

SURVIVE THIS!!

DARK PLACES & DEMOGORGONS

THE ROLEPLAYING GAME



IN THE 1980s
STRANGE THINGS
HAPPENED EVERYWHERE!

SURVIVE THIS!!

DARK PLACES & DEMOGORGONS

IT'S THE 1980S AND THERE ARE **STRANGE THINGS** HAPPENING EVERYWHERE!

THE ROLEPLAYING GAME

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**SURVIVE THIS!! IS BASED ON THE WORLD'S MOST POPULAR
1970S FANTASY ROLEPLAYING GAME.**

SURVIVE THIS!! DARK PLACES & DEMOGORGONS WOULD NOT EXIST IF NOT FOR FRANK MENTZER'S RED BOX EDITION OF DUNGEONS & DRAGONS. THE MENTZER RED BOX WAS PIVOTAL IN MY DEVELOPMENT AS A ROLEPLAYER, AN AUTHOR AND A PERSON. A HUGE DEBT OF GRATITUDE AND THANKS IS DUE ON MY BEHALF TO FRANK MENTZER, GARY GYGAX, LARRY ELMORE, DAVE ARNERSON AND ALL THE REST OF THE AMAZING PEOPLE AT TSR. YOUR WORK IN THOSE FORMATIVE YEARS OF OUR INDUSTRY WILL LIVE ON FOR THE EONS TO COME.

Dark Place(s)-noun Dark – Place(s)

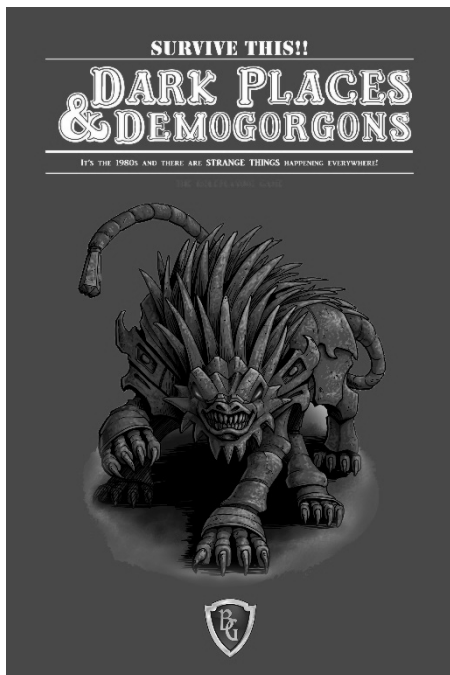
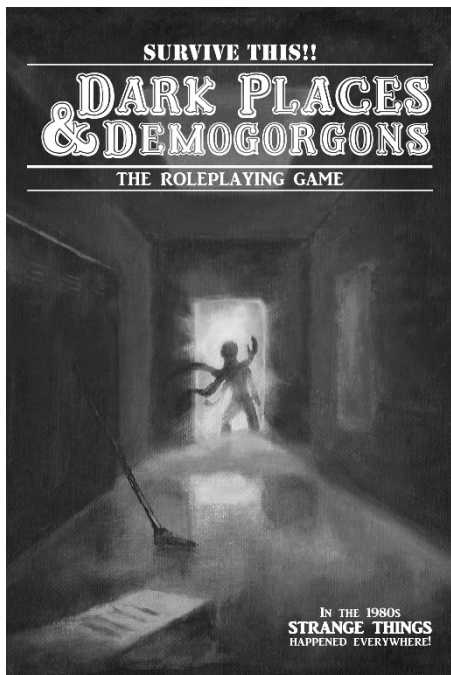
1. *Definition*, Devoid of light, dreadful, creepy, spooky, unpleasant, depressing or lacking appeal to visit.
2. *Synonym*, Hell, Dangerous, Sad.

Demogorgon-noun De·mo·gor·gon

1. *Definition*, A vague, mysterious, infernal power or divinity mistakenly thought to belong to ancient mythology.
2. *Synonym*, Monster, Demon, Supernatural, Alien, Unknown.

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It's the 1980's. You're a teenager in Jeffersontown, KY, a small community not too far from the big city of Louisville. J'town is the last stop as you're leaving Louisville before you hit nothing but farmland.

A high school student at J'town High, you and your friends slave your days away, working from books that you have no interest in that were written by adults who are no smarter than you. You're lectured by tyrannical authority figures posing as Educators who take out their frustrations of a less than rewarding job (and probably lack of sex to boot), on the student body and who demand the utmost respect without giving any in return. It seems that their sole enjoyment in life is busting your balls every chance they get.

Then at home, it gets no better! It's all, "Do this and don't do that." Between your chores and the homework, you can't seem to catch a break. Your only reprieve is when you and your friends can sneak away and play Dark Places & Demogorons. However, now even that has come under fire . . .

It all started with Annie Crow, when she went missing. Her parents were a wreck. They put up missing flyers from here to Bowling Green.

It was in The Courier Journal and everything. But she was just gone. Poof!

Next, Stanley Parker, jumped off the Popelick Train Trestle and committed suicide! The first one in as long as anyone could remember. And as high as the trestle is, that's a Hell of a way to go. His parents swear that he would never do something like that but Sheriff Shit-For-Brains, ruled it a suicide, none-the-less.

And now, just last Sunday, Mike Miller's gone missing. He sits right behind you in Algebra, or used to. Y'all aren't close or even friends, but you talked every once in a while, and he was a good enough guy.

The strange events have all the adults freaking out. Some are saying homeless people from Louisville are to blame. Others insist it's the curse of the Popelick Monster. Reverend Phillips, the killer of all fun and entertainment in this town, claims that Satan, himself, has descended upon J'town. All it took was them finding out that Stanley and Mike used to play Dark Places & Demogorgons and the witch-hunt for your books was on.

Now it's up to you and your friends to find out what's really going on before everything you love is taken away!

WHAT'S THIS?

Following in the tradition of the highly popular SURVIVE THIS!! Zombies! comes SURVIVE THIS!! Dark Places & Demogorgons, a tabletop roleplaying game that uses the Original 1970s Fantasy Roleplaying game rules but mutates it into the retro nightmare that you see before you. It's sleek, slender and creepy as Hell.

In DP&D, you play as high school students during the early 1980s. The town you live in has had a rash of disappearances, strange happenings and even one death. The adults seem lost as what to do, the police are as clueless as ever and aren't helping and Reverend Phillips is on another witch-hunt. It's up to you and your friends to figure out what's going on and stop it from happening again!

THE BASICS

What is a roleplaying game? Great question! A roleplaying game is a game that's played by a small group of people, usually around a kitchen table, that involves several "players" who, like yourself have created "characters" and they then take their characters through a world and scenario created by the Game Master and roleplay or do battle to overcome a situation or to reach a goal and advance their character up in levels.

What do I need to play? Not a lot really. You'll need some paper and a pencil, this handbook and a set of roleplaying dice. These dice can be picked up at your local hobby store or a multitude of places online. A standard set include 1 four-sided die, 1 six-sided die, 1 eight-sided die, 1 ten-sided die, 1 twelve-sided die and 1 twenty-sided die. Sets are very inexpensive; usually less than \$10. But most important of all, you'll need your imagination. Don't forget that!

Some terms that you'll quickly become familiar with are:

GAME MASTER or GM: This is the person who is responsible for creating a world for you to play in. The GM should be thought of as the "Woman or the Man with the plan". The GM should have a good understanding of the rules and the mechanics and be able to answer any questions a player might have. If you're ever unsure about what to do, the GM should be able to provide guidance.

PLAYER: That's you! A player is the person who the GM creates the world for to enjoy. A player is not to be confused with a Character. A Character is who the player controls in the game. It may be easier to think of this as your "in-game Avatar". Furthermore, during game play it is okay for one Character to disagree or even be mad at another Character, but you wouldn't want one player to be mad at another player; remember we're all playing this game to have fun!

DICE REFERENCE: In the coming booklets, you'll begin seeing over and over what is referred to as dice reference. An example would be: 1d6. What this refers to is what type of die you will roll and how many times you'll roll it. In the example of 1d6, means you will roll 1 six-sided die, 1 time and the total would be the number that lands face-up on the die. If you were to see 3d6, then you'd roll 3 six-sided dice once (adding the dice totals together) or roll one six-sided die 3 times for the total.

GETTING STARTED

All roleplaying adventures truly begin at character creation. This is where you shape and mold your character into the person that you are going to be portray in the game world. If you have any questions during this process, your Game Master will be able to assist you.

To start you'll need some paper, the before mentioned roleplaying dice set and a pencil. Start in pencil as you may be changing or adjusting things during this process and may require some erasing on your behalf.

On the next page, there is an example blank character sheet to serve as a guide. Each player can lay out their character sheet however it makes the most sense to them but if this is your first time, we recommend copying this template verbatim.

Once you have your blank character sheet copied, then simply follow the next several pages (Stopping when you reach the "Sample Character" section of this book) or until all the blanks on your character sheet have been filled out.

Have fun and be creative!

Name:

Alignment:

Languages:

Class:

Level:

XP:

HP:

AC:

Attack Bonus:

Background:

ATTRIBUTES

DESCRIPTION:

STR: ()

Height:

INT: ()

Weight:

WIS: ()

Hair:

DEX: ()

Eyes:

CON: ()

Sex:

CHA: ()

Age:

SUR: ()

Money:

SAVINGS THROWS

Courage: Critical: Death: Mental: Poison:

CLASS ABILITIES:

SKILLS:

POSSESSIONS:

ATTRIBUTE BONUS CHART

ABILITY SCORE	-	MODIFIER
3	-	-3
4-5	-	-2
6-8	-	-1
9-12	-	0
13-15	-	+1
16-17	-	+2
18	-	+3

ATTRIBUTES

Each Character in DP&D is at their core a collection of 7 Attributes. These Attributes are **STRENGTH (STR)**, **INTELLIGENCE (INT)**, **WISDOM (WIS)**, **DEXTERITY (DEX)**, **CONSTITUTION (CON)**, **CHARISMA (CHA)** & **SURVIVAL (SUR)**.

To determine your Character's Attributes, you will roll 3 six-sided dice or 3d6 and record the total of the 3 dice, giving you a score of 3-18. You will do this a total of 7 times. Then you can assign and record your scores on your Character Sheet as you desire.

ATTRIBUTE DESCRIPTION

STRENGTH

Strength represents the Character's ability to lift heavy items, force open stuck or locked doors and pull themselves or others up who may be hanging from something.

The Strength Modifier Bonus gives the Character a bonus/negative when attacking hand to hand or with a melee weapon.

INTELLIGENCE

Intelligence represents the Character's smarts and wit also, the Character's ability to problem solve and to speak additional languages.

The Intellect Modifier Bonus allows a Character to speak one additional language for every positive bonus point.

WISDOM

Wisdom represents the character's good judgement, insight and perception.

The Wisdom Modifier Bonus gives the Character a bonus on Spot and Perception checks.

DEXTERITY

Dexterity represents the Character's ability to move easily on unsteady terrain, reflexes when surprised, and the ability to evade during combat.

The Dexterity modifier bonus gives the Character a bonus/negative to Armor Class, ability to hit with a ranged weapon and to Initiative.

CONSTITUTION

Constitution represents the Character's overall health and toughness, showing how long a Character can maintain a physical activity before rest is required.

The Constitution modifier bonus gives the Character a bonus/negative to Hit Points.

CHARISMA

Charisma represents the Character's natural ability to lead a group, to intimidate or to charm another and Character's appeal to others.

The Charisma modifier bonus gives the Character a bonus/negative to Intimidate/Charm and a bonus to Persuade others.

SURVIVAL

Survival Points represents a player's in game ability to re-roll a failed attempt on a dice roll at the cost of 1 Survival point per re-roll. Each failed dice roll can only be re-rolled once. If the player fails again, then the player must take the second roll as final (even if the second roll is less advantageous than the first failure) and cannot spend another point to re-roll.

There is no limit as to how many Survival Points can be spent per gaming session up to the Character's Survival point score. However, Survival points are only recovered at 1 point per gaming session, so spend them wisely.

HIT POINTS

To determine a Character's starting Hit Points (HP), simply roll 2d6 plus the Constitution Bonus Modifier. If the total rolled is less than 5, adjust the Character's starting HP to 5.

Each time a Character increases in Level, add 1d6 plus Constitution Bonus Modifier to the Character's total HP.

HP are lost as the Character takes damage during the course of a session but can be regained with rest. Resting for 8 hours will bring the Character back to full HP.

MENDING WOUNDS

At the GM's discretion, after combat, a Character can attempt to mend wounds on another Character restoring 1d4 HP. This requires 5 minutes of uninterrupted concentration to perform and can only be done once per day. Note: A Character cannot perform this on herself.

SAVING THROWS

Saving Throws give Characters a second chance where they would normally suffer devastating (possibly life ending) effect. Each Character has 5 Saving Throws and they are, **COURAGE, CRITICAL INJURY, DEATH, MENTAL & POISON.**

To determine the Character's starting number for each Saving Throw, simply roll 4d4 + the Character's constitution bonus. Each time a Character increases in Level, the Character gains 2 additional Saving Throws points that can be distributed among the 5 Saving Throws to a maximum score of 18 points and cannot exceed that amount.

In determining a successful Save, the player simply rolls 1d20 and attempts to roll *under* or *tie* the corresponding Saving Throw score. If the player rolls *higher* she fails the save.

COURAGE* saves are rolled when a character's morale is challenged. When a character encounters a non-supernatural opponent or dangerous obstacle for the first time. Every time a character fails a courage save, they receive a cumulative +1 to all future courage saves against the same adversary or occurrence. Failed Courage checks require rolls on the Failed Terror Effect table on page 17.

*Whenever a Character encounters a monster for the first time, or if she has never made a successful Terror Check against them, she must attempt a Terror Check (DC: The Monster's TERROR stat, trying to roll higher than the Terror Stat with a D20). If she fails, roll on the chart below (unless

otherwise specified), and then she must reroll when she sees the monster again (or next feel its direct presence) after coming to her senses. If she ever makes a successful roll, she does not need to make future Terror Checks against that monster.

1D6 FAILED TERROR EFFECT

- 1 You run away at full speed and are terrified for 30 seconds.
- 2 You are partially stunned. You take 2 steps back and lose your action.
- 3 You urinate in your pants. Lose your action, you are at -1 to all rolls & AC for the encounter.
- 4 You faint for 1 minute.
- 5 You attempt to find a place to hide and cower for the next 30 seconds.
- 6 You loudly scream like a little kid for the next 30 seconds. Lose all actions.

CRITICAL INJURY saves are rolled when a Character takes 50% or more damage from their maximum HP in a single attack. If the Critical Injury save is successful, then the Character suffers only the HP loss with no other negative impact. However, if the Character is unsuccessful then the Character loses all bonuses and is at a -4 on all die rolls for 12 hours.

DEATH saves are rolled when a Character sustains damage taking them below 1 HP. When a Character is reduced to zero Hit Points (HP) they are taken Out of Action (OofA), they are unconscious and cannot make any actions. When the fight is over/they are out of danger, a Character that is taken OofA can roll on the table below to see what happens to them. If they survive they gain 1d4 HP. If the characters lose the fight or are unable to recover the body of the character, they are lost forever!

OUT OF ACTION

- 1 - **KO'd** Just knocked out.
- 2 - **Concussed** Disadvantage on all tests for the next hour.
- 3 - **Cracked Bones** STR, DEX and CON are temporary -2 for the next day.
- 4 - **Crippled** STR or DEX is permanently reduced by 2.
- 5 - **Disfigured** CHA reduced to 4, permanently.
- 6 - **Dead** Not alive anymore.

MENTAL saves are rolled when a character's will power is tested or their mind is assailed by a psionic attack. If the roll is successful, they suffer no ill effects (unless otherwise noted). However, if they fail they succumb to the full effect or influence of the attack.

POISON saves are rolled when a Character inhales or ingests poison of any kind including those from contaminated food or medicine or gas. If the Poison save is successful, then the Character suffers no ill effects. However, if the Character fails the Poison save then she succumbs to the effects of the poison.

RANDOM BACKGROUND *Optional*

Your GM may choose to have you roll twice on the Random Background Chart to give your character an interesting background. The GM can weave this info into the game to enhance the overall gaming experience for the player. Re-roll any background that contradicts your character class you plan to choose.

ROLL 1D100	BACKGROUND
1	Your parents are always out of town. However, the fridge is always full, you have new clothes & extra lunch money. Add 6d6 Dollars to your starting money
2	You have an annoying little sister or brother (NPC) that follows you everywhere.
3	You have an extremely nosy neighbor.
4	One of your parents is habitually drunk and the whole town knows.
5	You live with your grandmother. She is from the old country and tells fortunes for a living. Gain: Luck Charm (+1 to all Saves)
6	Your parents are super loving but are always in your business. Add 10d6 Dollars to your starting money.
7	Your parents are very religious and overbearing.
8	Your family are avid hunters and you live close to The Pope Lick Trestle. You have limited access to ranged weapons, ammo & traps. Gain the skill: Hunting & Fishing at +1
9	Your family has a history of mental health issues. One of your parents is in an asylum.
10	You have an older sibling that has recently went missing or died in a mysterious way. Your parents are grief stricken and now ignore you completely.
11	Your family is in a dire financial crisis. Start with used clothes and 1d6 dollars.
12	You have an older sibling that constantly picks on and embarrasses you.
13	Your parents work for the government or a secretive company.
14	Your parents are creepy or extremely odd. The town refers to your family as “The Munsters” when you are not around.
15	You mom is your school’s lunch lady. You receive -1 penalty to all social interactions at school but hey, you get free lunches and an occasional extra milk/desert.
16	You have a super attractive sibling and your friends are always trying to get you to “hook them up”.
17	You live on a large farm outside of town. You have horses, thick woods, crops, etc. Gain the skill: Drive +1
18	You come from a family that is always in trouble with the law. You have 2d6 siblings. One sibling is in prison.
19	The police are always bothering your family.

- 20 Your parents are very racist.
- 21 You suspect your parents are aliens, shape changers, werewolves, vampires or something else supernatural. I mean, they're just not right. Really!
- 22 You discover that you are part of an alien experiment, and may be part alien. Paranormal at +1.
- 23 You grew up next to the river or lake & are an excellent swimmer. Athletics skill at +2.
- 24 One of your parents is a werewolf! You fear that it may be passed on to you. You will find out on your 16th birthday.
- 25 One of your parents are medical professionals. You have access to medicine. General Knowledge at +1.
- 26 One of your parents is a chemist. You have access to chemicals. Science skill at +1.
- 27 Your parents were abusive when you were little. They locked you in a closet and you fear the dark.
- 28 You have an unnatural fear of cats.
- 29 You have an unnatural fear of dogs & wolves.
- 30 You have an unnatural fear of horses.
- 31 You have an unnatural fear of heights.
- 32 You have an unnatural fear of loud noises.
- 33 You avoid physical contact with others.
- 34 You have a fear of crowds, but are taking prescribed medicine to keep it in check.
- 35 Your dad is locally famous for being a Bigfoot hunter. People laugh at your family. You have access to guns. Paranormal skill at +1.
- 36 Your mom is the TV weather woman. All of your friends think she is hot and come over often to ogle her.
- 37 One of your parents is a private investigator. You have access to PI equipment. Investigation skill at +1.
- 38 Your family are all Martial Artists/Wrestlers/Boxers, etc. You have Toughness +1.
- 39 Your family are health freaks. You cannot eat junk food at home. Constitution at +1.
- 40 You are a foreign exchange student from Australia. You speak English. People ask you if you know Crocodile Dundee or Mel Gibson a lot.
- 41 You are a foreign exchange student from Brazil. You speak English & Portuguese. You are very handsome/pretty. Charisma at +1.
- 42 You are a foreign exchange student from China. You speak English & Mandarin.
- 43 You are a foreign exchange student from Cuba. You speak English, Russian & Spanish. You are generally not trusted by people (-1 to social interactions outside of your social circle).
- 44 You are a foreign exchange student from Egypt. You speak Arabic & English.
- 45 You are a foreign exchange student from England. People like your accent. Persuasion at +1.
- 46 You are a foreign exchange student from France. You speak English & French.

- 47 You are a foreign exchange student from India. You speak English and 1 other Indian dialect.
- 48 You are a foreign exchange student from Ireland. You speak English & Irish.
- 49 You are a foreign exchange student from Italy. You speak English & Italian. You are charming to the opposite sex. Persuasion at +1 with the opposite sex.
- 50 You are a foreign exchange student from Japan. You speak English & Japanese.
- 51 You are a foreign exchange student from the Netherlands. You speak Dutch & English.
- 52 You are a foreign exchange student from Norway. You speak English & Norwegian. You are very handsome/ pretty. Charisma at +1.
- 53 You are a foreign exchange student from Poland. You speak English & Polish. People often make baseless jokes about your intelligence.
- 54 You are a foreign exchange student from South Korea. You speak English & Korean.
- 55 You are a foreign exchange student from the Soviet Union. You speak English & Russian. You are generally not trusted by people (-1 to social interactions outside of your social circle).
- 56 You are a foreign exchange student from Spain. You speak English & Spanish.
- 57 You are a foreign exchange student from Sweden. You speak English & Swedish. You are very handsome/ pretty. Charisma at +1.
- 58 You are a foreign exchange student from West Germany. You speak English & German.
- 59 Your parents are dancers. You have Dancing at +2.
- 60 Your dad is a mechanic. You have access to parts & a car. Mechanics at +2.
- 61 Your dad works at a car lot. You may have access to a car.
- 62 Both of your parents were High School stars (QB & Prom Queen). You get Athletics +1 and +1 Charisma.
- 63 Your parents have a huge library in the house. Intelligence +1.
- 64 One of your parents was lost to the Other Side. Sometimes you can hear them trying to communicate with you.
- 65 Your family has a lot of pets. A lot of pets! You are an avid animal lover & vegetarian.
- 66 Your Aunt is a scientist at the Swamp Nature Preserve. Access to the area & Science at +1.
- 67 One of your siblings has recently began hanging around the Vampire gang at the Abandoned Campground at Taylor's Lake.
- 68 Your character has a pop culture obsession with aliens & the paranormal. Paranormal at +2.
- 69 Your character has a pop culture obsession with Atari & video games. Video Games at +2.
- 70 Your character has a pop culture obsession with Carl Sagan & science. Science at +2.
- 71 Your character has a pop culture obsession with cryptozoology. Paranormal at +2.
- 72 Your character has a pop culture obsession with D.C. Comic books.

- 73 Your character has a pop culture obsession with Dungeons & Dragons and gaming.
- 74 Your character has a pop culture obsession with G.I. Joe.
- 75 Your character has a pop culture obsession with Godzilla & monster movies.
- 76 Your character has a pop culture obsession with He-Man and She-Ra.
- 77 Your character has a pop culture obsession with high fantasy/ swords & sorcery.
- 78 Your character has a pop culture obsession with horror movies.
- 79 Your character has a pop culture obsession with Indiana Jones.
- 80 Your character has a pop culture obsession with Jem.
- 81 Your character has a pop culture obsession with kung-fu films.
- 82 Your character has a pop culture obsession with The Lord of the Rings/Tolkien.
- 83 Your character has a pop culture obsession with Marvel comic books.
- 84 Your character has a pop culture obsession with My Little Pony.
- 85 Your character has a pop culture obsession with professional sports (MLB, NBA, NFL, NHL). Athletics at +1.
- 86 Your character has a pop culture obsession with science fiction. General knowledge +1.
- 87 Your character has a pop culture obsession with Star Trek.
- 88 Your character has a pop culture obsession with Star Wars.
- 89 Your character has a pop culture obsession with The Thundercats.
- 90 Your character has a pop culture obsession with The Transformers.
- 91 Your character has a pop culture obsession with The WWF & Pro Wrestling.
- 92 Your character has a pop culture obsession with the works of Robert Heinlein.
- 93 Your parents are both educators. Knowledge (General) at +2.
- 94 You recently arrived home to find it empty & your parents gone. You need to figure out what to do as soon as possible.
- 95 You have recently befriended a group of punk squatters that live in the abandoned neighborhood in the Northern Hills.
- 96 You think that your parents are Soviet spies.
- 97 Your parents own a restaurant. You always have food. Add 2d6 dollars.
- 98 You have an identical twin.
- 99 You have a pool. Everyone wants to come over during the summer. Charisma at +1.
- 100 Your parents are Domsday Preppers. You live in the country & have an underground bunker. Hunting & Fishing at +1. Toughness +1.

