and taking other actions. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, player characters act first.

Melee Attack

A melee attack is an attack with hand-held weapons such as a dagger, gun, or cane. Two combatants within ten feet of each other are considered to be "in combat."

Missile Attack

Missile attacks are attacks with ranged weapons such as a gun or rifle. When using guns and ranged weapons to fire into a melee, randomly determine friend or foe as your target; except Adventurers, who can always avoid shooting their friends.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal to or higher than the number shown on the table below.

Creature attack: Attack as a level 1 character, but add their HD to the attack roll. Creatures of less than 1 HD attack as 1st level characters.



Missile Weapon Table

Weapon	Damage	Rate of Fire	# of Shots	Range	Cost
Thrown knife	1d4	1	1	10ft	\$2
Derringer	1d6-1	1	2	15ft	\$8
Revolver	1d6	1	5	15ft	\$12
Heavy revolver	1d6+1	1	6	30ft	\$25
Tommy gun	1d6	3	32	50ft	\$30
Rifle	1d8	1	16	30ft	\$50
Machine gun	1d8	3	50	30ft	\$165
Heavy machine gun	1d10	3	100	200ft	\$250
Hand grenade*	3d6/2d6/1d6	1	1	20ft	\$10

Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

**Cause an explosion in a 10 ft radius. At a 20ft radius damage is reduced to 2d6 and up to 30 ft radius causes 1d6. Not widely available unless playing a WW2 scenario.*

Melee Weapon Table

Melee Weapon	Damage	Cost
Axe	1d8	\$3
Baseball bat	1d6	\$2
Dagger	1d4	\$2
Brass knuckles	+1 to fist damage	\$1
Clubbed pistol	1d4	-
Clubbed rifle	1d6	-
Fencing foil	1d4+1	\$3-\$30
Fist*	1d3/1d4*	-
Machete	1d6	\$3
Nightstick	1d4	\$2
Staff	1d6	\$1
Sword	1d8	\$5-\$50

**Heroes always do at least 1d4 with their fists*

Armor Table

Type	AC	Move	Cost	Notes
None	10	12	-	The character is wearing no protective covering
Trench coat/leather jacket	11	11	\$5	A tough-wearing coat that provides some protection
WW2 flak jacket	13	9	\$40	An item produced for WW2 airmen and soldiers – little used
Archaic leather	11	11	*	Included for "lost world" or similar scenarios
Archaic chain	13 (12)	9	*	Included for "lost world" or similar scenarios
Archaic plate	15 (13)	6	*	Included for "lost world" or similar scenarios



Class Combat Tables

Class - Level	20	19	18	17	16	15	14	13	12	11	10
Adventurer 1 /Scoundrel 1 Tough Guy 1/Detective 1-2 Psychic 1-3/Scientist 1-3	20	19	18	17	16	15	14	13	12	11	10
Adventurer 2 /Scoundrel 2-3 Tough Guy 2-3/Detective 3-4 Psychic 4-6/Scientist 4-6	19	18	17	16	15	14	13	12	11	10	9
Adventurer 3/ Detective 5-6 Scoundrel 4-5/Tough Guy 4-5	18	17	16	15	14	13	12	11	10	9	8
Adventurer 4 Scoundrel 6/Tough Guy 6	17	16	15	14	13	12	11	10	9	8	7
Adventurer 5	16	15	14	13	12	11	10	9	8	7	6
Adventurer 6	15	14	13	12	11	10	9	8	7	6	5