CHOOSE A CLASS

There are five Classes to choose from: Athlete, Brain, Outsider, Popular and Rebel. Each Class has 3 Sub-Classes. Your Sub-Class determines your unique Abilities.

THE BRAIN

Brain Sub-Classes: The Kid Scientist, The Nerd, The Geek

ATHLETE

Athlete Sub-Classes: The Jock, Extreme Athlete & Karate Kid

THE OUTSIDER

Sub-Classes: Break Dancer, Goth, Metal Head

POPULAR

Popular Sub-Classes: Preppy, The Princess & Teen Heart Throb

REBEL

Rebel Sub-Classes: Bully, Hood & Punk Rocker





THE KID SCIENTIST

Since you were a kid you have loved to tinker with things. By taking things apart and putting them back together again you have mastered your craft, or perhaps you learned your skills by mixing household chemicals together enough times that you finally figured out what things works well together.

PREREQUISITES: Intelligence 13

LEVEL 1: Beginning Skills: Computer, Mathematics, Mechanics & Science, -1 Strength & Constitution, +1 To Intelligence. Select one of your Beginning Skills – you get an additional +2 bonus when using that skill.

LEVEL	ADVANCEMENT
2	+2 to Mathematics & Science skill rolls
3	+1 to Intelligence
4	+2 to Computer & Mechanics skill rolls
5	Can use 2 consecutive Survival points on failed Computer, Mathematics, Mechanics or Science skill rolls.

STARTING GEAR: home computer, home chemistry set, library card, access to the school computer lab & chemistry lab (the teacher trusts you), bicycle, 4d6 dollars, a sack of illegal fireworks, flashlight, Devo's debut album.

“It’s not too late to whip it. Whip it good!”

- Devo, *Whip it*



THE NERD

You have always been picked on for being different and for being smarter than everyone else. You find it difficult to get along with others that do not share your enthusiasm for knowledge or, at least, for things unusual.

PREREQUISITES: Intelligence 13

LEVEL 1: Automatic Skills: Knowledge- General & Science, -1 To Strength, Constitution & Charisma, +1 to Intelligence & Wisdom, choose a non-physical skill – you gain that skill and are an expert at that it. You get a +2 on all rolls for that skill and can re-roll one failed roll for free each day.

LEVEL	ADVANCEMENT
2	+1 to all Knowledge based skill rolls
3	+1 to Intelligence
4	+1 Additional Language
5	Can use 2 consecutive Survival points on failed knowledge or your chosen expertise skill rolls.

STARTING GEAR: home computer, home library, library card, bicycle, 4d6 dollars, flashlight, Revenge of the Nerds poster

“It won’t be long so mark words ‘cause time has come for the Revenge of The Nerds.”

- Theme Song, *Revenge of The Nerds*



THE GEEK

Being weird is second nature to you & you just really do not care. You are not as smart as your nerd friends, but that does not bother you. You are sharper than the typical person, but nobody would know that by the way you dress.

PREREQUISITES: Intelligence 9

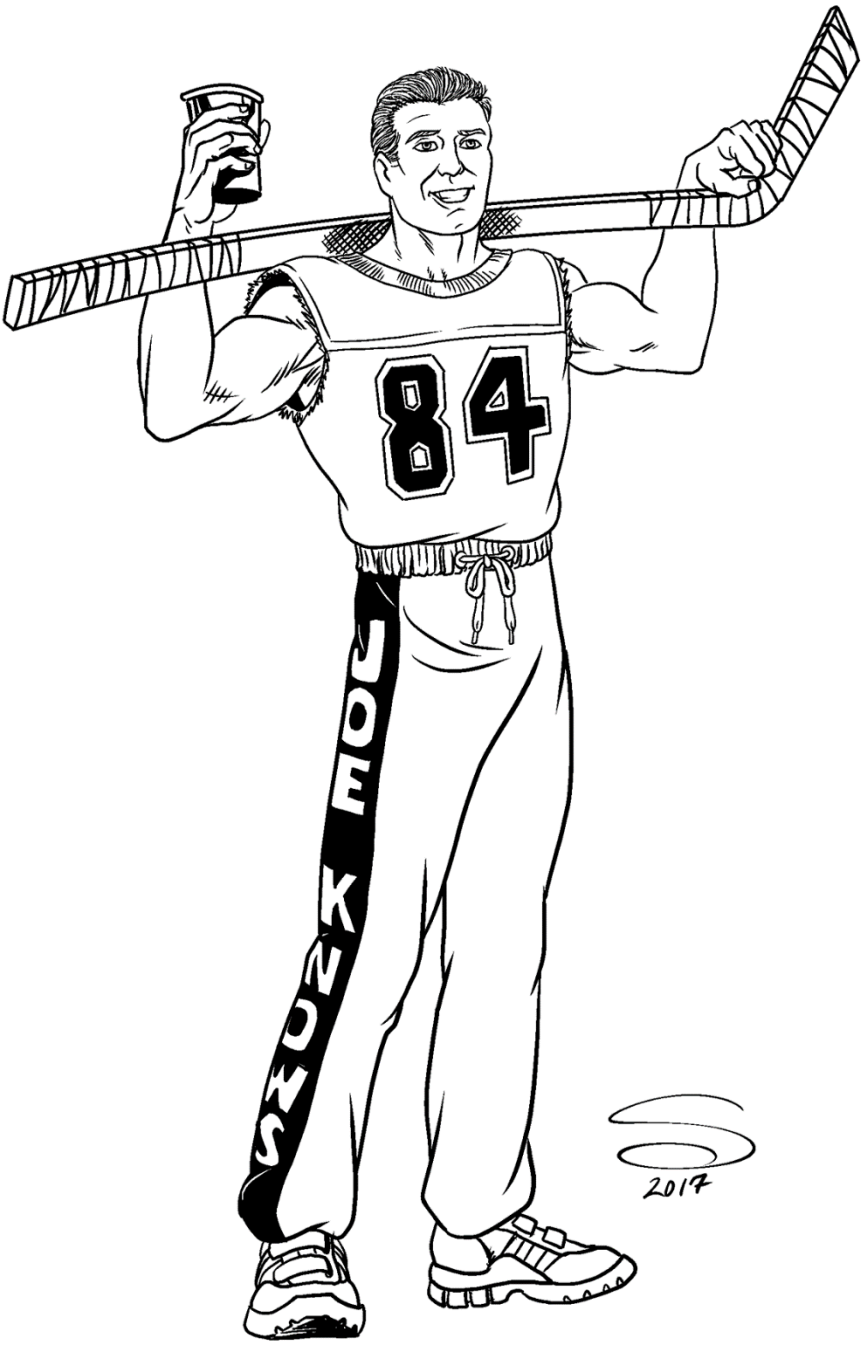
LEVEL 1: select 2 Additional Skills, all other friendly players & NPCs get +1 to all Saving Throws (your friends just feel better having you around).

LEVEL	ADVANCEMENT
2	Choose a skill – you get additional +1 to that skill
3	+2 to all Saving Throws for friendly players & NPCs
4	Each day, the first friendly player that fails a Saving Throw gets to reroll at a +2
5	+1 to all Saving Throws

STARTING GEAR: library card, bicycle, out of style clothing, 4d6 dollars, small book collection, Revenge Of The Jedi poster, magazine subscriptions to Star Finder and Wizards Monthly

“Dare to be stupid. Dare to be stupid.”

- Weird Al, *Dare To Be Stupid*



THE JOCK

You rule the school and can kick anyone's butt. Nobody messes with you, and nobody really likes you either.

PREREQUISITES: Strength 12, Constitution 11

LEVEL 1 - Beginning Skills: Basic Athletics. Pick one: Brawling or Wrestling Skill. -1 Intelligence & Wisdom, +1 Strength & Charisma, +1 to all Saving Throws

LEVEL ADVANCEMENT	
2	Gain Intimidation as a skill. If you already have it, you gain an additional +1
3	+1 to Melee Attacks
4	Toughness +1
5	Can use 2 consecutive Survival points on failed Attacks or Physical Skill rolls

STARTING GEAR: baseball bat or golf clubs, football pads, athletic clothing, 100d6 dollars, Letterman's Jacket, hip clothing, a car (if 16 or older), several girl's/guy's phone numbers

“Come on let’s sweat, baby. Let the music take control. Let the rhythm move you.”

- C&C Music Factory, *Gonna Make You Sweat (Every Body Dance Now)*



EXTREME ATHLETE

Outside the hallways of school, you are rarely ever seen without your bike or board. You live for the thrill of action, well at least until you get a car.

PREREQUISITES: Dexterity 12, Constitution 9

LEVEL 1 – Choose 1 – BMX bike, skateboard or surf board (that is your extreme transportation), Beginning Skills: Basic Athletics, +1 Dexterity, +2 when attempting any roll while riding your chosen device

LEVEL	ADVANCEMENT
2	Can move and jump 25% faster & further than a normal person on your device, +1 to all Saving Throws
3	+4 when attempting any roll while riding your chosen device
4	Toughness +1
5	Can use 2 consecutive Survival points on failed rolls while riding your chosen device

STARTING EQUIPMENT: high quality BMX bike, skateboard or surf board, 6d6 dollars, clothing of your chosen type, pocket knife, basic bicycle

“Because he rips when he skates. He never hesitates.”
- Suicidal Tendencies, *Possessed To Skate*



THE KARATE KID

Bruce Lee rules. Why does everyone not love and emulate Bruce Lee? People are dumb.

PREREQUISITES: Dexterity 9, Constitution 8

LEVEL 1 – Beginning Skills: Basic Athletics, Language (any Asian) & Martial Arts. +1 Dexterity, -1 Charisma (people think you are weird), +1 Armor Class

LEVEL ADVANCEMENT

- | | |
|---|---|
| 2 | +1 to Armor Class |
| 3 | Your Physical Attacks negate up to 2 points your opponent's Toughness |
| 4 | +1 additional melee attack per turn |
| 5 | Once per day, if you are hit by an attack you may negate that attack. |

STARTING EQUIPMENT: Karate Gi, Nunchaku, 3 Shuriken, 5d6 dollars, bicycle, library card, a lot of Bruce Lee posters, Last Dragon VHS

“You’re the best around. Nuthin’s gonna ever keep you down.”

- Joe Esposito, *You're The Best*



BREAK DANCER

Living in a small town makes your break dancing skills go mostly unappreciated. None the less, you feel the need to showcase your sweet moves. Your moves make you wily and difficult to grab in a scuffle.

PREREQUISITES: Dexterity 11

LEVEL 1 - Beginner Skills: Art & Music, Basic Athletics, Brawling & Dancing. +1 Armor Class, can dance to distract an enemy and make them focus on you at +2 for one round (roll a dance check).

LEVEL	ADVANCEMENT
2	+1 to Melee Attack
3	+1 to Armor Class
4	+2 to all Dance performance rolls
5	Once per day, if you are hit by a Melee Attack you may negate that attack

STARTING EQUIPMENT: card board box, the freshest threads and shoes, 4d6 dollars, bicycle, sunglasses, library card, boombox, variety of pop/hip hop tapes

“It’s time for us to find out who’s really the best with the freshest crew.”

- Ice T, *Combat*



GOTH

Nobody really understands you and what you stand for, and you could not care less (well at least on the outside). You like being different, but are not doing it just to be different. You feel attuned to the other side, but do not know how to develop it. Now it's time to go listen to Joy Division & Christian Death.

PREREQUISITES: None

LEVEL 1 – Beginning Skills: Art & Music, Intimidation & Paranormal. +2 to all Hide Checks, -1 Charisma, +1 to Armor Class (people tend to ignore you)

LEVEL	ADVANCEMENT
2	Can see ghosts and spirits in this world. +1 to Paranormal
3	Can communicate with ghosts and spirits. +1 to Paranormal
4	Can see into the other side for 1d6 minutes (Paranormal DC: 16, one attempt per hour)
5	Can use 2 consecutive survival points on any failed roll. Can communicate with the other side (if you can see)

STARTING EQUIPMENT: Lots of black clothing, make up, collection of oddities, 4d6 dollars, pocket knife, Mystical Medallion (+1 Armor Class against Range Attacks – you do not know it is Magic), bicycle or skateboard, library card, fake id (says 21)

“Let me see you stripped down to the bone. Let me hear you crying just for me.”

- Depeche Mode, *Stripped*



METAL HEAD

Slayer!

Maybe Pat Robertson was right about heavy metal and Dungeons & Dragons?

PREREQUISITES: Non-Good Alignment

LEVEL 1 – Beginning Skills: Art & Music, Brawling & Paranormal. +1 Melee Attack, +2 on all Music Knowledge or Performance rolls, -2 on all social interactions with authority figures

LEVEL	ADVANCEMENT
2	Call upon the demons (+2 Armor Class, +2 hit points & +2 to attack & -2 saving throws) x1 / day. Lasts 2d6 hours
3	Power of Dio x1 / day – your next roll is a 20, +1 to Paranormal
4	Call of Revenge – you get +2 to attack, +2 damage & -1 to your Armor Class against anyone that successfully hit you in the last 24 hours
5	Can summon a minor demon to do your bidding (Music performance dc:15). Lasts 1d6 days or until it dies. Can try once per day (1 demon limit).

STARTING EQUIPMENT: guitar & amp, metal shirts, ripped jeans, books about the occult, 4d6 dollars, sweet record/ tape collection, pocket knife, bicycle or skateboard

“Darkness imprisoning me, all that I see is absolute horror.”

- Metallica, *One*



PREPPY

The world belongs to you, as long as daddy's money never runs out. You turn your nose up at the hoi pollio at school.

PREREQUISITES: Charisma 10, a disdain for lower lifeforms

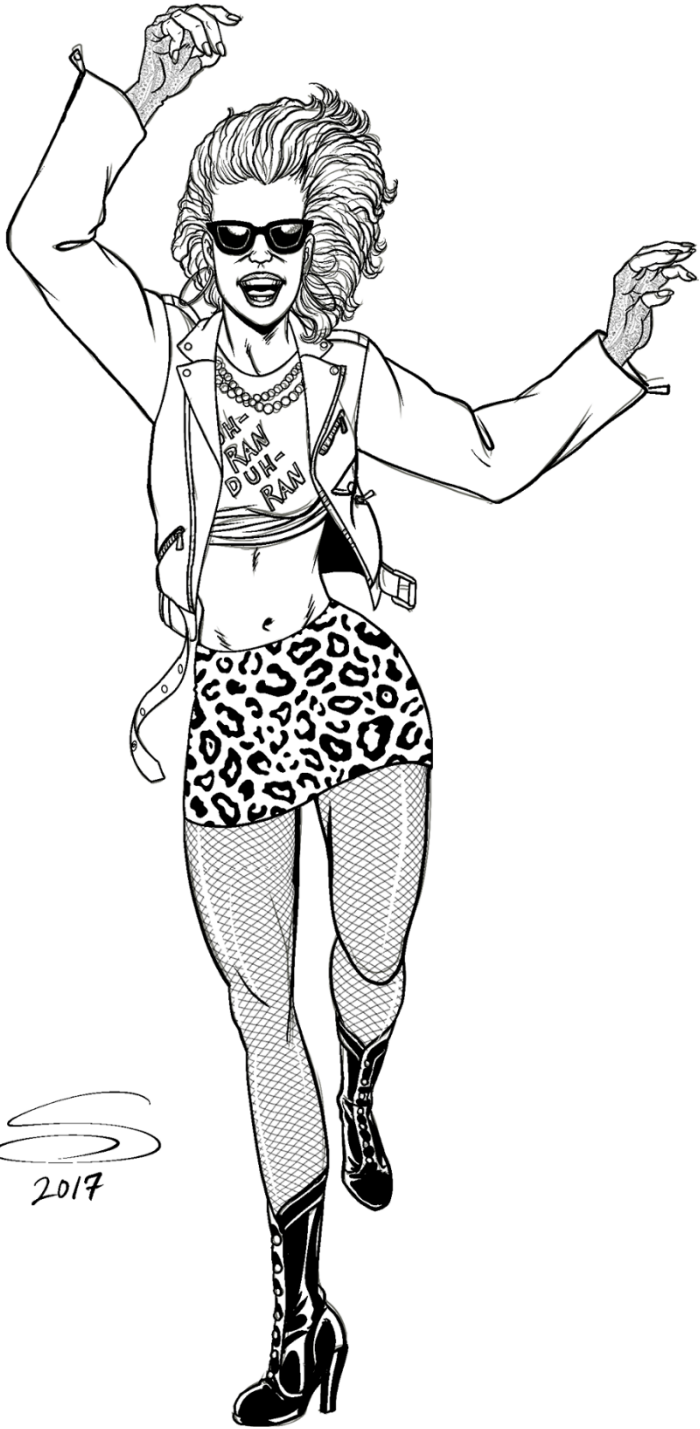
LEVEL 1 - Beginning Skills: Basic Athletics, Driving, Persuasion. +1 Charisma, Daddy's money (GM's option): whenever you get in trouble with the law, your dad will get you out of it (unless you do something really horrible, well then again . . .)

LEVEL	ADVANCEMENT
2	+1 to all Saving Throws
3	Daddy's Credit Card: can use up to \$5000 (once it hits \$5000 the ability ends)
4	Can use 2 consecutive Survival points on any failed Driving or Persuasion roll
5	Gains a bodyguard NPC or a very expensive item

STARTING EQUIPMENT: a car (if 16 or older), nicest clothes possible, shoes, food, etc. Golf clubs, 1000d6 dollars, jet ski, boat, membership in the country club, in home servants (2d6)

“Everybody wants to rule the world.”

- Tears for Fears, *Everybody Wants To Rule The World*



THE PRINCESS

The whole world revolves around you and you absolutely love and exploit it. You almost always get your way, and will throw a fit if you do not.

PREREQUISITES: Female Character, Charisma 10

LEVEL 1 – Beginning Skills: Dancing, Driving & Persuasion. +2 to Charisma, +2 Persuasion Checks against opposite sex or parents, -2 Strength

LEVEL	ADVANCEMENT
2	+2 Persuasion skill checks
3	Temper Tantrum: your next Persuasion roll is a 20 (x1/day)
4	Can use 2 consecutive Survival points on any failed Dancing or Persuasion roll
5	Gains dream boyfriend NPC or an expensive item

STARTING EQUIPMENT: a car (if 16 or older), nicest clothes, shoes, etc. 100d6 dollars, shoe box full of love notes from admirers, diamond earrings

“Because the boy with the cold hard cash is always Mr. Right.”

- Madonna, *Material Girl*



A black and white line drawing of a man standing, wearing a bomber jacket with patches, a white t-shirt, light-colored pants, and sunglasses. The man has short, dark hair and is smiling slightly. The bomber jacket has a patch on the left chest that says "TOP GUN" and another patch below it featuring a star. The drawing is done in a clean, sketchy style with cross-hatching for shading. In the bottom left corner, there is a stylized signature and the year "2017".

2017

TEEN HEART THROB

Everyone wants you or wants to be with you. Everywhere you go you draw attention. People line up to give you gifts and indecent proposals.

PREREQUISITES: Charisma 16

LEVEL 1 – Beginning Skills: Art & Music, Dancing & Persuasion. +2 to all Persuasion Checks on the opposite sex, -2 to all Persuasion Checks on the same sex, Attention Magnet: unless you try to hide or cover yourself up, you draw attention wherever you go (people are buying you stuff all of the time).

LEVEL	ADVANCEMENT
2	+1 to all Saving Throws (you are just lucky)
3	+1 to Charisma
4	+2 to Persuasion checks against the opposite sex
5	Can use 2 consecutive Survival points on any failed Persuasion roll

Starting equipment: nice clothes, 50d6 dollars, sunglasses, lots of phone numbers, leather flight jacket

“Your love is like a tidal wave spinning over my head.”

- Pat Benatar, *Heartbreaker*



BULLY

You gain great enjoyment from the pain of others, especially when you are dishing out that pain. For some reason your self-worth derives from the belittlement of others. Maybe you should get some help?

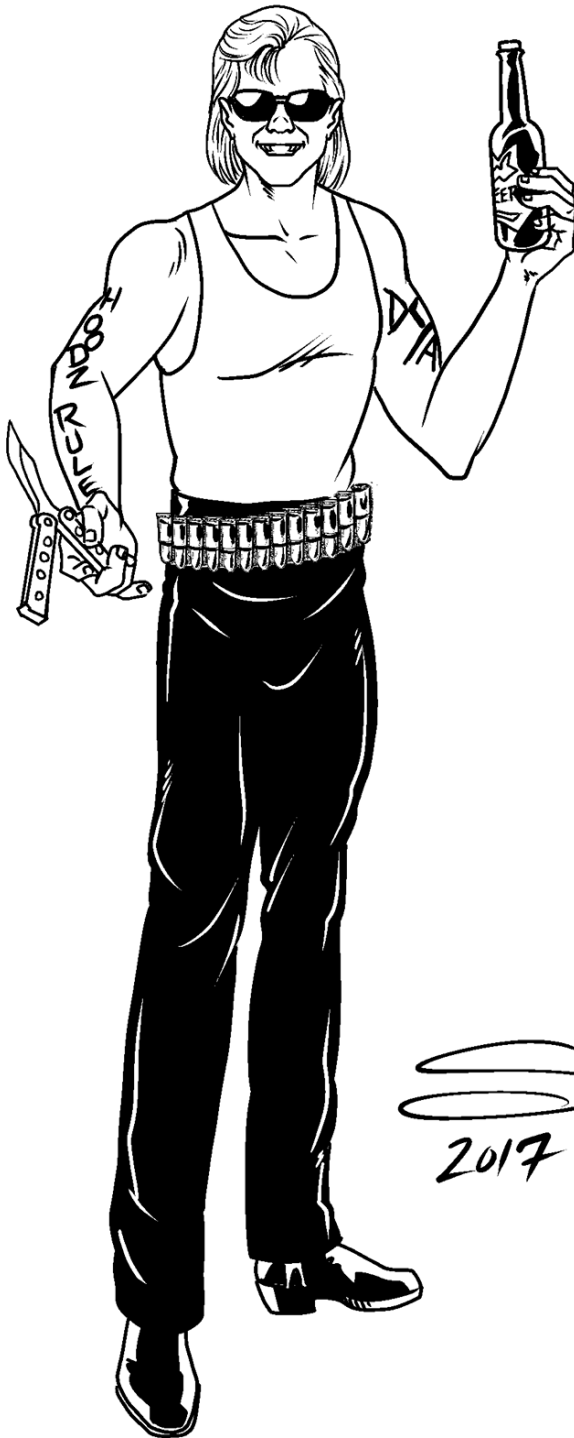
PREREQUISITES: Strength 10, Non-Good Alignment

LEVEL 1 – Beginning Skills: Basic Athletics & Intimidation. Chose one Fighting Style – Brawling, Martial Arts or Wrestling. +1 Strength, -2 Charisma, +2 to any Intimidation roll against someone with a lower strength

LEVEL	ADVANCEMENT
2	+1 Damage on all Melee Attacks
3	Fear – anyone with a lower Strength must roll a Wisdom Check (dc:13) or they will not attack you
4	Toughness +1
5	Can use 2 consecutive Survival points on any failed attack or Intimidation roll

STARTING EQUIPMENT: poor clothes, chain wallet, access to garage & tools, pocket knife, switchblade, brass knuckles, 2d6 dollars

“Sleazin' in the city, you know I'm lookin' for a fight!”
- Skid Row, *Piece of Me*



THE HOOD

Is anything in life is better than setting in front of the convenient store on a Friday night with an Old Milwaukee in one hand, your boyfriend/girlfriend's butt in the other and Judas Priest blaring on the car stereo? Hell no!

PREREQUISITE: Non-Good Alignment

LEVEL 1 – Beginning Skills: Brawling & Driving. Select one skill: Electronics, Hunting & Fishing Or Mechanics. You get that skill and get +1 on all rolls for that skill. -2 to all skill rolls towards authority figures.

LEVEL	ADVANCEMENT
2	Gain Ranged Weapons as a skill (or +1 if you have it) & get a pistol w/ 24 bullets
3	+1 Attack Rolls
4	+2 on Driving skill checks
5	Can use 2 consecutive Survival points on any failed attack or Driving roll.

STARTING EQUIPMENT: an old car (if 16 or older), ½ a tank of gas, pack of cigs, 2 lighters, leather jacket, switchblade, baseball bat, a bicycle, 10d6 dollars, 10d6 dollars' worth of stolen goods or illegal drugs, 6 pack of beer

“I took the city about one A.M. loaded!”
- Judas Priest, *Livin' After Midnight*



PUNK ROCKER

Hey! Ho! Let's go!

Punk's not dead, it's in Shain's bed. What you wear is not a costume, it's a way of life!

PREREQUISITES: none

LEVEL 1 – Beginning Skills: Art & Music, Driving, Intimidation & Knowledge – General. -2 to all Skill Checks against authority figures, +2 to all Intimidation Checks against non-punk rockers or goths, +1 to one Attribute

LEVEL	ADVANCEMENT
2	+1 to Armor Class
3	+2 to all Fear & Intimidation checks
4	+2 to all Saving Throws
5	Immunity to Fear and Intimidation, +2 to Intimidation attempts

STARTING EQUIPMENT: punk clothes, leather jacket covered with patches, 3d6 dollars, pocket knife, switchblade, punk rock handbook

“Drinking beer, driving fast, this party is their last.”
- 45 Grave, *Partytime (Zombie Version)*

SKILLS

Each Character selects 4 skills at level one. Each time your Character levels up your Character get 2 more Skill Points + INT Modifier. The maximum Skill Points you can assign to a particular Skill is 5. Also, your skill level cannot exceed your Character's level. Example: Your Character is level 2, so the maximum you can have assign to any one Skill is 2 Skill Points; You could not assign 3 or more. For each point in the skill you get to add 1 to any Skill roll for that skill.

NOTE: Your Character can only choose 1 Fighting Skill: Brawling, Martial Arts or Wrestling.

SKILL	CORRESPONDING ATTRIBUTE
Art & Music	INT
Basic Athletics	STR or DEX
Brawling	STR or DEX
Computer Skill	INT
Cooking	WIS
Dancing	DEX
Driving	DEX
First Aid	WIS
Electronics	INT
Hunting & Fishing	DEX
Intimidation	STR
Investigation	WIS
Knowledge (General)	INT
Language	INT
Martial Arts	STR or DEX
Mathematics	INT
Mechanics	INT
Paranormal	INT
Persuasion	CHA
Ranged Weapons	DEX
Science	INT
Video Games	DEX
Wrestling	STR

*See Difficulty Checks (DC) for guidance on assigning target numbers for skill checks.

SKILL DESCRIPTIONS

ART & MUSIC

Knowledge Skill (INT) - The knowledge of basic art & music, and your ability to perform music and to create art.

BASIC ATHLETICS

Physical Skill (DEX/STR) - You are trained in basic physical activities and are proficient at running (DEX), climbing (STR), jumping (STR) & swimming (STR).

Taking this skill gives you a +1 to Constitution, Dexterity or Strength.

BRAWLING

Fighting Physical Skill (STR) - You are proficient at basic schoolyard fighting. You gain +1 to attack, +1 against Intimidation attempts & +1 to Armor Class when in Melee. You may only have one Fighting Skill.

COMPUTER SKILLS

Knowledge Skill (INT) - You know how to use a computer.

COOKING

Knowledge Skill (WIS) You know how to cook, bake and prepare food.

DANCING

Physical Skill (DEX) - You know how to dance. Taking this skill gives you a +1 to Dexterity

DRIVING

Physical Skill (DEX) - You are able to drive basic motor vehicles, including stick shift. Additionally, Driving Checks can be applied to bicycle riding, horseback riding, water based vehicles and farm & construction equipment.

ELECTRONICS

Knowledge Skill (INT) - You are knowledgeable on basic and home electronics.

FIRST AID

First Aid (WIS) - At the GM's discretion, after combat, a Character can attempt to mend wounds on another Character restoring 1d4 HP. This requires 1 minute of uninterrupted concentration to perform and can only be done 3 times per day. Note: A Character cannot perform this on herself.

HUNTING & FISHING

Physical Skill (DEX) - You are able to hunt & fish with basic proficiency. You are able to use basic firearms with no penalty. You get a +2 on any wilderness related survival checks.

INTIMIDATION

Physical Skill (STR) - You are able to intimidate people for your personal gain. You may use your Charisma Bonus instead of Strength if you choose.

INVESTIGATION

Knowledge Skill (WIS) - You are able to gather information from sources that most people ignore or miss.

KNOWLEDGE – GENERAL

Knowledge Skill (INT) - You have a strong base of general knowledge. You may make a knowledge roll to see if you have information on any subject.

LANGUAGE

Knowledge Skill (INT) - You learn to read, speak & write in an additional language each time you take this.

MARTIAL ARTS

Fighting Physical Skill (STR/DEX) - You are skilled in the martial arts. You gain +1 to all Saves and a +2 to Armor Class. You are able to use Basic Melee Weapons. You can choose to not attack in a round and add +2 to your armor class for that round. You can do a back flip. You may have only one Fighting Skill.

MATHEMATICS

Knowledge Skill (INT) - You have a knowledge of basic, and some advanced mathematics.

MECHANICS

Knowledge Skill (INT) - You have the knowledge of basic mechanics and have the ability to repair them.

PARANORMAL

Knowledge Skill (INT) - You have a good knowledge of the world of the paranormal (Aliens, Cryptozoology, Ghosts, UFOs, Vampires, etc.)

PERSUASION

Knowledge Skill (CHA) - You are able to get people to do things for you with a wink or a few words.

RANGED WEAPONS

Physical Skill (DEX) - You know how to use basic firearms, advanced firearms & bows without penalty. You get a +1 to all Ranged Attacks.

SCIENCE

Knowledge Skill (INT) - You have a basic knowledge of science (Astronomy, Biology, Chemistry, Geology, Physics, etc.)

VIDEO GAMES

Physical Skill (DEX) - You are awesome at Atari and any other video game you play as well as Pinball machines.

WRESTLING

Fighting Skill (STR) - You are well trained in the art of grappling. You get +1 to Attack and +1 to Armor Class. You can try to grab your opponent and immobilize them if they are your size or smaller (roll a Melee Attack + STR Bonus, if you hit they are immobilized. They may try to escape once a round - STR check). You may only have one Fighting Skill.

AGE

In DP&D, Players play as high school teenagers. Age is determined randomly. Each Player will roll 1d4+13 to determine age. A note about Age: If the Character is 16 or older it is assumed that the Character can drive. But remember, this is the 80's, most families only have 1 car, so getting to "borrow" the car is up to your parents. Most Characters travel from place to place via bicycles, which everyone has.

ALIGNMENT

In DP&D there are 3 Alignments: **GOOD, NEUTRAL & EVIL.** Your Character is not locked into or bound to act only by their Alignment. These choices should be thought of in vague generalities.

Example: My Character is Good. Generally, she will try to help others, put herself at risk for another, and never rob or harm another human. But today she needs the medication from the pharmacy to save her companion, and has no money or prescription, so she will steal it or take the medication by force if necessary.

ATTACK BONUS

For Melee (or close combat attacks) the Character adds their Strength modifier to their d20 roll and for Ranged (long distance attacks) the Character adds their Dexterity modifier to their d20 rolls.

ARMOR CLASS (AC)

All Characters have a base AC of 10 and gain their Dexterity modifier in addition to their base of 10. Example: Your Character has a base of 10 and gets a +1 for her Dexterity Bonus, giving her an 11 AC.

In addition to the above-mentioned bonuses, Characters can get additional bonuses from wearing armor. See the equipment list in for more details.

ARMOR

Unlike the world’s most popular fantasy roleplaying game, DP&D does not have full suits of knightly armor glistening on the shelves of the local merchant’s store room for your Character to walk in and buy. Rather, most of what constitutes as armor in DP&D, is pieces of hard fabric, metal or stiff plastic cobbled together by the crafty Character to help protect herself. See the chart below for some examples of armor and the bonuses given to AC as a guide to assist your player’s when creating or updating a Character’s possession. Note: AC bonus is cumulative. However, the most one can increase their AC by with armor is a +4.

ARMOR	AC BONUS	WEIGHT	AVAILABILITY
LEATHER JACKET	+1	10 LBS	COMMON
LEATHER PANTS	+1	15 LBS	COMMON
FOOTBALL PADS	+2	12 LBS	SEMI-COMMON
COMBAT BOOTS	+1	8 LBS	COMMON
BULLETPROOF VEST	+3	20 LBS	RARE
TACTICAL SURVIVAL GEAR	+4	35 LBS	RARE
GARBAGE CAN LID	+1	4 LBS	COMMON
MOTORCYCLE HELMET	+1	2 LBS	COMMON

WEAPONS AND EQUIPMENT

Each Class in DP&D comes with a list of starting equipment. The information below is stuff that should be considered that your Character has access to but does not have on them. This could be something that they have to borrow from a relative or buy/steal from a store or go home to retrieve. It is up to the GM of how easily available these items will be.

For Equipment, it is assumed characters can easily access these items as needed.

EQUIPMENT	VALUE	USAGE	NOTES
Backpack	5		Carry +2
Lantern	10		
Flask of oil	2	D6	
Fresh Rations (Trail Mix)	5	D4	
50' Rope	1		
Small Sack	1		
Large Sack	2		
Lighter	3		
Torches (6)	1	D6	
Canteen	1	D6	
Long Stick	1		
Quiver of Arrow/Bolts	10	D8	
Flashlight	5	D6	

SIMPLE WEAPONS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Bow	1D6	2	60	20	10	250
Axe	1D6+1	1	4	--	6	50
Brass Knuckles	1D6	1	--	--	1	10
Club	1d6	1	--	--	3	10
Crossbow	1d6+1	1 or 2	80	20	15	400
Knife	1d6-1	1	4	--	1	50
Nightstick	1d6	1	--	--	3	25
Pepper Spray	Stun	1	--	3	1	20
Spear	1d6	1	10	--	5	75
Staff	1d6	1	--	--	5	30
Sword	1d6+1	1	--	--	3	150
Whip	1d6-1	1	4	--	2	15
Screwdriver	1d6-1	1	--	--	1	4
Shuriken	1d6-2	2	30		1	7

NOTE about STUN DAMAGE: Weapons list below do 1 HP of damage and the target who is then stunned for 1d4 turns. Being Stunned means the character cannot attack and is at disadvantage on all rolls until they are no longer stunned.

USAGE DIE

Nothing lasts forever. Even things once forged from the hardest material can break or fail on you, often at the most inopportune times. Therefore, all items unless otherwise noted below starts with a d10 Usage Dice.

Any item listed in the equipment section is considered frail, consumable or limited item. When that item is used the next Minute (turn) it's Usage die is rolled.

If the roll is 1-3 then the usage die is downgraded to the next lower die in the following chain:

d20 > d12 > d10 > d8 > d6 > d4

When you roll a 1-2 on a d4 the item is expended and the character has no more of it left.

XP AND LEVELING UP

In the original fantasy RPG, Experience Points or XP was awarded for slaying a monster and gathering treasure. DP&D uses a leveling system that takes the focus off of combat and rewards Characters for in 5 different ways: **Session Survival, Encounter XP, Exceptional Roleplaying, Discretionary and Hero XP.**

Session Survival, is the first way earn XP. 1 XP is given simply for completing or “Surviving” an entire gaming session. Even if your Character does not get much accomplished during the gaming session, this XP is still earned.

Encounter XP can be earned up to 3 times in one gaming session. 1 Encounter XP is earned by being involved in a combat scenario. If there are 3 separate combat scenarios in one gaming session, then 3 XP is earned. If there are 5 separate combat scenarios, still only 3 XP is earned as that is the max. NOTE: Encounter XP is rewarded regardless if you win or lose.

Exceptional Roleplaying XP can be earned 1 time per session for 1 XP. This XP is given for a player that goes above and beyond in the department of roleplaying.

Discretionary XP can be earned up to twice a gaming session for a maximum total of 2 XP awarded at the GM’s discretion. This can be given for things like solving a difficult puzzle, overcoming the odds or achieving something due to luck.

HERO XP is XP that is given to a player who performs a selfless act or valor. This act must be something that is above and beyond the goal of the session. Unlike the other types of XP that can be earned, HERO XP can only be earned by 1 player, per gaming session and if nothing heroic is done then no player earns the Hero XP by any player.

Maximum XP per session:

Session Survival: 1 XP per player

Encounter: 3 XP per player

Exceptional Roleplaying: 1 XP per player

Discretionary: 2 XP per player

Hero: 1 XP for 1 player

NOTE: Using this method, all Character Classes level at the same pace.

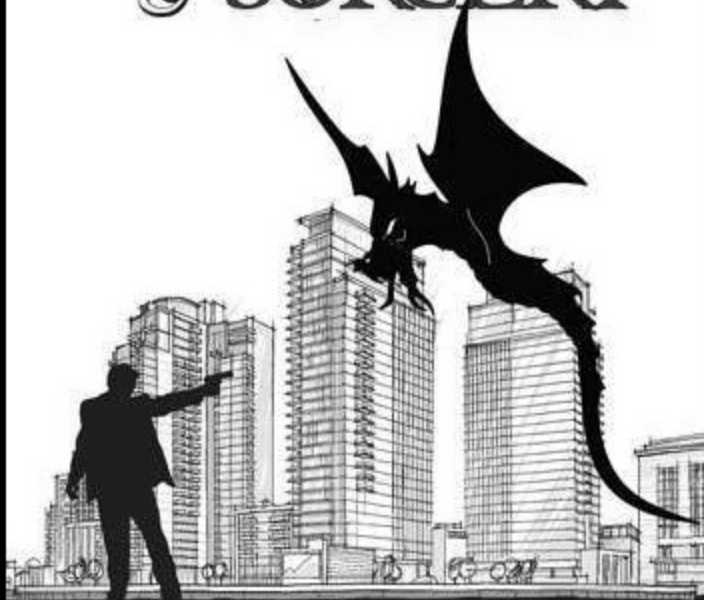
LEVEL	XP
1	0
2	5
3	14
4	26
5	41

Optional

For groups that are very heavy into roleplaying and not as much into combat, it is recommended to give 1 XP per 1 hour of gameplay. This takes the emphasis off combat-driven play and still rewards players for playing the game the way they enjoy it and allows their Characters to progress at a much more normal rate.

LEVEL	HOURS
1	0
2	4
3	10
4	20
5	35

SKYSCRAPERS & SORCERY



MODERN OCCULT PULP ROLEPLAYING ADVENTURES


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WHITE BOX
COMPATIBLE

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A ROLEPLAYING GAME ABOUT DOING BAD THINGS FOR GOOD REASONS

BY BILL LOGAN

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SAMPLE CHARACTERS

Can't wait to jump right in and start playing? Still not sure what a character would look like when fully completed and ready to go? Below you will find 15 sample characters all fully stated and ready to play without any character building required!

BREAK DANCER

Name: Special J (Jaime Floyd)

Alignment: Good

Class: Break Dancer

Level: 1

XP: 0

Background: Your parents are overbearing & very religious. You have a pop culture obsession with Jem.

STR: 13 (+1)

INT: 14 (+1)

WIS: 10

DEX: 16 (+2)

CON: 9

CHA: 9

SUR: 8

HP: 8 **ATTACKS:** 1

ARMOR CLASS: 14

ATTACK BONUS: +2 to Melee Attack, +3 to Ranged Attack+1 against Intimidation,

Savings Throws: Courage: 8
Critical: 9 Death: 14 Mental: 12
Poison: 9

BULLY

Name: Beatdown (Chuck Nimmicks)

Alignment: Evil

Class: Bully

Level: 1

XP: 0

Background: Your parents are always drunk & you have recently befriended a group of punk squatters.

STR: 16 (+2)

INT: 8 (-1)

WIS: 10

DEX: 10

CON: 15 (+1)

CHA: 7 (-1)

SUR: 14

HP: 10 **ATTACKS:** 1

ARMOR CLASS: 11

ATTACK BONUS: Melee +3,
Range+1

Description

Height: 5'6"

Weight: 151 Lbs

Hair: Brown

Eyes: Hazel

Sex: Female

Age: 15

Languages: English, Spanish

Class Abilities: can dance to distract an enemy and make them focus on you at +2 for one round (roll a dance check).

Skills: Art & Music 1 (+2), Basic Athletics 1 (STR +2 / DEX +3), Dancing 1 (+3), Brawling, Computer 1 (+2), Cooking 1 (+1), Persuasion 1 (+1), Investigation 1 (+1)

Money: \$15

Possessions: card board box, the freshest threads and shoes, bicycle, sunglasses, library card, boombox, variety of pop/hip hop tapes

Savings Throws: Courage: 7

Critical: 12 Death: 11 Mental: 9

Poison: 15

Description

Height: 6'2"

Weight: 241 Lbs

Hair: Blonde

Eyes: Brown

Sex: Male

Age: 18

Languages: English

Class Abilities: +2 to any Intimidation roll against someone with a lower strength

Skills: Basic Athletics 1 (STR +3/ DEX +1), Intimidation 1 (+3), Brawling, Driving 1 (+1), Video Games 1 (+1) & Mechanics 1 (+0)

Money: \$9

Possessions: poor clothes, chain wallet, access to garage & tools, pocket knife, switchblade, brass knuckles

EXTREME ATHLETE

Name: Half-Pipe (Jessie Schooling)

Alignment: Neutral

Class: Extreme Athlete

Level: 1

XP: 0

Background: You have an extremely nosy neighbor & you are Italian exchange student.

STR: 14 (+1)

INT: 10

WIS: 9

DEX: 18 (+3)

CON: 14 (+1)

CHA: 10

SUR: 11

HP: 7 **ARMOR CLASS:** 13

ATTACKS: 1

ATTACK BONUS: +1 to Melee

Attack, +3 to Ranged Attack

GEEK

Name: Mathew Coldchin

Alignment: Good

Class: Geek

Level: 1

XP: 0

Background: Your dad works at a car lot (access to a vehicle) & you are obsessed with Atari and Video Games (+2)

STR: 10

INT: 13 (+1)

WIS: 9

DEX: 9

CON: 10

CHA: 11

SUR: 14

HP: 10 **ARMOR CLASS:** 10

ATTACKS: 1

ATTACK BONUS: +0 to Melee

Attack, +0 to Ranged Attack

Savings Throws: Courage: 10

Critical: 7 Death: 15 Mental: 11

Poison: 16

Savings Throws: Courage: 12

Critical: 13 Death: 7 Mental: 11

Poison: 8

Description

Height: 5'9"

Weight: 165 Lbs

Hair: Brown

Eyes: Brown

Sex: Male

Age: 14

Languages: English, Italian

Class Abilities: +2 when attempting any roll while riding your chosen device

Skills: Basic Athletics 1 (STR +2/ Dex + 4), Brawling, Video Games 1 (+5), Investigation 1 (+1) & Dancing 1 (+4)

Money: \$24

Possessions: Pro BMX Street Bike, Pocket Knife

Description

Height: 5'6"

Weight: 133 Lbs

Hair: Blonde

Eyes: Brown

Sex: Male

Age: 16

Languages: English, German

Class Abilities: All friendly players & NPCs get +1 to all Saving Throws.

Skills: Video Games 1 (+3), Computer 1 (+2), Cooking 1 (+1), Driving 1 (+1), Mechanics 1 (+2) & Investigation 1 (+1)

Money: \$18

Possessions: library card, bicycle, out of style clothing, small book collection, Revenge Of The Jedi poster, magazine subscriptions to Star Finder and Wizards Monthly

GOTH

Name: Stephen Herron

Alignment: Neutral

Class: Goth

Level: 1

XP: 0

Background: Your family has a history of mental illness (one of your parents is in an asylum). You think that your other parent is a Soviet Spy.

STR: 7 (-1)

INT: 16 (+2)

WIS: 12

DEX: 10

CON: 9

CHA: 14 (+1)

SUR: 9

HP: 9 **ARMOR CLASS:** 11/12 Ranged

ATTACKS: 1

ATTACK BONUS: Melee -1, Range +0

Savings Throws: Critical: 17

Death: 13 Mental: 14 Poison: 8

HOOD

Name: Tommy Lee Blitz

Alignment: Evil

Class: Hood

Level: 1

XP: 0

Background: Family is always in trouble with the law & your family are all fighters.

STR: 15 (+1)

INT: 11

WIS: 10

DEX: 13 (+1)

CON: 13 (+1)

CHA: 13 (+1)

SUR: 11

HP: 7 **ARMOR CLASS:** 12

ATTACKS: 1

ATTACK BONUS: +2 to Melee Attack, +2 to Ranged Attacks

Savings Throws: Courage: 9, Critical: 17, Death: 6, Mental: 11, Poison: 15

Description

Height: 5'9"

Weight: 181 Lbs

Hair: Black

Eyes: Green

Sex: Male

Age: 16

Languages: English, Russian, French

Class Abilities: +2 to Hide Checks, +1 AC.

Skills: Art & Music 1 (+3), Paranormal 1 (+3), Intimidation 1 (+2), Cooking 1 (+1), Knowledge: General 1 (+3), Investigation 1 (+1) & Computer 1 (+2)

Money: \$16

Possessions: Lots of black clothing, make up, collection of oddities, pocket knife, Mystical Medallion (+1 Armor Class against Range Attacks – you do not know it is Magic), bicycle, library card, fake id (says 21)

Description

Height: 5'8"

Weight: 159 Lbs

Hair: Brown

Eyes: Brown

Sex: Male

Age: 18

Languages: English, Spanish

Class Abilities Toughness +1, +1 against Intimidation, +1 to Mechanics, -2 to all skill rolls towards authority figures.

Skills: Driving 1 (+2), Brawling, Mechanics 1 (+2), Intimidation 1 (+2), Electronics 1 (+1) & Language-Spanish

Money: \$30

Possessions: An old car (if 16 or older), ½ a tank of gas, pack of cigs, 2 lighters, leather jacket, switchblade, baseball bat, a bicycle, 10d6 dollars, 74 dollars' worth of illegal drugs, 6 pack of beer

JOCK

Name: Jack Burden

Alignment: Good

Class: Jock

Level: 1

XP: 0

Background: You have an unnatural fear of horses & you have an identical twin.

STR: 16 (+2)

INT: 9

WIS: 8 (-1)

DEX: 14 (+1)

CON: 13 (+1)

CHA: 11

SUR: 11

HP: 12 **ARMOR CLASS:** 12 (14 in pads)

ATTACKS: 1

ATTACK BONUS: Melee +3, Range+2

Savings Throws: Courage: 10

Critical: 14 Death: 12 Mental: 8

Poison: 15

KARATE KID

Name: Cynthia Nash

Alignment: Good

Class: Karate Kid

Level: 1

XP: 0

Background: You are obsessed with kung fu films & your parents work for the government (very secretive).

STR: 11

INT: 10

WIS: 14 (+1)

DEX: 18 (+3)

CON: 13 (+1)

CHA: 12

SUR: 14

HP: 11 **ARMOR CLASS:** 16

ATTACKS: 1

ATTACK BONUS: Melee +0, Range+3

Savings Throws: Courage: 15

Critical: 8 Death: 9 Mental: 11

Poison: 13

Description

Height: 6'4"

Weight: 219 Lbs

Hair: Brown

Eyes: Brown

Sex: Male

Age: 15

Languages: English, Spanish

Class Abilities: +1 to all saving throws, +1 against Intimidation attempts

Skills: Athletics 1 (STR +3/ DEX +2), Brawling, Driving 1 (+2), Intimidation 1 (+3), Mechanics 1 (+1) & Language - Spanish

Money: \$400

Possessions: baseball bat or golf clubs, football pads, athletic clothing, Letterman's Jacket, hip clothing, several girl's phone numbers

Description

Height: 4'11"

Weight: 111 lbs

Hair: Blonde

Eyes: Blue

Sex: Female

Age: 17

Languages: English, Japanese, Mandarin, Korean

Class Abilities: +1 to all saves, +1 AC, can add +2 to AC for a round if you do no attack, can do a back flip

Skills: Athletics 1 (STR +1/ DEX +4), Language - Japanese, Mandarin & Korean, Martial Arts, Investigation 1 (+2), Intimidation 1 (+1)

Money: \$16

Possessions: Karate Gi, Nunchaku, 3 Shuriken, bicycle, library card, a lot of Bruce Lee posters, Last Dragon VHS

KID SCIENTIST

Name: Stanley Parker

Alignment: Good

Class: Kid Scientist

Level: 1

XP: 0

Background: One of your parents is a chemist (+1 Science). You have a pop culture obsession with DC Comics.

STR: 7 (-1)

INT: 16 (+2)

WIS: 13 (+1)

DEX: 9

CON: 9

CHA: 8 (-1)

SUR: 9

HP: 8 **ARMOR CLASS:** 10

ATTACKS: 1

ATTACK BONUS: -1 to Melee

Savings Throws: Courage: 10

Critical: 9 Death: 7 Mental: 13

Poison: 11

Description

METAL HEAD

Name: Ian "Thrash Zone" Hammett

Alignment: Evil

Class: Metal Head

Level: 1

XP: 0

Background: You are a West German exchange student & you a pop culture obsession with horror movies.