Other Equipment & Gear

Item	Use	Cost
Backpack	Can put useful items in here	\$2
Binoculars	To see far away	\$4
Box camera	Good for still shots – on a tripod	\$5
Climbing rope	Handy for mountaineering	\$5
Compass, pocket	For finding one's direction in the wilderness	\$3
Flashlight	Power to illuminate a strong beam of up to 30 ft; up to 60 ft is shadowy/unclear	\$2
Lock picks	Enables The Scoundrel to “ply his trade”	\$20
Microscope, portable	Useful for scientists	\$60
Paraffin lamp	Lights up a tent or about 20 ft around; up to 40 ft around shadowy and unclear	\$3
Pick Axe	For hacking at rock	\$3
Portable radio set	A portable set, that can transmit to a receiver within a range of about 50 miles	\$70
Scenex camera	Hand-held camera	\$12
Shovel	For digging up or burying corpses	\$2
Tent – large	For up to 8 people	\$25
Tent – small	For 2 people	\$14
Tool set	Hammers, screwdrivers, nails, etc	\$12
Travel trunk	For putting travel gear in	\$10
Typewriter, portable	Useful for writing news stories and so on	\$12
Walkie-talkies	A pair of hand-held units that has a range of about 10 miles	\$40
Medicine case	Contains bandages, penicillin, tinctures etc.	\$4



Adventure Ideas

- What is going on at Loch Awe, a large loch in the highlands of Scotland? Strange lights have been seen at the ruined Kilchurn Castle. The locals are tight-lipped to say nothing of the cult that is rumored to regularly meet at the architecturally strange kirk (church) nearby, called St Conan's kirk.
- One of the characters' receives a telegram from an old friend, who has recently gone to Tegucigalpa, the capital of Honduras. What he was actually doing there is uncertain but the message reports that he has found a cache of great wealth and needs help to recover it. Honduras is going through a period of civil and military unrest at this time.
- An evildoer has planted a bomb somewhere in the character's home city. He only left only a few cryptic clues on how to find it. But why did he leave these clues – does he have another agenda?
- There are rumors of a snake-man living somewhere in the jungles of Africa/South America/Asia. It has been killing the locals and there is a reward for its capture. Who or what is this creature?
- A newspaper has a report about the explorer Tom Hawkins who has recently been found half mad and half dead in the Sahara. His incoherent ravings mention a lost "dark" Roman civilization, cut off from the rest of the world. He talks of black cults and ancient rites.
- People have been found mutilated, in the characters' home city. It turns out that the people all belong to the same strange old church, just out of town. The priest seems to be hiding something. Just what is it he's hiding?
- Many ships have been sunk or vanished off the face of the earth, in a largely unknown area of the Indian Ocean. What is sinking ships in the Indian Ocean? Survivors tell tales of a strange island, monstrous creatures and a madman living on the island.



- A weird looking old statue has turned up in an antique auction. It has lots of dealers and private individuals enquiring about it well before the auction. It gets crazier when the statue disappears; although there are no signs of a break-in. Who has the statue and what is its purpose?
- The mad old artist in the creaky mansion at the top of the hill has lived there for years painting anyone who wants their likeness put on canvas. It is rumored that he doesn't charge anything, although he always mentions a price to pay. Anyone who has had their portrait painted is always very pleased with the result, but they never show the paintings to anyone. Why is this? What is the big secret?

•Going past a mist-enshrouded graveyard at the dead of night, the characters spot a ghostly scene. There at one of the gravesides is the haunted apparition of a woman, holding a ghostly blade over the neck of a terrified woman. A man is pleading with the spirit to let the woman free. It appears that the man and his second wife are being held hostage by the undead corpse of his first wife. The (un)dead first wife demands he pledge his love for her and stay with her forever, and if he doesn't she will kill his new wife.

•The characters come across a small wooden church with a high steeple. The church appears ordinary, and is manned by four silent friars (undead zombies) and a grim-faced priest (Evildoer or Cultist Leader). The church is dark and lit only by candlelight. In every pew sit the congregation; each is a corpse carefully disguised and maintained to appear alive (with eyes closed). The priest wishes to add to his congregation and sees the characters as ideal for this purpose.

- The characters come across a small truck or buckboard, on its side; the driver's corpse is half-crushed beneath it. It appears the man was a toymaker, as his wagon is filled with porcelain dolls and wooden puppets. The dolls and puppets are "alive" and moving the dead man will bring them to life. They will start to move of their own accord, grabbing sewing needles and other items to use the stab the characters. After a few rounds, the dead man will also "awaken" to protect his toys and join in the fight.

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