STR: 13 (+1)

INT: 13 (+1)

WIS: 10

DEX: 13 (+1)

CON: 9

CHA: 9

SUR: 13

HP: 9 **ARMOR CLASS:** 11

ATTACKS: 1

ATTACK BONUS:Melee +2, Range+2

Savings Throws: Courage: 10

Critical: 7 Death: 15 Mental: 11

Poison: 16

Description

Height: 5'6"

Weight: 138 Lbs

Hair: Brown

Eyes: Blue

Sex: Male

Age: 15

Languages: English, Japanese & Korean

Class Abilities: Expert at Science (+2 on all rolls)

Skills: Computer 1 (+3), Mathematics 1 (+3), Science 1 w/+2 class bonus (+5), Mechanics 1 (+3), Investigation 1 (+2), Knowledge: General 1 (+3), Video Games 1 (+1) & Cooking 1 (+2)

Money: \$20

Possessions: home computer, home chemistry set, library card, access to the school computer lab & chemistry lab (the teacher trusts you), bicycle, a sack of illegal fireworks, flashlight, Devo's debut album.

Height: 5'9"

Weight: 154 Lbs

Hair: Brown

Eyes: Hazel

Sex: Male

Age: 18

Languages: English, German & Italian

Class Abilities: +1 against Intimidation, +2 to all Music knowledge checks, +2 to Music performance checks, -2 to all social interactions with authority figures

Skills: Art & Music 1 (+2), Brawling, Paranormal 1 (+2), Investigation 1 (+1), Electronics 1 (+2), Knowledge: General 1 (+2) & Intimidation 1 (+2)

Money: \$16

Possessions: guitar & amp, metal shirts, ripped jeans, books about the occult, sweet record/tape collection, pocket knife, bicycle

NERD

Name: Kristin “Brainiac” Atom

Alignment: Neutral

Class: Nerd

Level: 1

XP: 0

Background: Your parents are both educators (+2 to General Knowledge) & you are obsessed with the works of Robert Heinlein.

STR: 7 (-1)

INT: 15 (+1)

WIS: 12

DEX: 11

CON: 9

CHA: 12

SUR: 10

HP: 10 **ARMOR CLASS:** 10

ATTACKS: 1

ATTACK BONUS: Melee -1

PREPPY

Name: Blair Griffin

Alignment: Evil

Class: Preppy

Level: 1

XP: 0

Background: Your parents are health food freaks & you have a pool (everyone wants to come over).

STR: 9

INT: 10

WIS: 10

DEX: 13 (+1)

CON: 10

CHA: 17 (+2)

SUR: 6

HP: 6 **ARMOR CLASS:** 11

ATTACKS: 1

ATTACK BONUS: +1 to Ranged

Savings Throws: Courage: 8

Critical: 7 Death: 11 Mental: 9

Poison: 15

Description

Savings Throws: Courage: 9

Critical: 12 Death: 12 Mental: 15

Poison: 8

Description

Height: 5’5”

Weight: 145 Lbs

Hair: Blonde

Eyes: brown

Sex: Female

Age: 15

Languages: English, Klingon

Class Abilities: Expert at General Knowledge (+2 on all rolls)

Skills: Knowledge: General 1 w/ expert +2 bonus (+6), Science 1 (+2), Art & Music 1 (+2), Computer 1 (+2), Dancing 1 (+1), Mathematics 1 (+2)

Money: \$18

Possessions: home computer, home library, library card, bicycle, flashlight, Revenge of the Nerds poster

Height: 6’1”

Weight: 163 Lbs

Hair: Blonde

Eyes: Green

Sex: Female

Age: 14

Languages: English, French, Spanish

Class Abilities: Daddy’s money (GM’s option): whenever you get in trouble with the law, your dad will get you out of it (unless you do something really horrible, well then again . . .)

Skills: Basic Athletics 1 (STR +1/DEX +2), Persuasion 1 (+3), Driving 1 (+2), Dancing 1 (+2), Language – French & Spanish, Arts & Music 1 (+1)

Money: \$5,000

Possessions: nicest clothes possible, shoes, food, etc. Golf clubs, jet ski, boat, membership in the country club, in home servants (4)

PRINCESS

Name: Bobbi Jo Burden

Alignment: Neutral

Class: Princess

Level: 1

XP: 0

Background: Your parents are dancers (+2) & you have an unnatural fear of heights.

STR: 6 (-1)

INT: 9

WIS: 9

DEX: 13 (+1)

CON: 9

CHA: 18 (+3)

SUR: 10

HP: 6 **ARMOR CLASS:** 10

ATTACKS: 1

ATTACK BONUS: -1 to Melee

Savings Throws: Courage: 10

Critical: 6 Death: 12 Mental: 7

Poison: 13

PUNK ROCKER

Name: Courtney "Trouble" Clarke

Alignment: Neutral

Class: Punk Rocker

Level: 1

XP: 0

Background: You recently came home to find your place empty & your parents gone. One of your parents is on the Other Side & they try to contact you sometimes.

STR: 9

INT: 13 (+1)

WIS: 13 (+1)

DEX: 14 (+1)

CON: 9

CHA: 12

SUR: 6

HP: 8 **ARMOR CLASS:** 12

ATTACKS: 1

ATTACK BONUS:Melee +1, Range+2

Savings Throws: Courage: 9

Critical: 13 Death: 11 Mental: 16

Poison: 18

Description

Height: 5'5"

Weight: 108 lbs

Hair: Red

Eyes: Green

Sex: Female

Age: 15

Languages: English, Italian

Class Abilities: -

Skills: Dancing 1 (+4), Driving 1 (+2), Persuasion 1 (+4/ +6 vs opposite sex), Arts & Music 1 (+1), Language – Italian, Mathematics 1 (+1) & Computers 1 (+1)

Money: \$500

Possessions: A car (in a few months), nicest clothes, food, etc. Shoe box full of love notes, diamond earring

Description

Height: 5'6"

Weight: 116 Lbs

Hair: Purple

Eyes: Brown

Sex: Female

Age: 14

Languages: English, Russian

Class Abilities: +2 to Wilderness related skill checks, +1 against Intimidation, -2 skill checks against authority figures, +2 to Intimidate non-punks & non-goths

Skills: Art & Music 1 (+2), Driving 1 (+2), Intimidation 1 (+1), Knowledge: General 1 (+2), Hunting/ Fishing 1 (+2), Brawling, Investigation 1 (+2), Paranormal 1 (+2)

Money: \$10

Possessions: punk clothes, leather jacket, patches, pocket knife, switchblade, punk rock handbook

TEEN HEART THROB

Name: Corey Estevez

Alignment: Neutral

Class: Teen Heart Throb

Level: 1

XP: 0

Background: You are an exchange student from Spain & you have an unnatural fear of dogs & wolves

STR: 14 (+1)

INT: 9

WIS: 8 (-1)

DEX: 12

CON: 16 (+2)

CHA: 18 (+3)

SUR: 11

HP: 8 **ARMOR CLASS:** 11

ATTACKS: 1

ATTACK BONUS: Melee +2, Range+1

Savings Throws: Courage: 8

Critical: 11 Death: 13 Mental: 6

Poison: 13

Description

Height: 6'1"

Weight: 155 lbs

Hair: Black

Eyes: Green

Sex: Male

Age: 16

Languages: English, Spanish, French

Class Abilities: -2 Persuasion against same sex, +2 Persuasion to the opposite sex. Attention Magnet (you always draw attention wherever you go). People buy you stuff all of the time.

Skills: Art & Music 1 (+1), Persuasion 1 (+4), Dancing 1 (+4), Basic Athletics 1 (STR +2/ DEX +1), Language – French, Cooking 1 (+0) & Wrestling (Grab attack)

Money: \$24

Possessions: Nice clothes, sunglasses, lots of phone numbers, leather jacket

GM: Okay you try to yank away from Larson but he only tightens his grip. You're not going anywhere now. Then he says, "Oh, in a hurry, are we? Well I don't think so squirt. Now we're going to get the bottom of what is really going on here."

Mallory's player: I have a high CHA, can I use persuasion?

GM: You can give it a shot.

Mallory's player rolls a d20: Let's see, that's a 13 plus my CHA MOD +3 is a 16 total.

GM: Okay that is a success. Roleplay how you persuade Larson.

Mallory's player: Okay. "Larson, um I mean, Mr. Larson, I know it's really late and we shouldn't be here but you see our friend Vanessa, the girl who went missing, well she was last seen here and we were hoping to maybe find out what happened to her. We weren't trying to cause any problems. Promise. Do you think you could maybe just let us go, just this once? Pretty please?"

GM: "That girl was your friend, huh? Damn shame they haven't found her." Larson says and he loosens his grip on your arm Alex. "Now look I can't have y'all snooping around here late like this. With all the weird stuff that's been happening, it's just not safe to be out this late. That's why there's a curfew."

Mallory's player: "I know. We're really sorry."

Alex's player: "Yea, sorry."

GM: Larson fully releases you Alex. "Alright y'all go straight home now. No dilly-dallying. I mean it."

Mallory's player: "Yes Sir."

GM: Larson turns to leave without another word.

Alex's player: We act like we're leaving too but once he's out of sight we'll go back to searching.

GM: The two of you hang back for just a moment but it doesn't take long for Larson to disappear into the night and for you both to be ready to resume looking around.

Mallory's player: I want to perform a search of the entire area; can I use my Investigation Skill to do so?

GM: Sure.

Mallory's player rolls her d20 and gets a 14, she then adds her WIS MOD +1 and she has 2 ranks in the Investigation Skill for a total of 17: I got a 17!

GM: Cool. Well it's a large area and you search all around and feel very confident about your search but you really don't find anything unusual.

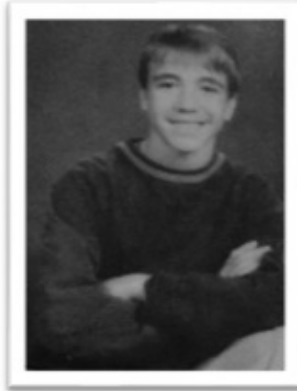
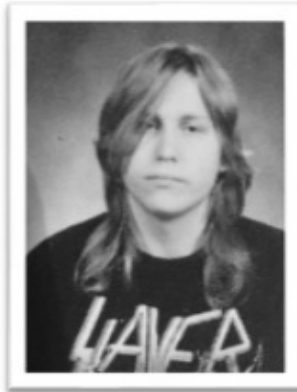
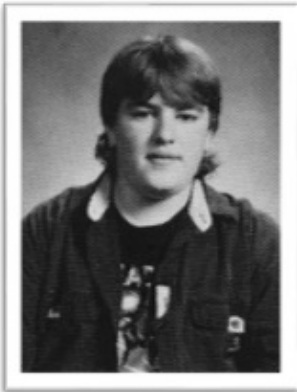
Mallory's player: Bummer!

Alex's player: I say, "Look we've wasted enough time around here. Let's call it a night and try again tomorrow after school. Maybe we'll have better luck in the daylight. Besides, I'd like to get my mom's car back before she realizes that I stole it."

1980'S VS TODAY

1980S	TODAY
Click Cameras with film	Digital Cameras with Digital Storage
Polaroid & Instant Cameras	Cameras on cell phones & Instagram/Snapchat
Paper Maps	GPS or Google Maps
Look up books at the library using the Card Catalogue	Searching books on the web
Betamax/VHS	Blu-ray/Streaming
Large Box TVs	4k Ultra Flat Screen TVs
Photo Albums	Backing up photos to the Cloud
Dot Matrix/Daisy Wheel printers	All-in-One Printer/Copier/Scanners
Cable TV w/ Slider Box Checkout Lines	HD Digital Fiber Optic Cable U-scan
Credit Card Carbon “Ka-chunk” machines	Tap, Apple Pay and Chip Reader Credit Cards
Pay Phones	Cell Phones
Corded Phones	Cordless Phones
Tape Recorder Answering Machines	Voicemail
Snail Mail	Email
Regular Jeans	Skinny Jeans
Old Lady Hair Buns	Man Buns
General Stores	Big Box Stores
Women’s Shirts w/ Shoulder Pads	Women’s Shirts w/o Shoulder Pads
Stores Closed on Sundays and limited hours on Weekdays or Weekends	24 Hour Stores
Mail Away Shopping from Catalogues	Shopping online
Arcades	Gaming at Home
MTV	YouTube

Buying Records	Downloading Singles
Mix Tapes	Playlists
Recording movies off TV onto blank VHS Tapes	DVR
Book/Tape of the Month Clubs	Spotify/Apple Music
The Sears Catalogue	The Internet
Encyclopedias	Google
COD (Cash On Delivery) & Money Orders	Paypal
Recording songs from the radio onto blank cassettes	Downloading from Napster
Bill Cosby	Bill Cosby
Floppy Discs	Thumb drives
Reading an actual Book	Kindle
Phone Books and Dictionaries	Searching Online
Having 1 key to start your car, 1 to open the doors and another to open the trunk	Keyless Entry and Push Button starting
Paper Tickets bought at the Box Office	Digital Tickets bought and downloaded on your phone
Smoking Area in School for Teachers and Students	Smoke-Free Campuses
Block Buster video stores	Netflix or Red Box
Fax Transmissions	Texts
Walkman	Ipod
Enormous Boom Boxes	Blue Tooth Speakers
Taking Pictures of your friends	Taking Selfies with your friends
Socializing	Social Media
Atari 7200 and Nintendo Entertainment System	PS4, Xbox One & WiiU
Electronic Football	Handheld Video Game Systems



GAME MASTER'S SECTION



RUNNING THE GAME

Unlike The 1970s Original Fantasy RPG that DP&D is based off of, Dark Places should not be a combat heavy game. The character classes presented in this book are not medieval warriors and wizards who are equipped to battle dragons and mythic beasts. The classes here will fare well when fighting other normal teenagers, but are not designed to do full frontal assault on most of the monsters later in this section.

DP&D should be more a game about investigation and deduction. Here, defeating a monster doesn't necessarily mean slaying it. It may mean, tricking the monster, finding whatever the monster is looking for and giving that to the monster to appease it or simply running away until you can figure out a way to subdue or possibly kill the creature later. While the tone of your game can vary dramatically from silly and slap-stick like to dark, creepy and dangerous, the one constant that is that these are normal kids who are facing a supernatural or other-Earthly experience, not battle-hardened monster killers.

DP&D works at its best when it is ran as a *Monster of the Week* style campaign, where there are never more than one supernatural threat that the players have to contend with before moving on to the next threat. Think of your campaign as a season of TV, taking your characters on large arcing stories. Now try to set up your episodes, each with it's own unique villain or storyline. Also, each episode may take several gaming sessions to complete and that's alright.

This game draws inspiration from movies like *The Goonies*, *ET* and *The Lost Boys* and T.V. shows like *Stranger Things*, *Eerie Indiana* and *Scooby Doo*. Feel free to see the Appendix N portion of this rule book for a list of great places to draw your own inspiration from. Also, be sure to take advantage of the time period and pepper your game with as much 80s nostalgia and references as you can come up with.

RULES VS RULINGS

DP&D requires a minimum of 2 participants: 1 Player and 1 Game Master. It is the GM's duty to make fair rulings and it is the Player's duty to accept these rulings as final without argument. The GM should work with all Players to make the most enjoyable experience possible.

HOUSE RULES

A quick note on house rules. It has been this author's experience that while house rules can create a unique and more fun way to play a roleplaying game, that inconsistency or constantly changing rules can make for a turbulent gaming experience for the players.

It's okay to change or adapt the rules but remember the changes that you've made so that the next time the same scenario arises that you adjudicate in the same way as you had done before. It's also okay to try a rule change and then decide that it did not work and change it again. Just make sure that you are communicating to your players as to why the rules keep changing. This will keep everyone on the same page.

TIME & TURNS

There are 2 units of measurement to track time in DP&D:

1. Moments
2. Minutes

Moments, often referred to as *rounds* are used during combat and times of danger. Minutes, often referred to as *turns* are used during non-time sensitive times of adventuring and roleplaying.

Understand the Game Master may speed up or slowdown in-game time as she deems necessary for the story of the adventure she is running.

MOVEMENT

Standard Movement rates refer to a Character's ability to move around on foot, non-combat rates. See Distance on page 87 for combat movement.

Outdoor Movement rates refer to a Character's ability to walk long distances in an outdoor setting. Hurried is 18 miles per day. March is 9 miles per day. Stroll is 6 miles per day.

Vehicular Movement rates refer to a Character's ability to move around in an automobile, this is measured in Miles Per Hour (MPH).

Character's driving must make a roll of 1d6 must be made for every hour of driving attempted with the result of a 1 causing some sort of traffic jam, or vehicular wreck or breakdown that renders the vehicle undriveable.

TRAPS

Characters may encounter traps that have been set by NPCs. A roll of a 1-2 on a d6, is considered a failure causing 1d6 points of damage, and possibly a Save vs Poison roll if the trap was poisoned.

LOCKED OR BARRED DOORS

Characters may encounter doors that are locked or were intentionally barred closed. A roll of 6 on a 1d6 is required to force open the door. Game Masters may allow the Character to add their Strength Bonus to the roll.

LIGHT

Characters will often find themselves adventuring into dark places. For that is important to remember that torches and lanterns illuminate a 30' radius. Flashlights produce a 40' beam of light, cone shaped. Torches will burn for 1 hour, Lanterns will burn for 24 hours on a full pint of oil, and flashlights will work for 2 hours of full batteries.

DIFFICULTY CHECKS (OR DC)

Difficulty Checks are determined by d20 rolls. GMs can set any DC she desires but here is a simple guideline for target numbers before bonus:

EASY 10

MEDIUM 15

DIFFICULT 20.

NEAR IMPOSSIBLE 25

NOTE: The roll of a Natural 20 is always a success and a Natural 1 is always a failure, regardless of bonuses and difficulty levels

ADVANTAGE & DISADVANTAGE

A GM may decide that a particular course of action or task has a higher or lower chance of success. They will ask a player to roll an additional d20 when making a test - with advantage the higher result is used and with disadvantage, the lower.

HOUSE RULE: Game Masters may choose to have Advantage and Disadvantage stack in certain situations by having players roll multiple d20s and pick the highest number rolled for Advantage and the lowest number rolled for Disadvantage.

ENCUMBRANCE

A Character can carry a number of items equal to their STR Attribute without issue. Carrying over this amount means they are encumbered and all attribute tests are taken with Disadvantage. The Character can also only move to somewhere Nearby. Also, they simply cannot carry more than double their STR.

EQUIPMENT & ARMOR

If a Character uses an armor, item or weapon that their class prohibits, the Character can still use the armor, item or weapon but suffers Disadvantage on all movement and combat based roles.

COMBAT

Traditional

Step 1: Game Master determines if either side of the fray is Surprised. This can be determined by rolling a 1-2 on a d6 or by the GMs own judgment call.

Step 2: Roll for initiative. Note: One roll is made for each side, NOT for each individual combatant.

Step 3: The party with initiative attacks and deals damage. Then the party that lost initiative attacks and deals damage.

Step 4: Without rolling a new initiative, repeat Step 3 until conflict is resolved.

Optional

Step 1: Roll for Surprise.

Step 2: Roll for Initiative, once for each side.

Step 3: The party that won initiative attacks with Ranged Weapons first (this is guns, bows & arrows, etc).

Step 4: That part that won initiative then attacks with Melee Weapons (fists, knives swords, bats, etc).

Step 5: The party that lost initiative repeats Steps 3 & 4.

Step 6: Keeping the same initiative, repeat steps 3, 4 & 5 until combat is resolved.

Optional

Step 1: Roll for surprise.

Step 2: EACH combatant rolls for initiative. The Game Master notes the order of initiative from highest to lowest for all involved.

Step 3: The combatant with the highest initiative roll, attacks and deals damage.

Step 4: The combatant with the next initiative roll, attacks and deals damage.

Step 5: Repeat Step 4 until all combatants have had their turn to attack. This counts as 1 combat round.

Step 6: After 4 combat rounds, have everyone re-roll initiative and repeat steps 3, 4 & 5 until combat is complete.

INITIATIVE

Initiative is rolled on a d6, adding in any bonus' (from DEX or otherwise), with the highest total winning initiative. Note, that when rolling initiative for an entire side it is important to let the person with the highest bonus for initiative roll, as the party's bonus do not stack.

Optional

Intent. Some GMs may require Characters to declare their intent for attacking *before* the combat round begins and can hold them to their declared actions for that round.

DISTANCE

Theatre of the Mind style, should suffice for play and movement and distance should be thought of in relative terms and not stringent rules for Distances.

In DP&D, there are 4 units of distance: Close, Nearby, Far-Away and Distant. For Melee combat a Character that is Close can attack this round, a Character that is Nearby could move forward and attack next round. Far Away Character could move forward and attack in 2 rounds and Distant Characters need at least 3 rounds before attacking in Melee Combat.

As for Ranged combat, use the chart below as guideline for distance:

CLOSE	NEARBY	FARAWAY	DISTANT
0-5 ft	5-60ft	60-120ft	120ft+

To make a Melee Attack an opponent must be Close. Ranged Attacks against Close opponents are possible, but the attacker suffers a Disadvantage.

ATTACK BONUS

For Melee Attacks the Character adds their Strength modifier and for Ranged Attacks the Character adds their Dexterity modifier.

ATTACKING BLIND

If a Character finds themselves blinded, possibly by an injury, or fighting in darkness without light, the Character suffers a -4 penalty to all attack rolls.

ATTACKING A PRONE VICTIM

If a Character attacks a prone victim, the victim loses all bonuses to AC and suffers a -4 penalty.

CRITICAL DAMAGE

If a player making an attack rolls a 20, they double the result of the damage dice they roll. If they roll a 1 they suffer some kind of colossal failure.

TOUGHNESS

Toughness is a form of Damage Reduction. If a character has a toughness of +2, that means that when they take damage from an attack, the first 2 points of damage are negated.

CALLED SHOT

When declaring an attack on a specific body part or target, there is a -3 penalty for targeting a specific area.

FIREARMS AND EXPLOSIVES

These are additional weapons that exist in the world and may be used by Police, Military and other adults but are not something Players have access to.

FIREARMS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Revolver	2d6+1	1	50	6	2	500
Semi-Auto Pistol	2d6	2	75	10	3	600
Submachine Gun*	2d6+1	2	60	20	4	900
Semi-Auto Rifle	3d6+2	2	150	10	5	800
Shotgun	4d6+3	1	30	5	6	500
Automatic Rifle*	3d6+2	2	150	30	7	2000
Sniper Rifle	4d6	1	500	15	10	3000
Flamethrower**	2d6/turn	1	30	10	13	400

* Can fire a 5-bullet bursts as one attack, +2 to-hit, x2 damage.

** Catches targets on fire (unless a Saving Throw is made) for 1d6 damage per turn until put out.

*** Explosive damage affects all in a 5' square and 1d6 less to adjacent 5' squares too, and so on until there are no more damage dice left. Half damage with Saving Throw.

EXPLOSIVES	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Fragmentation***	6d6	1	25	--	1	50
Flash-Bang**	Stun+1d6	1	25	--	1	25
Smoke	Smoke	1	25	--	1	25
Incendiary**	6d6	1	25	--	1	40
Plastic Explosives***	3d6/charge	1	--	10	1	200

PARANORMAL, SUPERNATURAL & THE OCCULT

Paranormal, Supernatural and the Occult are referenced in this text often. There are minor variations that separate these three into distinct categories. However, for the purpose of this game, just know that any time one of these is referenced it is simply referring to something that should not exist in the “real world”. This could be aliens, ghosts, magic, monsters, etc.

RITUALS & MAGIC

Dark Places does not have a true magic system. However, that doesn't mean that magic doesn't exist in the world. NPCs and Monsters, can and often will have access to magical spells, abilities, items, etc. that player's do not.

Often this magical knowledge is found in ancient scrolls and texts the world has long forgot about but has been obtained by those who knew where to look. Other times, it could come from an alien presence, or demon or other-worldly beings that have been summoned or have found their way to Earth. Players may be able to read these texts and learn their secrets or use a magically enchanted item. That decision is left totally to the Game Master.

THE OTHERSIDE

No one is sure how it works. In fact, almost no one knows it even exists. The rare few that do are all but helpless to unlock it's secrets. What is known, is just beyond reaches of our reality, is a second reality with a sick, twisted funhouse style mirror image of our world filled with supernatural power and creatures. Some find their way into our world and sometimes we can find portals that lead to The Otherside and enter their world. Sometimes the Otherside itself pulls us in against our will. Some people are able to tap into the dark energy and forces through rituals and perform mind feats. No one is Master of it's secret though! This section is left intentionally vague for the GMs interpretation and how she would like to handle The Otherside in her campaign.

PSIONICS

A staple of the 1980s movies that inspired this setting is the character with powers of the mind. These uniquely talented individuals are called Psion. Below you will find rules for optional character classes that can be included in your game if permitted by the GM.

OPTIONAL CHARACTER CLASSES

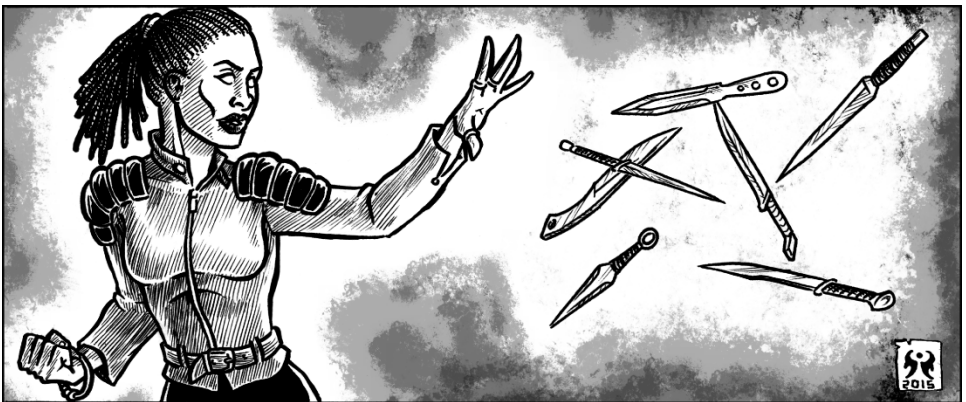
These Classes are considered *Optional* and it is up to GM discretion as to include or not include in the game. Please check with your GM *before* creating an Optional Class.

PSION CLASSES

Psion Sub-Classes: Experiment X, Pyro, Telekinetic

Psionic attacks use the wisdom bonus unless otherwise noted. Roll a Psionic Attack and add your Modifiers. The total becomes the DC of the Mental Saving Throw the target must make.

Anytime you activate a Psionic Power you must roll on the Psionic Activation Chart on the next page. Each time you activate a Psionic Power, roll a d20. The rolled number effect happens. On a fizzle, your ability fails and lose your action the round. If you fizzle on 3 straight Psionic rolls you lose 1 point of Constitution PERMANENTLY.



PSIONIC ACTIVATION CHART

- 1 Fizzle. Lose 1 HP.
- 2 Success. Lose 1 HP.
- 3 Success. Lose 2 HP.
- 4 Fizzle. You are stunned for 1d4 rounds. You cannot attack and are at -2 to Armor Class and all rolls for that duration.
- 5 Success. No negative effect.
- 6 Fizzle. Everyone else within 60' loses 1 HP.
- 7 Success. However, the effect of the ability is halved (rounded up).
- 8 Success. Lose 1d4 HP, cannot go below 1 HP.
- 9 Fizzle. Lose 1d4 HP, cannot go below 1 HP.
- 10 Success. Double the effect of the ability. Lose 1 HP.
- 11 Fizzle. No negative effects.
- 12 Fizzle. Lose 2 HP.
- 13 Success. Double the effect of the ability but after you pass out for 1d4 rounds.
- 14 Success. In addition to the success, everyone within 60' takes 1 HP of damage.
- 15 Fizzle. Your ability is successful but targets a different target than intended, anyone within 60'.
- 16 Fizzle. You are knocked back 20' taking 1 HP of damage.
- 17 Success. Your target is knocked back 20' taking another 1 HP of damage.
- 18 Fizzle. Lose 1 HP. You phase to the "other side" for 1d4 rounds.
- 19 Success. The effects of the ability effects everything within 60'.
- 20 Success. Lose 1 HP. Double the effect of the ability. Your next Psionic Power Activation roll does not require a roll and is at +4.

EXPERIMENT X

All you remember is being locked in a cage for weeks at a time. You have blocked out most of everything. Maybe you will remember one day, but you hope for the sake of your sanity and the safety of your new-found friends that you never do.

PREREQUISITES: Intelligence 14, Constitution 12, Wisdom 10

LEVEL 1 – You get no skills at 1st level, but gain skill points as normal when leveling. +1 to Intelligence or Wisdom, -1 to Charisma, +2 to Mental saves & -1 to all Melee Attacks. Gain Psionic Attack: Activate Psionic powers. Make a psionic attack on up to 3 targets. It does 1d6 damage. Anytime you activate a Psionic power, you can see & communicate with the Other Side for 1 minute.

LEVEL ADVANCEMENT

- | | |
|---|--|
| 2 | Gain 2 skills. Gain Psionic Fear: Activate Psionic powers, make an attack on up to 3 targets (one roll) If they fail, they run away for 1d6 minutes. +2 to Psionic attacks. |
| 3 | Gain 2 skills. Gain Psionic Flee: Activate Psionic powers, you and all allies move at double speed for 1d6 minutes (not in a car). +2 to Mental saves. +1 to Wisdom |
| 4 | Gain 1 skill. Gain Psionic Hold: Activate Psionic powers to make up to 3 people pass out for 1d6 minutes. |
| 5 | Gain Phasing. Activate Psionic powers twice (any fizzle negates, but both side effects occur). If successful, it lasts 1d6 minutes. As an action, you may enter or leave the Other Side. You may put someone into the Other Side or pull someone out (if they do not cooperate, you must roll on the activate Psionic power chart and make an attack). |

STARTING EQUIPMENT: a dirty medical gown

NOTE: Experiment X does not roll for background during character creation. The GM may choose a background and reveal it through roleplaying.

"I've used up all my weapons and I'm helpless and bereaved."
- Veteran of the Psychic Wars, Blue Oyster Cult

PYRO

You have always been drawn to the allure of a flickering fire. One day you swear the flame moved when you thought hard about it. Over time you realize that you can control fire. Maybe if you keep concentrating you will be able to do whatever you want with the thing you are most drawn to.

PREREQUISITES: Intelligence 10, Wisdom 13

LEVEL 1 – Beginning Skills: Intimidation & Paranormal. Toughness +1 (Fire), +1 to Critical & Mental saves, +1 Psionic attacks, -1 Charisma. Gain Pyrotechnics: Activate Psionic powers (lasts 1d6 minutes). While active, you may perform minor tricks and move the flame up to 10'. You may try to blind a player with a Psionic Attack, if they fail they are at -2 to Armor Class, -4 on all Attack Rolls and move at half speed for 1d6 minutes.

LEVEL	ADVANCEMENT
2	Gain Pyro Attack: Activate Psionic powers. Strike a target within 100' with a fireball (must have an open flame). It does 1d6 +1 damage and combusts the player (they take 1 hit point every turn until extinguished).
3	Toughness +2 (Fire), snuff fire at will (up to 60')
4	Toughness +3 (Fire), Gain Pyromancy: Activate Psionic power. You may look into a fire to see and communicate with the Other Side. Lasts 1d6 minutes.
5	Gain Spontaneous Combustion. Activate Psionic powers twice (if either fizzle, it fails but both side effects happen). If your attack succeeds, the target explodes in a fiery death. If the target is already on fire you get a +3 on the attack.

STARTING EQUIPMENT: bicycle, 2 lighters, box of matches, bottle of butane, a cheap camera, 2 rolls of film, basic clothes, backpack, 4d6 dollars

"People on their way to work and baby what did you expect. Gonna burst into flame."

- Burning Down the House, The Talking Heads

TELEKINETIC

Being picked on by the rest of the kids was a normal part of the day, until one day you had enough and screamed at the bullies to leave you be. The bullies all fell to the ground and ran off. Now they avoid you like the plague. What made that happen? Maybe you are something special?

PREREQUISITES: Intelligence 11, Wisdom 12

LEVEL 1 – Beginning Skills: Paranormal & 1 knowledge skill of your choice. +1 to Psionic attacks, -1 to Charisma, +1 to Mental saves. You have Telekinesis. You can move up to 1lb of items at will. You may make a Psionic Attack on a target doing 1 damage. Gain Push. Activate Psionic powers. Make a Psionic Attack (100' range). If successful, the target is pushed 20' in any possible direction doing 1d4 damage.

LEVEL	ADVANCEMENT
2	Gain Advanced Telekinesis: You can move up to 2 lbs of items each round (2 points of damage). Gain Psionic Hold: Activate Psionic powers to make up to 3 people pass out for 1d6 minutes.
3	Gain Wall of Force. Activate Psionic powers. If successful you create a wall of force 10' x 10' anywhere within 60'. It blocks all attacks. It can be suspended, climbed or made into a boat. It lasts 1d6 minutes. +1 Mental saves
4	Gain Superior Telekinesis. You can move up to 5 lbs of items each round (1d6 damage). Gain Levitation. Activate Psionic powers. You can make up to 5 targets Levitate up to 10'. Lasts 1d6 minutes.
5	Gain Psionic Ultimate: Activate Psionic powers twice (any fizzle negates this, but both side effects occur) to try to make someone's head explode. If they pass, they do not die and they take 1d6 damage.

STARTING EQUIPMENT: bicycle, basic clothes, backpack, 4d6 dollars, a pocket full of change, a journal & a pen

"Let's toast the hero with blood in his eyes. The scars on his mind took so many lives."

- Die Hard the Hunter, Def Leppard

EXPERIMENT X

Name: Sven "Doc" Berglowe

Alignment: Neutral

Class: Experiment X

Level: 1

XP: 0

Background: Unknown

STR: 8 (-1)

INT: 16 (+2)

WIS: 13 (+1)

DEX: 11

CON: 13 (+1)

CHA: 7

SUR: 12

HP: 10 **ARMOR CLASS:** 10

ATTACKS: 1

ATTACK BONUS: Melee -2, Psi +1

Savings Throws: Courage: 14

Critical: 9 Death: 14 Mental: 15 (+2)

Poison: 7

PYRO

Name: Fiona "the Flame" Flannis

Alignment: Neutral

Class: Pyro

Level: 1

XP: 0

Background: You have a fear of crowds (but are on medicine for it) & you are a foreign exchange student from Ireland.

STR: 10

INT: 13 (+1)

WIS: 17 (+2)

DEX: 16 (+2)

CON: 9

CHA: 8 (-1)

SUR: 15

HP: 7 **ARMOR CLASS:** 14

ATTACKS: 1

ATTACK BONUS: Melee +0, Range +2, Psi +3

Savings Throws: Courage: 16

Critical: 9 (+1) Death: 12 Mental: 15

(+1) Poison: 11 (+1 to all saves)

Description

Height: 5'3"

Description

Height: 5'8"

Weight: 133 Lbs

Hair: Brown

Eyes: Brown

Sex: Male

Age: 14

Languages: English

Class Abilities: -1 Melee attacks, +2

Mental saves, Psionic Attack:

activate power roll, choose up to 3

targets, if successful it does 1d6

damage to each. Anytime you

activate a psionic power you can see

into & communicate with the Other

Side for 1 minute.

Skills: None.

Money: \$0

Possessions: A dirty medical gown.

Weight: 110 Lbs

Hair: Red

Eyes: Green

Sex: Female

Age: 15

Languages: English, Irish, French

Class Abilities: Toughness (Fire) +1,

+1 to Critical & Mental saves, +1

Psionic attack, Activate Psionic

Powers (roll) lasts 1d6 minutes,

while active you may do minor flame

tricks within 10'. You may try to

blind something with a psionic

attack (if they fail they are -2 AC, -4

attack rolls & ½ speed for 1d6

minutes). Add +2 AC if you do not

attack in a turn. +1 to all saves. Can

do a back flip.

Skills: Intimidation 1 (+1),

Paranormal 1 (+2), Martial Arts,

Investigation 1 (+3), Science 1 (+2),

Mathematics 1 (+2)

Money: \$16

Possessions Bicycle, 2 lighters, box

of matches, bottle of butane, cheap

camera, 2 rolls of film, basic clothes

& a backpack.

TELEKINETIC

Name: Adriana “Siracco” Peyro

Alignment: Evil

Class: Telekinetic

Level: 1

XP: 0

Background: You are a foreign exchange student from France & you have a pop culture obsession with Star Trek.

STR: 11

INT: 14 (+1)

WIS: 16 (+2)

DEX: 16 (+2)

CON: 9

CHA: 11

SUR: 9

HP: 8 **ARMOR CLASS:** 14

ATTACKS: 1

ATTACK BONUS: Melee +0, Range +2, Psi +4

Savings Throws: Courage: 11
Critical: 9 Death: 11 Mental: 12 (+1)
Poison: 15 (+1 to all saves)

Description

Height: 5’11”

Weight: 140 lbs

Hair: Black (Dreads)

Eyes: Brown

Sex: Female

Age: 15

Languages: English, French, Berber, Arabic

Class Abilities: +2 AC if you do not attack in a turn, +1 to all saves, can do a back flip, +1 to Psionic attacks, +1 Mental saves, Basic Telekinesis (can move 1 lbs. And do a Psionic attack for 1 dmg anytime), Push – activate psionic powers (roll) do a psionic attack within 100' for 1d4 and it knocks them back 20'.

Skills: Paranormal 1 (+2), Electronics 1 (+2), Martial Arts, Investigation 1 (+3), Language – Arabic, Mechanics 1 (+2)

Money: \$12

Possessions: basic clothes, bicycle, backpack, a pocket full of change & rocks, journal & pen



ADVENTURE SEEDS

Adventure Seeds are designed not to be a step by step adventure to walk your players through. Rather, the intent is to provide a main foe, monster or obstacle with full stats and back story. Just enough information to get your creative juices flowing and then let your imagination's flower bloom.



STAT BLOCK EXPLANATION

Armor Class: Attack rolls must exceed this number to hit.

Hit Dice: 1d6 x this number to determine HP.

Move: Movement Calculation.

Attacks: How many attacks in 1 round.

Attack Damage: Unique damage roll indicator.

Special: Any special abilities or attacks noted.

Bonuses: Combat Bonuses listed here.

Terror: Target DC on Terror Checks*.

HDE: Hit Dice Equivalent gives the monsters total difficulty accounting for Hit Dice (HD), Armor Class (AC), Attacks, Attack Damage, Movement, Special Abilities & Bonuses.

*Whenever a Character encounters a monster for the first time, or if she has never made a successful Terror Check against them, she must attempt a Terror Check (DC: The Monster's TERROR stat, trying to roll higher than the Terror Stat with a D20). If she fails, roll on the chart Failed Terror Effect chart on page 17 (unless otherwise specified), and then she must reroll when she sees the monster again (or next feel its direct presence) after coming to her senses. If she ever makes a successful roll, she does not need to make future Terror Checks against that monster.

ALIEN LIFE FORM



“Foreign life forms inventory, suspended state of cryogenics.”
- Megadeth, *Hangar 18*

“Dani, if you don’t get off your ass and take out this trash, I swear I’ll throw that game thing out the window!” Dani’s Mom threatened.

“I’ll do it in a second Mom. This game doesn’t pause!” Dani told her for the third time.

That’s it! She thought. Dani’s mom had had enough. She walked straight to the game system and with one finger, she did the unthinkable . . . she pushed the power button.

“Nooooo!” Dani cried out. He’d spent the last three hours playing Super Bandit Bros II and was the furthest he’d ever made it, just one screen away from the final boss, when the T.V. screen went black before his eyes.

“Trash. Now.” His mother demanded, pointing towards the kitchen. Dani rose to his feet and sulked away, cursing under his breathe. In the kitchen, he gathered trash bag and headed outside.

“She’s just so stupid.” Dani said a little louder once he was outback as he heaved the trash into the metal trash can. As he slammed the lid to the can closed, he heard something. “Uh, hello? Is anybody there?”

Dani cautiously walked back toward the wooded area near the end of his driveway. That’s when he saw it. It was about two-foot-tall and covered in brown and black fur, with horns sprouting out of it’s head. Their eyes met and for a second they both froze.

Fear of the unknown swelled in Dani’s chest and he cried out, “Mom!” and he turned and ran towards the house. “There’s an Ewok out here!”

The creature shook his head and let out sigh of relief and continued into the woods . . .

Ni-Now is a small and peaceful alien explorer from the planet Nah-Knu, located in the Nivay System. Responding to a distress signal broadcast into space, Ni-Now crossed galaxies to come to Earth, only to be captured by the Government's secret task force: Alien Life Form Entrapment Division or ALFED for short.

Imprisoned at Fort Knox, Ni-Now endured many physical and mental tests, before eventually being frozen in a cryogenic chamber and placed in a deep sleep for an indeterminable number of years.

Three weeks ago, Ni-Now was awoken only to find the facility that he was being held captive in was under some kind of attack and without power. His cryogenic chamber was apparently not on the same generator that was now powering the emergency lighting and evacuation sirens. Ni-Now knew this was his chance and took the opportunity to escape. Since then he's been hiding in the woodland areas near J'town, KY, staying just out of the sight of the human populace.

Very skittish and easily startled, Ni-Now often appears anxious when in the presence of humans. Thanks to ALFED, he has some trust issues. However, if the players can gain his trust he will become their new best friend.

Animals love Ni-Now and are drawn to him. He takes great care to treat them well and considers them his equal. He is almost always accompanied by a snapping turtle named Tic and an iguana named Toc. The only words Ni-Now says in English is his name and Tic and Toc. Although, it should also be noted that Ni-Now almost never shuts up; speaking in his native tongue, he seemingly narrates everything he does aloud, which sounds like pure gibberish to the players.

This may all sound innocent enough but truth be told, ALFED is hot on the trail, with plans to re-imprison Ni-Now and “deal with” anyone who knows of his existence.

Alien Life Form

A.K.A. Ni-Now

Armor Class: 11

Hit Dice: 2

Move: 6

Attacks: 1 per Round

Attack Damage: Strike 1d4-1, Dagger 1d6-1

Special: Telepathy*, Psychic Shock*, Telekinesis*

Bonuses: +1 to Hit

Terror: 10

HDE: 6

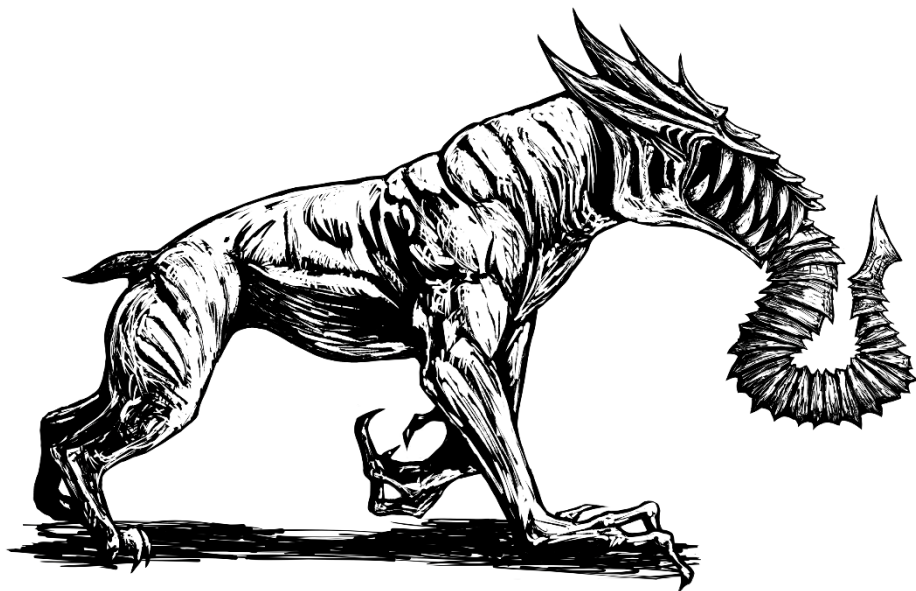
*Telepathy: The horns on Ni-Now’s head will glow a light blue when he’s really happy or excited. While they’re glowing the light blue, he can communicate via his mind to a person of his choosing. Note: The person must be holding Ni-Now’s horns to send and receive telepathic transmissions this way.

*Psychic Shock: When angry or scared, Ni-Now’s horns will glow a deep purple. While they are glowing, any living being that touches his horns will receive a Psyche Shock doing 1d4 HP damage and stunning the individual for 1d4 rounds.

*Telekinesis: Using the power very sparingly, Ni-Now has the ability to levitate people & objects and move them from one place to another with ease.



CHUPACABRA IN LOVE



“All of my chupacabra books are like novelizations of movies that haven’t been made yet.”

- Raegan Butcher

Chupacabra (Male)

Armor Class: 14

Hit Dice: 3

Move: 12

Attacks: 1 per Round

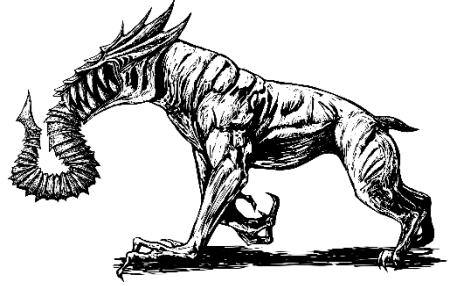
Attack Damage: Claw(1d6),

Bite(1d6), Pounce* (1d4)

Special: Tongue Attack**

Bonuses: +3 to Hit, +3 Damage, +1 Toughness

Terror: 15 **HDE:** 5



Chupacabra (Female)

Armor Class: 13

Hit Dice: 4

Move: 12

Attacks: 1 per Round

Attack Damage: Claw(1d6),

Bite(1d6), Pounce* (1d4)

Special: Tongue Attack**

Bonuses: +2 to Hit, +3
Damage, +3 Toughness

Terror: 15 **HDE:** 5

*Pounce: Both male and female Chupacabra can perform a Pounce Attack that deals 1d4 HP to the target. The target of the attack must then make a DEX Save (DC 14) or find themselves pinned to the ground underneath the Chupacabra. Starting the next combat round, the target must then make a success STR Save (DC 15) to escape the clutches of the mighty beast.

**Chupacabra, translated “Goat Sucker”, have tongues with arrowhead-shaped tips that can extend up to 3’ outside of their mouths. The tongues tips have an anesthetic that allows them to plunge into their victims without the victims feeling it! Chupacabra can suck all the blood from a man-sized victim in 3 minutes.

Chupacabra mate only once per decade. This time they have chosen J’town to be their mating grounds.

GREMLINS MASTERS OF MISCHIEF & MAYHEM



“It’s the same Gremlins that brought down our planes in the big one.”

- Murray Flutterman, *Gremlins* (1984)

Standard Gremlin

Armor Class: 17

Hit Dice: 2

Move: 9

Attacks: 1 per Round

Attack Damage: Claw(1d6-1), Bite(1d6-1)

Special: Tinkering*, Multiplying*, Dexterity 18*

Bonuses: +5 to Hit (Ranged Attack)

Terror: 12

HDE: 6

*Tinkering: Gremlins are engineering wizards. They know how to build, destroy & tamper with all things mechanical.

*Multiplying: 1 Gremlin, while a nuisance, is easily dispatched. 2 Gremlins, a little trickier but still manageable. However, a pack of Gremlins (5 or more) is a nightmare. No one knows how but Gremlins can multiply at rates that would make the friskiest rabbits blush. A night of mischief for 5 Gremlins could quickly escalate to thousands of those little boogers taking over a town before the dawn breaks!

*Dexterity 18: Catching a Gremlin is like trying to catch a chicken while wearing concrete boots. Their tiny stature (less than 2-foot-tall) and amazing agility makes attacking them very difficult.

Gremlins are tiny goblinoid creatures. No two Gremlins are alike in appearance or attitude. Gremlins are experts at sabotaging and traps and delight in causing mayhem for humans. In low numbers, Gremlins will often times stay hidden from human eyes. However, if unchecked and their numbers grow, they will reveal themselves and try to imprison and enslave the human and pet populace to do their bidding. Gremlins have little to no regard for life and will gleefully kill if they think the death will amuse them.

Gremlins can use all form of human weapons as long as they are proportioned to their size.

THE KILLER OF YOUR DREAMS



“You are going to get some sleep tonight if it kills me.”
- Marge Thompson, *A Nightmare on Elm Street* (1984)

The teens of J'town haven't been sleeping well these pasts few weeks. They have all been plagued by nightmares but no one has been speaking about it. But if you looked closely you could see it. The dark black circles around their eyes. The unusual amounts of deep yawns and stretching. The head-bobs, as the teens fight to stay awake in class. The signs are all there. However, the teachers, the school administration and even the parents all remain oblivious to the warnings that something is not right. That is, until Stephanie Griffin wrapped her Yugo around a telephone after falling asleep at the wheel this morning, killing herself instantly.

Now the town is stirring with questions. The adults all want answers. Some are already jumping to conclusions, sure that it has something to do with subliminal messages found in heavy metal records. Others believe it's alcohol or drug related. "These damn kids must be sneaking out and partying when they're supposed to be in bed that's why they're so tired!" Reverend Phillips and his disciples are already disseminating the propaganda that the teens have joined and are now part of a new Cult of Satan that has descended upon this town like a plague of locusts and corrupted the minds of all the sons and daughters of J'town. The truth of what is going on is even more unusual and improbable then these claims . . .

BACK STORY: Amanda Koogler was as a quiet as a mouse growing up in J'town in the 1960s. They town folk would all say that you could be a room with Amanda, even standing right next to her and you'd never know she was there. In looks, she wasn't beautiful but she wasn't ugly either, she was simply plain in every way. The only real descriptor anyone could come up with to describe her is, she was poor. Her clothes were dinged from to excessive wear and often didn't fit her. Beyond that, most would be at a loss to offer much more.

The Kooglers lived in a tiny trailer in the back holler of J'town. Her father was the town drunk, who never worked, and her

mother, the school lunch lady, was most often drunk or medicated too. Everyone knew there was abuse but this was the 60s and things like child abuse and neglect was thought to be a family issue and not something to be interfered with by people outside the home.

In school, Amanda had no friends. She kept to herself. She spent most of her free time in the library. An avid reader, Amanda would constantly check out any book she could get her hands on about the occult, strange occurrences and true crimes. This obsession with the strange, did not help her social standings, only serving to further alienate her from the rest of her class.

Upon graduating from J'town High, Amanda, now going by Mandi, took a job as a school lunch lady, alongside her mother. Two years later, on a seemingly random, Tuesday afternoon, 13 students from the freshman lunch at J'town High, fell sick and would be dead before the end of the day. The town was devastated. The police, the coroner and the towns head doctor assumed it was from contaminated of bad food served by accident by the school for lunch. However, three weeks later, while the town was still heavily in mourning, the toxicology reports came back from a lab in New York, saying that the food had been poisoned!

When police went in search of the lunch personnel all could be accounted for except Mandi. Quickly the news of what happened spread like wildfire through the town. A search party (more like a militia) was formed to find Mandi and bring her to justice. However, when they caught up with her, she was discovered in the boiler room of the school with the corpses of the 13 poisoned students. The student's faces had been removed, they were naked and they were arranged in some sort of ritualistic fashion with runes and candles all about.

Confronted with the horror of not only the murders she had committed but with seeing that she had exhumed these now dead children from their graves and defiled their corpses the militia became enraged. They attacked Mandi, killing her and even ripped the skin off of her face.

Amanda Koogler died saying, “Yes! Yes! It is complete. It is complete.” The police and the parents covered up her murder and all swore never to talk about it again. The reason for her heinous crimes never was discovered. Her mother lost her mind and was admitted to the Fern Creek Asylum where she remains to this day and her father died in an auto accident in 1974.

PRESENT: Unbeknownst to the sleepy citizens of J’town, Amanda Koogler, Mandi, has returned to torture the towns teens in their dreams. Stephanie Griffin’s death was no accident. She was killed in her sleep by Mandi.

Stephanie’s death was just the first. There will more deaths to come unless someone can find a way to stop Mandi.



The Killer of Your Dreams
Amanda Koogler (AKA
Mandi)

In dreams

Armor Class: 15

Hit Dice: 8

Move: 12

Attacks: 2 per Round

Attack Damage: Varies
(usually 1d6+3)

Special: Dream Master*

Bonuses: Toughness +2

Terror: 16 **HDE:** 10

The Killer of Your Dreams
Amanda Koogler (AKA
Mandi)

In real life

Armor Class: 10

Hit Dice: 4

Move: 9

Attacks: 1

Attack Damage: Normal
Human

Special: None

Bonuses: +2 Attack

Terror: NA **HDE:** 4

*Dream Master: In dreams, Mandi is nearly unstoppable. Her powers seem to have no limits. If she thinks it, she can do it. However, she is drunk with power and feeling invincible so she doesn't always make the best decisions.

Mandi who was quiet as a mouse in life, now revels in childish taunts and gimmick-like catch-phrases that she spews at her teenage victims. Mandi appears to know everything about these teens, even their biggest secret and likes to use that information against them as she orchestrates their nightmarish deaths.

Secret: In dreams, Mandi is undefeatable. Even if the characters are able to deplete her HP, she will simply respawn and come after them again later. The only way to truly defeat her is to pull her out of a dream and into real life. This can be done by physically touching her in your dream, while waking up in real life.

In the real world, Mandi is much weaker and loses all powers. She can be killed, arrested, whatever and she doesn't have a way to return the dream-world.

DREAM POWERS

Players can discover that in their dreams they are gifted a special power that helps them do battle with Mandi. Each player can roll once on the chart below.

Note: Players cannot spend Survival Points to re-roll on the chart. Also, players do not retain these abilities in the real world, only the dream world.

Roll 1d8:

ROLL	POWER
1	You can pull other people who are asleep into your dreams.
2	Super Human Strength (1d6+5 Punch Damage)
3	Super Sonic Scream (2d6 Damage)
4	Magical Ability Fireball (2d6 Cone Shaped Damage). Must roll to hit (Ranged Attack).
5	Magic Ability Magic-Missle (1d4 Damage, Auto-hit, no roll to attack.)
6	Badass with a Knife (+3 to Attack, +3 to Damage)
7	Morph into your favorite comic book character. Can their powers, however you keep your stats, bonuses and hit points.
8	Dream Ninja. (+3 to Attack, +3 to Damage), can fight like a Ninja.

PHANTOM FAIRLANE



“True Death, four-hundred horsepower of maximum performance, piercing the night.”

- White Zombie, *Black Sunshine*

The Phantom Fairlane

Armor Class: 17

Hit Dice: 10

Move: Top Speed 100mph

Attacks: 1 per Round

Attack Damage: Ram 1d10 per 20mph, Run-Over 3d10

Special: Driverless, Phantom Powered, Regenerate**

Bonuses: +2 to Hit, Toughness +2

Terror: 14

HDE: 10

*The Phantom Fairlane when seen, will be driving without a driver because it's powered by a phantasmal force. When bearing down on a victim for the kill, a green spectral cloud will engulf the vehicle, even turning the headlights green.

**When damaged, the car will regenerate 1d6 HP per round until back to full HP. If popped, the tires re-inflate instantly.

The Phantom Fairlane only reveals itself to small groups of people and never to large crowds. It comes to life at night. During the day it hides, remaining unanimated until the sun goes down.

The Secret of The Phantom Fairlane: Locked inside the trunk, is a cloth bag containing the skeletal remains of Dean James, the former owner of the Fairlane, who was murdered by a hitch-hiker, but never buried. James' ghost is angry and just wants to rest in eternal slumber but can't do so until his bones are buried in the ground.

The Fairlane's trunk CANNOT be opened, ever! The only way to access the trunk is to tunnel in through the backseat. If accessed during daytime hours, this is a relatively easy task but if trying to do this at night, when the Phantom is awake, the Fairlane will buck like a bronco, wrap itself trees and even drive off of cliffs to kill those inside.

Burying James will end the animation of The Phantom Fairlane permanently.

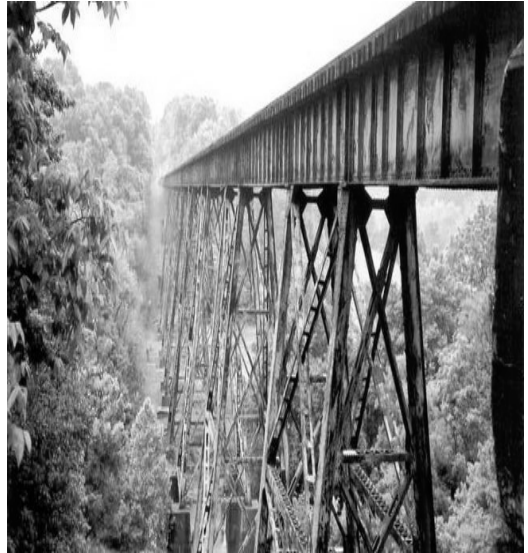
THE POPE LICK MONSTER



“My only friend’s a goat, with 666 between his horns.”

- Megadeth, *Go To Hell*

In the far Eastern edge of J'town looms an enormous train trestle, nick-named "The Trestle of Death". Spanning a gap in the landscape, which includes a tall grassland and the Pope Lick Creek, the 772-foot-long, 9 story high, Pope Lick Train Trestle has been taunting the towns teenagers and thrill seekers for decades. A chance to see a real-life monster, a freak, a half man/half goat abomination referred to as The Pope Lick Monster or at the very least, to play chicken with a massive locomotive. Teens have flocked in droves, on late night dares, often fueled by alcohol, to jump the fence and make their way on to the tracks.



Most admit to never seeing anything but there's still the stories that everyone knows about the Goat-man revealing himself to them or chasing teenagers onto the tracks to the center of the trestle, just as a train approaches from the other side. And even those who said they saw nothing when trespassing on to the trestle, claim to have heard noises: grunts, guttural howls, heavy breathing, a sheep neighing.

With Stanley Parker's recent apparent suicide at the trestle, rumors are running rampant that the Goat-man has returned. Some are even crediting The Pope Lick Monster with the other strange occurrences that have been happening of late. Parents are forbidding their sons and daughters from going anywhere near the tracks. And of course, all of this just makes the teens of J'town want to go taunt the Goat-man that-much-more!

The Pope Lick Monster
A.K.A. The Goat-man
A.K.A. Billy



Armor Class: 15

Hit Dice: 4

Move: 12

Attacks: 2 per Round

Attack Damage: Claw(1d6),
Back-Kick (1d8), Slam (2d6),
Drop-Kick (2d8)

Special: Teleport*, Supernatural
Strength (STR 20)**

Bonuses: +5 to Hit, Toughness +2, Damage +5

Terror: 16

HDE: 8

*Teleport: Billy can teleport himself or, himself and anyone he is touching to a destination of his choosing. Billy will most often use this ability to trap victims on the trestle until a train comes. He will teleport to one end of the tracks, scaring his prey back to the middle, then if they run to the other side, he will teleport there. Any prey that is brave to attack Billy head on, if losing to Billy, he'll teleport them to the middle of the tracks after beating them, and toss them off or leave them bloody and unconscious in the center of the trestle and let the train do the dirty work.

**Supernatural Strength: Billy's STR is effectively a 20. At this strength level, Billy is strong enough to rip limbs from their sockets if he so desires. Even the strongest athletes pale in comparison. Billy receives a +5 to all STR checks.

GM Notes: Billy will never attack a female character. He will try to scare them and intimidate them but won't actually strike one *UNLESS* they attack him with a weapon: gun, knife, bat, etc.

Billy will not reveal himself to teens at the trestle unless they specifically taunt him by calling out his name, making sheep or ghost noises, or if the male teens are mistreating/hurting the female teens in any way.

Billy's secret weakness: Billy is a lonely Goat-man and may be persuaded by a female character who shows him kindness. Especially those with a Charisma 16 or above.

The Lawsmen's Family Secret and The Pope Lick Monster

Very near the Pope Lick Train Trestles is a little gas station (and your last chance to fill up before leaving civilization) simply titled Lawsmens, after the family that owns and mans it.

Oldman Lawsmen is almost always behind the counter, often accompanied by one of his two teenage children, Judy and Jake. Oldman Lawsmen is nice enough but he doesn't suffer fools. Judy and Jake attend J'town and they're nice but quiet.

What the town doesn't know is that the Lawsmen going back as far as they can remember have been the secret custodian to the Goat-man, which they affectionately named Billy. They own all the surrounding territory around the trestle and do their best to dissuade trespassers from snooping around. However, if the trespassers persist, it is at least Oldman Lawsmen's belief, "They'll get what they deserve."

If any member of Lawsmen family finds themselves in danger, Billy will teleport in for the rescue. This is the only time Billy will leave the trestle. And those who are causing a threat to the Lawsmen will find themselves in the full wrath of The Pope Lick Monster.

Also, he is deeply enamored by Judy Lawsmen. Something that makes Judy very uncomfortable in his presence.

THE SILVER BULLETS



“I hunt, therefor I am. Harvest the land. Taking the fallen lamb.”

- Metallica, *Of Wolf And Man*

Werewolf (Traditional
Lycanthropy)

Armor Class: 14

Hit Dice: 4-6

Move: 12

Attacks: 2 per Round

Attack Damage:

Claw(1d6+2), Bite (1d6+2)

Special: Lycanthropy*,
Regeneration**

Bonuses: +5 to Hit,
Toughness +3, Damage +4

Terror: 15

HDE: 6-8

*Lycanthropy or werewolf-
ism is a curse that can be
passed from person to
person by bite or claw attack.

The survivor of such an attack
must make a Constitution Save with DC 14 or higher,
otherwise, she becomes a werewolf at the beginning of the next
lunar cycle. Characters unlucky enough to become cursed by
a werewolf must relinquish control of their character while in
werewolf form to the GM. Characters will have no memory of
the actions they do as werewolves.



**Regeneration: Werewolves heal at an astounding rate.
Werewolves heal 2d6 HP per hour while awake in werewolf or
human form. If sleeping for 4 hours or longer the werewolf
will awaken fully recovered from all injuries. This includes
catastrophic injuries like severed limbs. The limb will simply
regrow while they sleep.

While in werewolf form, the werewolf takes double-damage
from silver weapons and normal weapons do half-damage. If
the werewolf's HP is reduced to zero by normal damage then
the werewolf will fall unconscious and need to roll on the OofA
table. However, if the werewolf is taken below zero HP by a

silver weapon, the werewolf reverts to human form and dies; no save.

The transformation from human to werewolf can occur at will. It will always occur during a full moon. Transforming from human to werewolf is extremely painful and takes 1d6 rounds to fully change. Anyone seeing a werewolf transform for the first time must make a Wisdom Save, DC 13, or be stunned and lose all actions as they watch in horror until the transformation is complete.

Any newly infected Lycanthropes must roll 1d6, twice on the table below and see what side effects the infection has on them before their first change at the next lunar cycle. After their first change, ALL side effects will occur in rapid succession.

ROLL	EFFECT
1	Excessive amounts of body hair begin sprouting up all over your body.
2	You develop an irresistible craving for under cooked meat. The bloodier the better.
3	You grow unnaturally tall extremely fast. Stretch marks erupt all over your body.
4	You have vivid, horrific nightmares. You are always tired. Also, you begin sleep walking, and wake up in strange places with no idea how you got there.
5	Without any exercise on your behalf, you begin to bulk up with muscle, becoming “ripped” all over.
6	Dogs fear you. They cower and bark or yelp as you approach. You also, notice a new overwhelming sense of smell and have a hard time stopping yourself from following the scents of animals.

PACK MENTALITY

When more than 1 werewolf is present, the first order of business will be to fight each other to determine dominance. Once, dominance has been determined, the pack will follow it's leader to the death without hesitation.

EMANUEL ARCHIBALD AND THE SILVER BULLET GANG

Emanuel (or Mani) was this shy Native American boy from your 8th grade class in middle school. He was kind of short, kind of round and kind of nerdy but he was nice. His teachers would describe him as a good student. He had talked several times about this awesome trip his family had planned. They were going to New Mexico, to visit the Navajo Reservation. As the school year ended, you signed each other's yearbooks and said your summer goodbyes.

The Mani that returned for 9th grade was almost unrecognizable. When he left he maybe 5'4" but when he returned he was 6'6". Gone was the chubby cheeks and pudgy stomach, he was chiseled. We're talking muscles on top of muscles. His hair too was completely different. He'd had a bowl cut, now his long wavy hair was nearly down to his waist. Heck, even his name had changed. He no longer wanted to be called Mani, he went by Mark. When you tried to talk to him, he seemed disinterested.

As freshman year progressed, weirder things happened too. Mark seem to gather kids just like him. Kids that used to be, well different, now they were all growing long hair, rocking new physiques, & missing school a lot. Mark had another name change too. This time he began going by the Mark E. DeSade, and his flunkies started calling themselves The Silver Bullet Gang. Shortly after, he and cult-like followers all alienated themselves from the rest of the school.

At first your class mates didn't seem to notice all the strange things going on with Mark and The Silver Bullet Gang. Once they started taking notice, they began to avoid the gang like the plague. If the gang was walking down the hall, everyone pushed to the side and let them through. Nobody got in their way. And nobody was going to question them. They were an island to themselves and they seemed very happy to be so.

SON OF THE MOTHMAN



"She had seen a giant 'winged man' in broad daylight."

- John A. Keel, *The Mothman Prophecies: A True Story*

In November of 1966, The Mothman made his first appearance in Point Pleasant, WV. For a span of nearly a month, he seemed to mostly prey on young couples at Lover's Lane and as quickly as he appeared, he just disappeared. And for the years to follow, there were few, non-credible Mothman sightings, and this beast was almost lost to the pages of history. That is until 1975, when author John A. Keel published *The Mothman Prophecies: A True Story*. Keel's book chronicled the coming of the Mothman and even linked him to tragic collapse of the Silver Bridge, the bridge carried U.S. Route 35 over the Ohio River, connecting Point Pleasant, West Virginia, and Gallipolis, Ohio. The collapse of the Silver Bridge on December 15th, 1967, resulted in the deaths of 46 people who fell into the frigid river waters and drown.

Now in J'town, there have been rumors and mutterings of a familiar sounding monster stalking the night and flying here and there above the rooftops of homes where families sleep in relative peace. This monster, as described by those have claimed to have seen it, has large leather leaf-like wings, claws for hands and feet, razor sharp metallic teeth and hypnotizing red eyes that glow in the night.

Son of The Mothman

Armor Class: 12 (on the ground), 16 (in the air)

Hit Dice: 4

Move: 6 Walking, 18 Flying

Attacks: 2 per Round

Attack Damage: Claw(1d6+1), Bite(1d6-1)

Special: Flight*, Hypnotize**

Bonuses: +2 to Hit, Toughness +1, Damage +2

Terror: 14 **HDE:** 6

*Flight, Speed 18, Increased AC, Unlimited.

**Hypnotize: Any target looking at The Mothman must make a Save vs Wisdom (DC 15). If passed, no ill effects. If failed, the target is Stunned 1d4 rounds, and loses all actions for the duration.

NOTE: This is NOT The Original Mothman, this is his son.

TARA THE CLAWED MENACE



“I’m The Hunter, searching for love on these lonely streets again.”

- Dokken, *The Hunter*

Tara the Clawed Menace

Armor Class: 15

Hit Dice: 3+3

Move: 6/24 Flying

Attacks: 2 per Round

Attack Damage: 2 Claws (1d6+1), Bite (1d6+1), Carry Away
(If both claw attacks are successful in one turn, she will carry the victim into the air. Once a turn the player can attempt to break free DC: 15 (STR).

Special: Winged Flying, Immunity to Poisons,

Bonuses: +1 to Hit, Toughness +2, Damage +2, +3 to Initiative

Weakness: Will always attack males first. Hates bright lights.

Terror: 13

HDE: 6

A long, low and lonesome howl can be heard often at the Parklands at dusk. Some say it is just the wind and some say it is the dreadful moan of the Clawed Menace of the Parklands. Legends speak of a winged humanoid that terrorizes any man or beast that stirs at night in the park. Those few that have survived an encounter with the menace have described it as a female humanoid with large, feathered wings and vicious talons & fangs.

Rumors abound about the origin of this monster. Some say it escaped from the military base on the lake. Could it be an alien, a mutant, a chimera, etc. Nobody knows for sure. One rumor has stuck and has maintained popularity for the past 30 years: In the 1950's the park was much smaller, but was a popular area for young lovers to park on a Friday night. One young couple named Mike and Tara frequented the park while dating in high school. One night the young Tara waited anxiously for her boyfriend at their favorite spot. After hours, he did not show and she left. As she drove away, she clipped the bumper of a parked car near the entrance. But to her horror, when she stopped to exchange insurance information, she saw her Mike with another woman. Tara went crazy and assaulted the girl and Mike with her bare hands. Mike and his new lady friend escaped with a plethora of claw marks on their faces and arms. Tara disappeared into the woods. The legend has since carried her name.

TAYLOR'S LAKE MONSTER



“The mirrored surface moves. Awakened of this presence, dispelling legends proof.”

- Judas Priest, *Lochness*



Taylor's Lake Monster

Armor Class: 15 (+5 Hide)

Hit Dice: 6 + 4

Move: 6/36 Underwater (will not stay on land long)

Attacks: 2

Attack Damage: Bite 2d6 +1/

Tail Flip 1d6 +1

Special: Capsize Boats*, not aggressive unless provoked, Dive (will dive to flee if it takes more than 10 damage)

Bonuses: +2 to Attack, +3 saves vs. Poison, Toughness +3

Terror: 11 **HDE:** 8

*Capsize Boat: The Taylor's Lake Monster can capsize any small or medium size boat at will, no roll required. For large boats, must roll against a target DC 10 to capsize the vessel.

The Taylor's Lake Monster has been seen for hundreds of years. Even the Native American tribes of the area have tales of the monster. The monster has achieved a moderate level of celebrity in the area, drawing in a good amount of tourism for the lake region. Many think the legend is perpetuated by the business owners and local monster hunters, while others swear that they have seen the monster. Those that have claimed encounter always describe it as a giant, light blue serpent that measures over 40' long. In all of the years of sightings, nobody has ever been harmed by the monster. It seems to shy away from attention. Only bad, blurry pictures exist. Perhaps you can get a clear picture?

TEENAGE WEREWOLF IN J'TOWN



“Listen in awe and you’ll hear him bark at the moon.”

- Ozzy Osbourne, *Bark At The Moon*

Teenage Werewolf in J'town (A.K.A. Marty Keaton)

Armor Class: 15	Marty Keaton
Hit Dice: 2	Human Form
Move: 12	
Attacks: 1 per Round	Level 2 – Athlete
Attack Damage: Claw(1d6), Bite (1d4)	STR: 16 INT: 10
Special: Genetic Lycanthropy*	WIS: 9 DEX: 15
Bonuses: +5 to Hit, Toughness +2, Damage +2	CON: 12 CHA: 11
Terror: 11 HDE: 3	HP: 14

*Genetic Lycanthropy is a specific type of Lycanthropy (or werewolf-ism) that is passed down from parents to children. Unlike traditional Lycanthropy, the condition cannot be passed on to a victim of a bite or claw attack. While in werewolf form, the werewolf takes double-damage from silver weapons and normal weapons do half-damage. If the werewolf's HP is reduced to zero by normal damage then the werewolf will fall unconscious and need to roll on the OofA table. However, if the werewolf is taken below zero HP by a silver weapon, the werewolf reverts to human form and dies; no save. **Note: Genetic Werewolves are more in control of themselves than regular werewolves and they remember everything that they do while in werewolf form.

Marty has been noticing . . . changes with his body lately. He just hasn't felt like himself. One day he stumped his toe and got angry and his first change occurred. Then last night after baseball practice it happened again. Thankfully no one saw him either time. But he doesn't know what to do or how to stop it.

The change is triggered by elevated emotions. If he gets too angry, sad, even happy it can cause him to turn.

HUMAN ADVERSARIES AND ALLIES

Human NPCs that the Adventurers will interact with are many and varied. Listed here are a few of what may be the more common types that the Adventurers come across.

BURGLAR/THIEF

Burglars are masters of stealth, gaining a +2 to any Action Checks made to move quietly or avoid detection. They get the same bonus when attempting to open locks or bypass security systems.

Armor Class: 11

Hit Dice: 2

Move: 12

Attacks: 1 per Round

Attack Damage: By
Weapon

Special: Stealth

Bonuses: +2 to Hit

HDE: 2

BRUISER

Employed as bodyguards, general knee-breakers and bouncers, bruisers are strong, sturdy individuals who are not afraid to give or take a few punches for their employers.

Armor Class: 11

Hit Dice: 2

Move: 12

Attacks: 1 per Round

Attack Damage: By
Weapon

Special:

Bonuses: +3 to Hit, +2
Toughness, +2 Damage

HDE: 4

COMMON PEOPLE

Joe the plumber, or any ordinary person you meet on the street. This is the average person, be they minions of a crime boss, deranged cultists, or an enraged mob with pitchforks and torches.

Armor Class: 10

Hit Dice: 1/2

Move: 12

Attacks: 1 per Round

Attack Damage: By
Weapon

Special:

Bonuses:

HDE: 1/2

CULT LEADER/NECROMANCER

Deranged leaders of cults or simply deranged spellcasters who have delved too deeply into the secrets man was not meant to know, this individual has limited knowledge of spells and rituals

Once per day, she can summon 1d3 lesser demons to aid her due to prior arrangements and bargains. This takes 2 full rounds to complete and the demons appear at the beginning of the 3rd round.

If faced with multiple opponents, she will also have 2d6 cultists (common people) or 2d6 zombies available to lend a hand with opponents.

Armor Class: 11

Hit Dice: 5

Move: 12

Attacks: 2 per Round

Attack Damage: By
Weapon

Special: Ritual Magic,
Summon Lesser Demon

Bonuses: +4 to Hit

HDE: 7

GUARD/POLICEMAN

This is the average policeman or guard. Typically armed with a nightstick and a revolver or semi-auto pistol, these individuals will call for backup if they are in trouble, with another 1d6+1 of their kind arriving in 1d6 combat rounds (possibly longer, depending upon the situation as determined by the Game Master).

Armor Class: 13

Hit Dice: 3

Move: 12

Attacks: 1 per Round

Attack Damage: By
Weapon

Special: Call For Backup

Bonuses: +1 to Hit

HDE: 4

SOLDIER

Your average soldier, they carry assault rifles and a knife and wear light body armor.

Armor Class: 15

Hit Dice: 3

Move: 12

Attacks: 2 per Round

Attack Damage: By
Weapon

Special: Stealth

Bonuses: +2 to Hit, +1 to
Toughness, +2 Damage

HDE: 5

SOLDIER, VETERAN/SWAT TEAM

Veteran Soldiers or SWAT Team members are better armed and better trained, with access to armor and typically armed with pistols, knives, rifles or shotguns, and often grenades.

Armor Class: 16

Hit Dice: 5

Move: 12

Attacks: 2 per Round

Attack Damage: By
Weapon

Special: Stealth

Bonuses: +4 to Hit, +3 to
Toughness, +2 to Damage

HDE: 6

SOVIET SPY

In this era, many people were paranoid when it came to Soviet spies. Many thought that they were everywhere and were trying to bring down the United States. In some cases, those fears were warranted, as many Soviet spies lived in suburbia in the 1980's.

Armor Class: 12

Hit Dice: 2 +2

Move: 12

Attacks: 1

Attack Damage: Punch/
Kick 1d6+1, Range (as gun)

Special: Languages
(English, Russian and at
least one other), Martial
Arts, weaponry & spy
gadgets, extra identities,

escape kit (money, gear,
clothes, new passport,
radio, etc.), cyanide
capsule

Bonuses: +2 to hit, +3
against Intimidation &
Persuasion, +3 to all
Persuasion, +4
Investigation

HDE: 3

NINJA

Ninjas have devoted a lifetime to their art. They are masters of stealth, gaining a +2 to any action check relating to silence and shadow. They are very alert, giving them a +2 bonus to any check to detect threats.

Armor Class: 14

Hit Dice: 5

Move: 12

Attacks: 3 per Round

Attack Damage: By
Weapon

Special: Stealth,

Bonuses: +4 to Hit, +1 to
Toughness, +3 to Damage

HDE: 7



MONSTERS

Typically, a much greater threat to the Adventurers, are Monsters, those creatures that are supposed to only exist in myths, legends and nightmares.

Monsters always save at a 10+Hit Dice Level for all Saving Throws, unless otherwise noted, with a Maximum Saving Throw total of 18.

EX: Lessor Angel are Hit Dice 6 so for all saves Lessor Angel would need to roll a 16 or lower to save. (10+6=16)

ANGELS & DEMONS

Opposite sides of the same coin, Angels and Demons are the servants and messengers of extraplanar beings of greater power. Both types can change their shape at will, appearing as any person or type of being they so desire, or not appearing at all, being able to cloak themselves from mortal view at will, although animals seem to be able to detect their presence regardless of their form or normal visibility.

Greater and Superior Angels & Demons are immune to the damage of most mortal weaponry, able to be damaged only by Arcane Magic, the effects of Miracles, and by weapons of Silver or Cold or Meteoric Iron construction.

ANGELS & DEMONS, LESSER

Armor Class: 13

Hit Dice: 6

Move: 12 (18 Flying)

Attacks: 1 per Round

Attack Damage: Claw 2d6+2

Special: Shapeshift,
Invisibility

Bonuses: +2 to Toughness

Terror: 8

HDE: 8

ANGELS & DEMONS, GREATER

Armor Class: 15

Hit Dice: 8

Move: 18 (24 Flying)

Attacks: 1 per Round

Attack Damage: Claw 3d6+3

Special: Shapeshift,
Invisibility, Damage
Resistance

Bonuses: +6 to Hit

Terror: 11 **HDE:** 10

BANSHEE

Banshees are horrid fey creatures that are typically found in swamps and other desolate places. They look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks and are found in all parts of the world and there are legends of such creatures in many cultures.

Their shriek (once per day) can affect a cone like area in front of them, 60 feet long and 15 feet wide at it's end point, which necessitates a saving throw from those who are in the targeted area. Those who fail the saving throw take 3d6 damage. Those who succeed in the save take 1d6+1 damage and are disoriented for 1d6 rounds (-2 to all actions).

Banshee's can only be damaged by magic, silver and cold iron. They can travel over water and other terrain as if it were land, but crossing running water causes them to suffer Disadvantage on all rolls for 24 hours.

Armor Class: 19

Hit Dice: 7

Move: 12 (12 Flying)

Attacks: 1 per Round

Attack Damage: Claw
1d6+2

Special: Damage

Resistance, Deathly Wail

Bonuses: +4 to Hit

Terror: 16

HDE: 9

BIGFOOT

Bigfoot is a large, hairy, bipedal creature that stalks the woods of much of the United States and Canada. Many believe that they are closest living, evolutionary link to humans. These creatures are thought to be shy and avoid contact with humans (but an occasional aggressive Bigfoot is spotted).

Armor Class: 13

Hit Dice: 3 + 2

Move: 12

Attacks: 1

Attack Damage: Slam

1d6+3 or Slap 1d4+3

Special: Howl – (before they are seen) Courage DC: 10 or (after seen, once a turn and does not count as an attack) Courage DC: 12.

Failure results in a -1 to all rolls for the next hour (this can accumulate)

Bonuses: +2 to hit, +8 to hide in forests & swamps, smell 60' (-1 to all attacks against Bigfoot in that range)

Terror: 11

HDE: 5

BOGEYMAN

The Bogeyman is a shapeshifter who can instinctively take the form of it's victim's darkest fears. It may shapeshift once per round, but cannot take a form larger than the size of a polar bear. Once per encounter, the Bogeyman can release a pheromone that forces all within a 20 foot radius to make a Saving Throw or be overcome by fear (either flee at top speed, or Disadvantage and -4 penalty to all actions; player's choice). The Bogeyman can take gaseous form (typically a slightly glowing, bilious green cloud of gas) as a full round action and then move at a slower speed.

Armor Class: 12

Hit Dice: 5+1

Move: 12 (8 as Mist)

Attacks: 1 per Round

Attack Damage: Strike
1d6+2

Special: Shapechanger, Gaseous Form, Fear Aura

Bonuses: +2 to Hit, +2 to Damage

Terror: 10

HDE: 7

DEVOURER OF MEMORIES

Originally humans who were transformed by the elder god they worshipped to be more akin to his image, these humanoids have, over the centuries, bred true and are a species unto themselves. They have cephalopodic heads from which dangle four tentacles, and a human-like body, typically bluish to purple in complexion. The only food source for these beings is brains and although they can survive on the brains of any lesser creature, they consider the one most like themselves to be a true delicacy and will savor a human brain like an oenophile savors a fine wine.

Memory Devourers attack by striking out with up to four of their facial tentacles. Should even one of these manage to strike their target, it will begin to work itself in towards the victim's brain, yanking it out in 1d3+2 combat rounds, resulting in instant and irrevocable death.

Additionally, Memory Devourers have a powerful mental blast, a cone 60 feet long, 20 feet wide at it's end point. This may be used once per day and is subject to a Saving Throw, with the following effects:

- Natural 1 on save = Mentally induced paralysis for 4d6 rounds
- Failed save = panicked and unable to attack or make decisions for 2d6 combat rounds.
- Successful Save = Confused, suffers Disadvantage for 1d4 combat rounds
- Natural 20 on save = Slight headache for 2d6 days with disturbing visions when eyes are closed (no die-roll affecting effects)

Armor Class: 12

Hit Dice: 8

Move: 12

Attacks: 1 per Round

Attack Damage: By
Weapon or Tentacles(x4)
1d3

Special: Mental Blast,
Brain Eating

Bonuses: +6 to Hit

Terror: 16

HDE: 8

DIRE BEASTS

Dire beasts are more primeval versions of their modern descendants, a throwback to the prehistoric eras when these beasts could hold their own against creatures such as dinosaurs and dragons.

Larger, genetically armored, often with external plates of bone or hardened cartilage or hair, the Dire version of an animal is often a nightmarish sight to behold, appearing as some twisted, Hell-beast to the average person. Rare individual Dire Beasts are rumored to possess great intelligence and even the ability to speak.

DIRE APE

Armor Class: 16

Hit Dice: 6+2

Move: 18 (12 to Climb)

Attacks: 2 per Round

Attack Damage: Claw 3d6

Special: Hurl Items*

Bonuses: +2 to Hit, +2 to Toughness, +3 to Damage

Terror: 12

HDE: 9

*Hurl Items: Dire Apes can hurl large items through the air as a Ranged Attack (60ft max) inflicting 2d6 Damage.

DIRE BEAR

Armor Class: 16

Hit Dice: 10

Move: 18 (12 Swim)

Attacks: 1 per Round

Attack Damage: Bite
2d6+5, Claw 2d4+4

Special: Thunderous Roar*

Bonuses: +4 to Hit, +4 to Toughness

Terror: 14

HDE: 12

*Thunderous Roar: Dire Bear can roar to intimidate their enemies. Anyone within earshot of this roar must make a Savings Throw or suffer Disadvantage on all rolls for the next 1d4 rounds.

DIRE BOAR

Armor Class: 14

Hit Dice: 4+2

Move: 12

Attacks: 1 per Round

Attack Damage: Tusk
2d4+4

Special: Charge*

Bonuses: +3 to Hit, +4 to
Toughness

Terror: 8

HDE: 2

*Charge: While performing a charge attack, Dire Boar gain a +2 to Armor Class.

DIRE WOLF

Armor Class: 15

Hit Dice: 5

Move: 12

Attacks: 1 per Round

Attack Damage: Bite 2d6,
Claw 1d6+4

Special: Pack Mentality*

Bonuses: +4 to Hit, +1 to
Toughness

Terror: 11

HDE: 8

*Pack Mentality: Dire Wolf will often have 2d4 normal wolves in their pack. When at least 1 additional wolf is present, the Dire Wolf and the entire pack fights with Advantage.

DOPPELGANGER

A doppelganger can change its form at will to resemble the physical appearance (including clothing and gear) of any person. These creatures can also mimic a person's voice and mannerisms. Doppelgangers however, do not have access to the person's memories, secrets or knowledge.

Armor Class: 13

Hit Dice: 4

Move: 12

Attacks: 1 per Round

Attack Damage: Claw
1d6-1 or by Weapon

Special: Mimic

Bonuses: +2 to Hit

Terror: 8

HDE: 4

DRYAD

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong *Dryad Charm that until dispelled, this spell affects living bipeds of human size or smaller, such as goblins, gremlins and of course humans. If the spell succeeds (Saving Throw allowed but with a penalty of -2), the unfortunate creature falls under the Dryad's influence and will follow directions given them as if the caster were their only true friend. Range: 120ft.

Those who are controlled are often either sent away to never return to the tree, or kept as a plaything by the dryad until she loses interest or the person dies.

Armor Class: 14

Hit Dice: 2

Move: 12

Attacks: 1 per Round

Attack Damage: By
Weapon

Special: Dryad Charm*,
Tree Portal*

Bonuses: +2 to Hit

Terror: 6

HDE: 2

*Tree Portal: A dryad can merge with any tree as part of their normal move and may also portal from any tree they touch to any other within 100 feet.

ELEMENTALS

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful occultist. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Armor Class: 17

Hit Dice: 8/12/16

Move: See Below

Attacks: 1 per Round

Attack Damage: Strike 2d6

Special: See Below

Bonuses: +6/+8/+10 to Hit

Terror: 13/16/19

HDE: 10/13/15

Air Elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 feet tall. Air Elementals fly with a movement of 36.

Earth Elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a wall in a matter of 1d6+4 minutes. Earth Elementals are slow moving, with a movement of 6.

Fire Elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a Saving Throw (determined by the GM). Fire Elementals have a movement of 12.

Water Elementals cannot move more than 60 feet from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing (or in) a body of water. These powerful beings can overturn small boats, and can overturn a ship if given 1d6+4 minutes to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted. Water Elementals have a movement of 6, or 18 when in or on water.

FROGMEN

Armor Class: 14 (+1 Hide, +3 Dex)

Hit Dice: 1+1

Move: 12/ 36 Underwater

*Not hindered by muddy or wet terrain

Attacks: 1 (+3 Ranged)

Attack Damage: Claws (1d6-1), Thrown Rocks

Damage 1

Special: Hop 36' , Timid (When they take damage they flee)

Bonuses: Dexterity 18, +4 Save vs. Poison

Alignment: Neutral

Terror: 12

Pack Size: 1d4

Frogmen have been spotted near the creeks, lakes, ponds & rivers of the area for several hundred years. Legend says that they are 3' to 4' tall, have bumpy green skin, bugged eyes & hop a great distance if startled. Anytime they are sighted they seem to quickly flee, and little else is known about them.

GHOUL

Corpse eating humanoids, these creatures are often mistaken for undead, but they are not, they exist firmly amongst the living. *Their claw like fingernails and their sharpened teeth exude a toxin that requires a saving throw, or the victim becomes paralyzed and unable to move or speak for 3d6 combat rounds.

Armor Class: 13

Hit Dice: 2+1

Move: 12

Attacks: 1 per Round

Attack Damage: Claw 1d6-1, Bite 1d6+1

Special: Paralyzing Touch*

Bonuses: +3 to Hit

Terror: 14

HDE: 2

*Paralyzing Touch: Anyone touched by a Ghoul must make a CON save or be temporarily paralyzed for 1d6 rounds.

GOLEMS

Golems are man-shaped creatures built to serve their masters, usually powerful occultists, mad scientists or high priests. They are often used as guardians by their creators.

FLESH GOLEM

Armor Class: 10

Hit Dice: 12

Move: 12

Attacks: 2 per Round

Attack Damage: Fist
1d6+2

Special: See Below

Bonuses: +8 to Hit, +4 to
Damage

Terror: 13

HDE: 12

A creation stitched together from human limbs and other parts, like Frankenstein's monster. It can be slowed by fire and cold. Non-magical weapons do half damage to the golem.

IRON GOLEM

Armor Class: 16

Hit Dice: 13

Move: 9

Attacks: 1 per Round

Attack Damage: Fist
2d6+2 or by Weapon

Special: See Below

Bonuses: +8 to Hit, +4 to
Damage

HDE: 13

Iron golems are huge moving statues of iron. Non-magical weapons only inflict a maximum of 1 point of damage per attack (plus any applicable strength bonus) on these creations.

STONE GOLEM

Armor Class: 14

Hit Dice: 16

Move: 6

Attacks: 1 per Round

Attack Damage: Fist
2d6+2

Special: See Below

Bonuses: +6 to Hit, +2 to
Damage

HDE: 16

Stone golems are massive stone statues animated by very powerful magics. Non-magical weapons only inflict a maximum of 2 points of damage per attack (plus any applicable strength bonus).

GORGON (MEDUSA)

Gorgons, often called Medusa after the creatures from Greek myths. They have a female upper torso and face, with hair of writhing serpents. The gaze of a gorgon will calcify the victim, giving them an appearance of having been turned to stone. In addition to a melee attack, the serpent hair of the gorgon may attack once per round, causing no physical damage, but delivering a potentially deadly poison with their bite (4d6 damage, save to avoid).

Armor Class: 11

Hit Dice: 6

Move: 9

Attacks: 1 per Round +
Serpent Attack

Attack Damage: By
Weapon or Poison Bite

Special: Petrifying Gaze,
Poison Bite

Bonuses: +2 to Hit

Terror: 14 **HDE:** 10

Those who meet the gaze of the gorgon (saving throw to avert view at the last moment), will have their body calcify, becoming immobile and stone-like in appearance. Calcification takes immediate effect, causing the victim 1d6+2 hit points of damage from the extreme pain that wracks their bodies. Those calcified by a gorgon can still breathe, see and hear, but are unable to speak, move or eat. Soaking the victim in a bath of warm water and vinegar for 6d6+4 hours has a 3 in 6 chance of removing the effects.

HELLHOUND

Fire-breathing dogs, supposedly the hunting hounds of devils or lords of the underworld. Hellhounds take double damage from cold attacks and are immune to fire damage.

Armor Class: 15

Hit Dice: 4

Move: 12

Attacks: 1 per Round

Attack Damage: Bite 1d6+2

Special: Fire Breathing*

Bonuses: +2 to Hit, +3 to
Toughness

HDE: 5

*Fire Breathing: Hellhounds can breathe fire with a 10' range. Anyone hit by the fire must make a Save Throw (DC 15 straight roll no bonuses) or suffer 2d4+4 fire damage.

LICH

Powerful occultists sometimes want to live forever, even if 'live' is a loosely defined term for those who pursue the path to becoming a powerful undead creature. An occultist intentionally pursues the path to becoming a lich, and it is a long, arduous, and irreversible path, ending with the occultist becoming 'blessed' with eternal undeath. There are rumors that some of these creatures gained this state accidentally as the result of magical research gone horribly wrong.

Armor Class: 19

Hit Dice: 12

Move: 12

Attacks: 1 per Round

Attack Damage: Touch

1d3-1 + Paralysis

Special: Paralyzing Touch*

Bonuses: +8 to Hit

Terror: 16 **HDE:** 15

*Paralyzing Touch: The touch of a Lich transmits a deathly chill that causes minor damage, but also causes paralysis in a living creature for 2d6+2 hours, with no saving throw possible, although the lich may release the paralyzed victim at will. Creatures of less than 5 Hit Dice must make a saving throw when seeing the true form of a Lich or be paralyzed with fear for 3d6 combat rounds.

OWLBEAR

This creature possesses the body of a bear, but with an owl's beak and eyes, and it has feathers in addition to the fur on its head and upper body.

Armor Class: 14

Hit Dice: 5

Move: 12

Attacks: 3 per Round

Attack Damage: Claw 1d6+1,

Claw 1d6+1, Bite 2d4+1

Special: Owlbear Hug*, Keen Senses*

Bonuses: +3 to Hit

Terror: 10

HDE: 7

*Owlbear Hug: Very swift attackers, Owlbears may attack three times in a single combat round. On a natural 18+ on either of the claw attack rolls, the owlbear manages to grab its victim and hugs it tightly for an additional 2d6 damage.

*Keen Senses: Owlbears possess extraordinarily keen senses vision and smell, able to see in complete darkness and to track their prey by smell.

RODENTS OF UNUSUAL SIZE

These rats are about the size of a small dog (about 4 to 5 pounds). Although not overly aggressive unless attacked or cornered, their bites do have a 1 in 6 chance of transmitting a disease to their victims.

Armor Class: 12

Hit Dice: 1/2

Move: 12

Attacks: 1 per Round

*Disease: A roll of a 1 on a d6 on a successful bite will infect the recipient with a vermin disease which includes a fever, chills and flu-like symptoms (-2 on all rolls for each day infected). The infection can only be cured with 2 consecutive days of anti-biotics. If left untreated, the infected will die in 10 days; no Save.

Attack Damage: Bite 1d6-2

Special: Disease*

Bonuses: +1 to Hit

Terror: 7 **HDE:** 1

SKELETON

The animated bones of the dead, imbued with a soulless semblance of life by the actions and spells of some dark and twisted master, who now controls their remains.

Armor Class: 11

Hit Dice: 1/2

Move: 12

Attacks: 1 per Round

Attack Damage: By Weapon or Strike 1d6-1

*Piercing Damage Resistance: Skeleton take only half damage from damage inflicted by sharp or piercing weapons like knives, swords, etc.

Special: Piercing Damage Resistance*

Bonuses: +2 to Hit

Terror: 6 **HDE:** 1

SPIDERS (GIANT)

With bodies the size of a large hound, giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spiders surprise on a 1-5 on a d6, being able to hide well in shadows.

Armor Class: 13

Hit Dice: 2+2

Move: 12

Attacks: 1 per Round

Attack Damage: Bite 1d6+1 + Poison

*Giant Spider Web: Giant spider webs require a Saving Throw to avoid becoming stuck. Those who make their Saving Throw can fight and move (5 feet per round) in the webs.

Special: Giant Spider Web*, Poisonous Bite*

Bonuses: +3 to Hit

Terror: 9

HDE: 3

*Poisonous Bite: A giant spider's bite is very poisonous, typically paralyzing its victim for 1d6 rounds (Saving Throw to avoid the effects), but sometimes doing additional 1d4 damage (GM's preference).

VAMPIRE (CLASSIC)

Vampires are very powerful undead beings. Most of them retain their intelligence and skills they had upon 'turning,' and many of them have used their time since to gain more skills, resources and power. Some, on the other hand, are simply feral, psychotic monsters who are driven by hunger.

Armor Class: 17

Hit Dice: 8+2

Move: 12, Fly 18, 6 Mist

Attacks: 1 per Round

Attack Damage: Bite (Level Drain), Claw 1d6 or By Weapon

Special: See Below

Bonuses: +6 to Hit, +2 to Damage

Terror: 12

HDE: 2

All vampires regenerate 3 hit points of damage from normal attacks every combat round, and if they are reduced to near zero hit points, will attempt to turn to their gaseous form and return to a safe place to heal. Magic weapons do full damage to vampires and non-magical weapons only do half damage, with the exception of attacks that pierce or sever the spine of the vampire, or pierce the heart. Piercing a vampire's heart will paralyze it and allow an attacker to sever the spine of the vampire to destroy it. To successfully hit the heart is a special 'called shot' that attacks an armor class of -1 [20] and the vampire gets a Saving Throw to only be hindered (-4 to all rolls until the piercing item can be removed). Vampires who are pierced (or nearly pierced) through the heart cannot regenerate while in that state.

A vampire can turn into a gaseous mist or a giant bat as a single round action, and can summon a horde of 3d6 wolves, rats, or feral dogs from the surrounding area, which arrive in 1d3+2 combat rounds to assist the vampire.

Meeting the gaze of a vampire requires a saving throw at -2, or the victim is affected as by a Control Sentient spell. This spell affects living bipeds of human size or smaller, such as goblins, gremlins and of course humans. If the spell succeeds (Saving Throw allowed but with a penalty of -2), the unfortunate creature falls under the vampire's influence and will follow directions given them as if the caster were their only true friend. Range: 120ft.

The bite of a vampire drains two levels of experience from the victim. Those reduced to 0 levels in this manner become wampyre (lesser vampires) under the control of the creator vampire.

Vampires can be killed by immersing them in running water (they take 2d6 damage per round immersed), severing their spine or exposing them to sunlight (5d6+5 damage per round). Contrary to legends, vampires are unaffected by garlic, mirrors or holy symbols.

WIGHT

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead creatures. Wights only take half damage from all non-magical weapons, with the exception of silver weapons.

Armor Class: 11

Hit Dice: 3

Move: 9

Attacks: 1 per Round

Attack Damage: Claw 1d6

+ Level Drain

Special: Level Drain*

Bonuses: +1 to Hit, +1 to Toughness

Terror: 11

HDE: 4

*Level Drain: Any human killed or completely drained of levels (1 level per hit unless a successful Saving Throw is made) by a Wight becomes a Wight.

WORG

A Worg is a large wolf-like creature the size of a draft horse. A Worg is an intelligent and typically malevolent creature. They are able to understand most languages common to the area in which they hunt and some are able to communicate in those languages as well.

Armor Class: 13

Hit Dice: 4+2

Move: 18

Attacks: 1 per Round

Attack Damage: Bite

2d4+2, Claw 1d6

Special: None

Bonuses: +4 to Hit, +2 to Damage, +2 to Toughness

Terror: 11

HDE: 5

WRAITH

Powerful, older wights, Wraiths are completely immune to damage from non-magical weapons and only take half damage from silver or cold iron weapons.

Armor Class: 16

Hit Dice: 4+1

Move: 12

Attacks: 1 per Round

Attack Damage: Touch
(See Below)

Special: Touch*

Bonuses: +2 to Hit

Terror: 16 **HDE:** 5

*Touch: Wraith drain 1 level of experience with a touch to a victim (no saving throw allowed). Victims reduced to 0 levels or lower by the attacks of a wraith become Wights under the control of the wraith that created them.

YETI

Yeti are the arctic version of a sasquatch or 'bigfoot' creature found in many climes. Large, shaggy humanoid creatures, they are protective of their territory, but otherwise try to avoid contact with humans when possible.

Armor Class: 13

Hit Dice: 5+2

Move: 12

Attacks: 2 per Round

Attack Damage: Fist (x2)
1d6+2

Special: Hug Attack*

Bonuses: +2 to Hit

Terror: 11 **HDE:** 2

*Hug Attack: In combat, Yeti attack twice with their fists, and if both fists connect with the target, they will also then deliver a bone crushing hug for an additional 2d6+4 damage.

ANIMALS

Most animals will not attack unless they are hungry, threatened, protecting their young, or cornered. That being said, having a flock of annoyed flamingos go after the Player Characters could be a great deal of fun. This is an adventure game, not a simulation of wildlife behavior, so go nuts, have fun.

ALLIGATOR/CROCODILE

Armor Class: 14

Hit Dice: 3

Move: 12

Attacks: 1 per Round

Attack Damage: Bite

1d6+3, Tail Slap 1d4+2

Special: Grapple/Drown*

Bonuses: +2 to Hit

HDE: 3

*Grapple/Drown: Alligators and Crocodiles will attempt to latch onto a victim when they bite (Saving Throw to avoid being Grappled) and if near water, attempt to pull the victim into the water until drowned.

BEAR (BLACK)

Armor Class: 13

Hit Dice: 3

Move: 12

Attacks: 1 per Round

Attack Damage: Claw 1d6,
Bite 1d6+1

Special: Keen Sense of
Smell, Roar

Bonuses: +3 to Toughness,
+3 to Damage

HDE: 3

BEAR (POLAR)

Armor Class: 15

Hit Dice: 7

Move: 12

Attacks: 1 per Round

Attack Damage: Claw
1d6+4, Bite 2d4+4

Special: Keen Sense of
Smell, Roar

Bonuses: +3 to Toughness,
+3 to Damage

HDE: 7

Bears have a keen sense of smell, and can let out an intimidating roar that will cause all enemies within the immediate vicinity to make a Saving Throw or be frozen with fear for 1d3 combat rounds.

BOAR (WILD)

Armor Class: 11

Hit Dice: 2

Move: 9

Attacks: 1 per Round

Attack Damage: Tusk
1d6+1

Boars will charge their opponents, moving up to twice their base movement, and getting a +1 to attack and damage on their attempt to gore their target. They are tough and tenacious creatures, receiving a Saving Throw when they reach 0 hit points to continue fighting for an additional 1d3 combat rounds before dying.

Special: Charge

Bonuses: +2 to Hit, +2 to Toughness, +2 to Damage

HDE: 2

CAT (LARGE HUNTING)

Armor Class: 15

Hit Dice: 2

Move: 18

Attacks: 1 per Round

Attack Damage: Bite
1d6+3, Claw 1d3+2, Claw
1d3+2

This category covers such cats as mountain lions, leopards, cheetahs and the like. Game Masters should feel free to give specific special abilities to cats as they desire, such as reflecting the Cheetah's sprinting prowess.

Special: Keen Senses, Stealth, Pounce

Bonuses: +2 to Hit

HDE: 2

All large hunting cats share the traits of having excellent night vision and exceptionally keen senses of smell and hearing. They also move very quietly, receiving a +2 to any Action Checks to avoid being heard.

A large hunting cat can pounce for an attack up to twice its movement distance, but only gains one of its three regular attacks, but with a +2 to damage.

DOG (FERAL)

Armor Class: 12
Hit Dice: 1
Move: 18
Attacks: 1 per Round

Attack Damage: Bite 1d6-1
Special: Keen Senses
Bonuses: +1 to Hit
HDE: 1

DOG (GUARD)

Armor Class: 13
Hit Dice: 1
Move: 18
Attacks: 2 per Round
Attack Damage: Bite 1d6

Special: Keen Senses
Bonuses: +1 to Hit, +1 to Damage, +1 to Toughness
HDE: 2

Dogs have Keen senses, with excellent low light vision and an extraordinary sense of smell that they use for tracking.

HORSE

Armor Class: 11
Hit Dice: 1
Move: 12
Attacks: 1 per Round

Attack Damage: Bite 1d6-1, Kick 1d6+1
Special: None
Bonuses: +2 to Toughness
HDE: 1

PRIMATE

Armor Class: 13
Hit Dice: 4
Move: 12, Climb 12
Attacks: 1 per Round
Attack Damage:

Special: Keen Senses
Bonuses: +2 to Hit, +3 to Damage, +2 to Toughness
HDE: 2

Strike/Claw 1d6+1

Primates possess an excellent sense of smell and keen night vision.

SHARK

Armor Class: 14

Hit Dice: 5

Move: 12

Attacks: 1 per Round

Attack Damage: Bite 2d6-2

Special: Frenzy, Sense Prey

Bonuses: +2 to Hit

HDE: 5

Sharks are violent predators constantly hunting in all bodies of salt water. Sharks can sense prey up to 1 mile away. Sharks are driven into a frenzy at the smell of blood giving them Advantage on all rolls but lowering their AC by 2.

SNAKE

Armor Class: 11

Hit Dice: 2

Move: 12, Climb 9

Attacks: 1 per Round

Attack Damage: Bite 1d6-2, Constrict 1d6-1

Special: Venomous Bite, Constrict

Bonuses: +3 to Hit

HDE: 2

A Snake's Venomous Bite requires a Saving Throw. If failed, the recipient of the bite takes an additional 1d6 Damage from the venom.

If the snake can wrap itself around an opponent, the opponent must make a grapple check, or suffer 1d4 Damage per round until a successful grapple check is made to escape.

NPC VILLAIN QUICK GENERATION TABLES

Use the tables below to generate random human NPC villains to use in your games!

1D4 GENDER

- | | |
|-----|--------|
| 1-2 | Male |
| 3-4 | Female |

1D6 AGE

- | | |
|-----|---------------------|
| 1 | Young (12 & Under) |
| 2 | Teen (13-19) |
| 3-4 | Adult (20-44) |
| 5 | Middle-Aged (45-65) |
| 6 | Old (66 & Over) |

1D8 HEIGHT

- | | |
|-----|----------------------------|
| 1 | Very Short (4'11" & Under) |
| 2-3 | Short (5'0" – 5'6") |
| 4-5 | Average (5'7" – 5'11") |
| 6-7 | Tall (6'0" – 6'5") |
| 8 | Very Tall (6"6" – Over) |

1D10 VILLAIN TYPE

- | | | |
|----|--------------------------------|---|
| 1 | Bored Celebrity | Fame & Wealth can be a dangerous thing |
| 2 | Organized Crime Boss | Be it Mafia Gangster, Drug Dealer or Bank Robbers |
| 3 | Cult Leader | Religious, Social or Economic Leader Figure |
| 4 | Anti-American Spy | Your covered was blown. Time to clean up the loose ends. |
| 5 | Politician/Church Leader | The public trusts you, but should they? |
| 6 | Scholar/Visionary | Faith, Fanaticism and Misguided Brilliance |
| 7 | Scientist/Visionary | A Genius ahead of the curve. The Rules don't apply to you. |
| 8 | Serial Killer | Assassin, Murderer, Killer, etc. |
| 9 | Corrupt Cop/Military Operative | You know something that others can't know. |
| 10 | Educator | Parents trust you with their kids but if they only knew you were really a . . . |

1D12 SUPPORT SYSTEM

- 1 Wealthy
- 2 Devoted Followers
- 3 Military Backing
- 4 Political Power
- 5 Legal Influence
- 6 Power of the Press
- 7 Advanced Technology
- 8 Secrets/Blackmail
- 9 Personal Ability and Skill
- 10 Paranormal Guidance
- 11 Occult and Ritual
- 12 Alien Leaders

1D20 MOTIVATION

- 1 Acceptance
- 2 Bigotry
- 3 Chaos
- 4 Control
- 5 Curiosity
- 6 Desperation
- 7 Equality
- 8 Evil
- 9 Evolution
- 10 Fanaticism
- 11 Gloom
- 12 Green
- 13 Immortality
- 14 Insanity
- 15 Mischief
- 16 Peace
- 17 Power
- 18 Renewal
- 19 Revenge
- 20 Superiority

ROLL	VILLAIN QUIRKS
01	Absent minded.
02	Acts benevolent, helps the community.
03	Albino or other physical deficiency.
04	Always dresses in an expensive suit.
05	Always has a different beautiful woman on his arm, marked with the same scar.
06	Always has a deck of cards.
07	Always has a sucker.
08	Always has an escape plan.
09	Always has to be doing something with his hands, rolls coin, etc.
10	Always has to rhyme.
11	Always waits 5 seconds to carefully consider his words before responding, raises a finger if you don't let him respond.
12	Always wearing body armor.
13	Always wears a certain color.
14	Always wears riding boots, carries a riding crop, but doesn't have a horse.
15	Always wears sun glasses.
16	Believes he's an ancient villain reincarnated.
17	Believes in aliens. Might even think he's working for them.
18	Cannot speak, uses a computer-aided voice.
19	Claims credit for other people's good ideas.
20	Collects unusual things.
21	Demands you address him as "Lord."
22	Disfigured Face.
23	Does a little dance when he's successful.
24	Doesn't let people see his face, and kills those who see it.
25	Doesn't plan, poor strategist, good tactician.
26	Drug addict, doesn't care who sees.
27	Enjoys arson, both watching and causing it.
28	Extra sneaky, appears out of nowhere.
29	Extraordinarily tall and thin.
30	Fond of art and poetry.
31	Fond of duels.
32	Gentleman demeanor hides a corrupt decadent nature.
33	Hands-on, likes to get involved personally.
34	Has starkly alarming eyes.
35	Has a dungeon. An actual dungeon, complete with torture equipment, etc.
36	Has favored minion he treats like a son.
37	Has a god complex.
38	Has a lot of hair and runs hand through it when frustrated.
39	Has a pet cat, dog, bunny, or something else oddly cute.
40	Has a pet snake, lizard, spider, or something else repulsive.
41	Has a soft spot for sports cars.
42	Has a special weapon made just for him.
43	Has ADHD.
44	Has an extreme phobia.
45	Has an offensive smell and doesn't do a thing about it.
46	Has been responsible for many wars.
47	Has had so many identities he forgets which is real.
48	Has to clear decisions with "mother," but nobody knows who "mother" is.
49	He is not what he appears to be.
50	His depths of melodrama are a bit over the top.

51	Impulsive man of action.
52	Is a celebrity who faked his death.
53	Is a twin... yes, there are two of him.
54	Is always eating something.
55	Is always strapped into an explosive vest, and will arm it if he's in danger.
56	Is morbidly obese.
57	Is very old but surprisingly spry.
58	Leaves behind signature symbol or item.
59	Humiliates enemies before crushing them psychologically.
60	Likes to monologue, revealing plans.
61	Waves dismissively at things he finds unimportant.
62	Lives in a castle.
63	Lover of games of strategy or chance.
64	Makes important decisions with a toss of a coin.
65	Master of disguise, difficult to detect.
66	Might be a clone.
67	Missing an eye/hand, has many types of prosthetics for it.
68	Nobody meets him in person, ever.
69	Obsessed with appearance, especially hair.
70	Obsesses over cleanliness, afraid of germs.
71	Overconfident and boastful.
72	Partial prosthetic body part.
73	Partially cybernetic.
74	Physical handicap (wheelchair-bound, one armed man, etc.)
75	Prefers to hang people.
76	Propaganda expert, always comes off clean.
77	Refuses to carry weapons, relies on minions.
78	Refuses to harm the elderly.
79	Relies on a psychic advisor, tarot reader, etc.
80	Strange ability to deduce all from basic clues.
81	Social chameleon.
82	Speaks slowly and deliberately, repeating himself for emphasis.
83	Speaks with a very heavy foreign accent.
84	Strongly religious, despite villainous ways.
85	Studies cartoons, they define the human condition.
86	Treats enemies like honored guests.
87	Treats his minions like family.
88	Has an unusual and memorable laugh, used at inappropriate times.
89	Uses a sword, and is good with it.
90	Uses guns that are way overkill. Smiles when people are completely obliterated.
91	Uses innocent bystanders as shields.
92	Uses jargon specific to profession.
93	Very superstitious.
94	Was a child celebrity.
95	Was exiled from home country, and harbors great hatred or sadness over it.
96	Claims he was made, not born. Even lacks a belly button, which he believes proves it without question.
97	Wears a uniform of an army that no longer exists.
98	Wears glasses, always pushing them up on his nose.
99	Wears shirts with clever humorous phrases.
00	Won't harm children.

RANDOM MONSTER GENERATION TABLES

1D12	BODY	1D12	HEAD	1D6	SEX
1	Humanoid	1	Headless	1	Male
2	Equine	2	Humanoid	2	Female
3	Aquatic	3	Canine	3	No Sex
4	Serpent	4	Cephlopod	4	Female
5	Avian	5	Bird (Raptor)	5	Male
6	Rodent	6	Bird (Farm)	6	Both
7	Feline	7	Feline		
8	Canine	8	Reptile		
9	Reptile	9	Insect/Arachnid		
10	Arachnid	10	Fish/Shark		
11	Insectoid	11	Matches Body Type		
12	Hybrid (Roll twice ignoring this result).	12	Multiple Heads (Roll 2 or more times ignoring this result).		

1D6	ARMS	1D6	LEGS/HIND LIMBS
1	Matches Body	1	Matches Body
2	Tentacle	2	Tentacle
3	Insectoid	3	Insectoid
4	Clawed (Crab)	4	Clawed (Feline)
5	Hook	5	None (Serpent Lower Half)
6	Hybrid (Roll twice ignoring this result).	6	Hybrid (Roll twice ignoring this result).

1D12	SKIN	1D12	TAIL (OPTIONAL)	1D6	WINGS (OPTIONAL)
1	Matches Body	1	Matches Body	1	Bat
2	Reptile	2	Feline	2	Insectoid
3	Insectoid	3	Canine	3	Bird
4	Crustacean	4	Reptile	4	Bio-mechanical
5	Feathered	5	Scorpion	5	Butterfly
6	Furry	6	Rodent	6	Hybrid
7	Bio-mechanical	7	Spiked		
8	Slime coated	8	Bladed		
9	Translucent	9	Constricting		
10	Plant Like	10	Scorpion		
11	Rock Like	11	Rattler		
12	Hybrid	12	Hybrid		

1D6	HEAD	1D6	EYES	1D6	MOUTH
1	Small Horns	1	Matches Body	1	Matches Body
2	Large Horns	2	None	2	None
3	Rock Like	3	Cyclopean	3	Anteater
4	Bat Ears	4	Multiple (1d6)	4	Pinchers/Fangs
5	Normal	5	Bulging	5	Extending
6	Matches Body	6	Eye Stalks	6	Tentacled

1D8	FOOD	1D8	WEAKNESS
1	Blood	1	Iron/Silver/Gold (Choose one)
2	Carnivore	2	Sun Light
3	Herbivore	3	Religious Symbols
4	Vitality	4	Salt Water
5	Brains	5	Cold
6	Other Organs	6	Fire
7	Metal	7	Acid
8	Homework	8	Wood

1D20	SPECIAL ABILITIES		
1	Turn To Mist	11	Shape Shift
2	Multiplying	12	Regenerate 1d6 HP per Round
3	None	13	None
4	Supernatural STR	14	Fly
5	Shriek of a Banshee	15	Fear Aura
6	Calcifying Bite	16	Hurl Heavy Item (1d6+4 Damage)
7	Thunderous Roar	17	Charge (1d6+4 Damage)
8	Mimic	18	Portal
9	Fireball	19	Pyro Powers
10	Experiment X Powers	20	Telekinetic Powers

Bonuses, HD and AC: Roll 1d6 once to determine each bonus and HD/AC.

1D6	HIT	TOUGHNESS	DAMAGE	INITIATIVE	HD	AC	TERROR
1	+0	+0	+0	+0	2	11	12
2	+1	+0	+1	+0	3	12	13
3	+2	+0	+2	+1	4	13	14
4	+3	+1	+2	+1	5	14	15
5	+4	+2	+3	+2	6	15	16
6	+5	+3	+4	+3	7	16	17

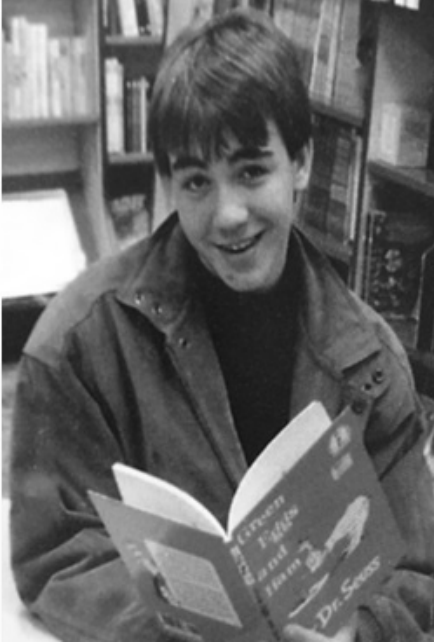
- 1 The **Taylor's Lake Monster** has been seen more frequently at the lake. (pg 128)
- 2 **Bigfoot** has been spotted near Taylor Lake. (pg 138)
- 3 **Bigfoot** has been spotted near the Swamp Nature Preserve. (pg 138)
- 4 **Bigfoot** has been spotted near the Rock Quarry. (pg 138)
- 5 Rumors of grave robbers hitting local cemeteries.
- 6 Each day for the past week, a kid has come up missing at school.
- 7 The **Son of the Mothman** has been spotted near the Pope Lick Trestle. Evil portents abound. (pg 124)
- 8 Bicycle thieves have been rampant in your area.
- 9 An **alligator** may have been spotted at Taylor Lake. (pg 152)
- 10 A **black bear** family has spotted north of the lumberyard. (pg 152)
- 11 A group of **frogmen** have been spotted by the river. (pg 144)
- 12 Rumors of a Satanic Cult being active near the Pope Lick Trestle.
- 13 Dead farm animals have been found on several farms. The **chupacabra** is suspected. (pg 104)
- 14 You suspect that your science teacher is a **werewolf**. (pg 120)
- 15 You suspect that your new neighbors are **Soviet spies**. (pg 135)
- 16 You suspect that your neighbors are murderers.
- 17 **Giant rats** have taken up residence in the abandoned factory. (pg 148)
- 18 You think the mayor is a **werewolf**. (pg 120)
- 19 You think the mayor is a **vampire**. (pg 149)
- 20 You think the mayor is a **Soviet spy**. (pg 134)
- 21 You find a cave full of **skeletons** by the river. (pg 149)
- 22 You think one of the park rangers at the Swamp Preserve is a **Medusa**. (pg 146)
- 23 **Giant Spiders** have been sighted at local cemeteries. (pg 149)
- 24 A wild animal has been killing people on the south shore of Taylor Lake.
- 25 A kid you know fell off the Pope Lick Trestle this past weekend.
- 26 A large **boar** has been spotted near the golf course. (pg 153)
- 27 Your group wakes up on the Other Side. It is bleak & everyone is else appears gone.
- 28 A pyromaniac has been burning down local businesses.
- 29 A **ghoul** has been scavenging at a local graveyard. (pg 144)
- 30 A religious cult has come to town and has been doing faith healing.
- 31 You are on a camping trip and see a UFO.

- 32 People have been disappearing near the Pit. The **Phantom Fairlane** has been seen. (pg 114)
- 33 You think many of your neighbors have been replaced with clones.
- 34 A **Cult Leader** is performing Necromancy at the Indian Graveyard. (pg 133)
- 35 A rash of UFO sightings have been seen near the Army Base.
- 36 You are trying to find out who has been breaking into houses in your subdivision. (**Burglar**, pg 132)
- 37 The Southern Cornfields are full of evil cultists trying to awaken an ancient evil.
- 38 The town dump is home of several guard dogs and maybe a garbage eating monster.
- 39 A local kid is found drained of blood in the Swamp Preserve. (**Giant Spiders**, pg 149)
- 40 People have been disappearing near the Abandoned Campground near Lake Taylor.
- 41 The Abandoned Hospital on the island in Lake Taylor is home of many ghosts or monsters.
- 42 A kid in the mental hospital has contacted you telepathically to ask for help.
- 43 A **Hellhound** is rumored to be stalking the Northern Hills near the river. (pg 146)
- 44 A homeless man at the Abandoned Factory says that he knows **Bigfoot** and hangs out with him near the river. (pg 138)
- 45 You think your science teacher is building a **Flesh Golem** in his spare time. (pg 146)
- 46 You have a crush on the Mayor's daughter/ son, but you think they are aliens.
- 47 The school janitor looks like an escaped Nazi you saw in a video at school.
- 48 Rumors of a lost stockpile of gold in the Old Mines.
- 49 The **Bogeyman** is scaring kids in the neighborhood. (pg 138)
- 50 Giant burrow holes have been discovered in the Northern Hills.
- 51 Strange little monsters have been seen in Nightmare Forest.
- 52 Word has spread that a few kids have recently died in their sleep (**Killer of Your Dreams**, pg 108).
- 53 A kid at school dares you to cross the Pope Lick Trestle at midnight. (**Pope Lick Monster**, pg 116)
- 54 A new group of students arrive at school. They are very weird and act quite unnaturally.
- 55 A famous **Bigfoot** hunter is coming town to kill the beast. (pg 138)
- 56 The military has closed off a large part of Fisher's Park & Taylor Lake. Possible UFO? Monster?

- 57 Rumors of a dead body in the woods near the Rock Quarry or the Pope Lick Trestle.
- 58 The older brother of one of the characters has come home on leave from the Army Base. He is spooked and will not say anything.
- 59 You have a crush on the town witch's daughter. She is in the same class as you and lives in a creepy house down the street.
- 60 You discover a UFO crash. A scared alien ran off nearby.
- 61 A group of punk rock squatters have claimed a house in the Abandoned Suburb to the north.
- 62 The school bully is being honored for his athletic prowess at the pep rally tomorrow.
- 63 There is a gang of **Vampires** that have taken over the Abandoned Campground. (pg 149)
- 64 A new girl just moved in next door. You saw her look at a pile of sticks and they caught fire.
- 65 A new girl just moved in next door. You saw open the mail box and get the mail without touching it.
- 66 Several hobos have been killed near the Rock Quarry.
- 67 You encounter a **Dryad** near the Lumberyard that asks you for help. (pg 142)
- 68 Something is turning the water in the reservoir green.
- 69 A mutated bear has been spotted in the woods near the lake. (**Owlbear**, pg 147)
- 70 The trailer park is full of meth-fueled zombies.
- 71 Something was dug up in the mines and left there. Some locals went looking and disturb it. Now it has awoken (**Devourer of Memories**, pg 139).
- 72 Strange things are afoot at the Oxford Mall.
- 73 The local antique store might be selling cursed items.
- 74 Tale of the **Bogeyman** is spreading through your neighborhood. (pg 138)
- 75 Your pal Marty has been going thru a lot of changes lately. Maybe he needs some help (**Teenage Werewolf**, pg 130).
- 76 A traveling circus is coming to town and are setting up near the Drive In.
- 77 **Gremlins** are destroying the local mechanic shop. (pg 106)
- 78 A couple has been found slaughtered near the edge of Nightmare Forest.
- 79 Your friends have run-a-fowl of a local bicycle crew.
- 80 An abandoned cemetery has been walled up by the city. We have to check that out!
- 81 You spotted a ghost at the edge of Nightmare Forest.
- 82 There is a new girl at school. She is very odd. She talks to herself & has no friends.

- 83 A group of kids have disappeared near the Southern Cornfields. Their bloody bikes were found at the town dump.
- 84 Lone **Dire Wolf** has moved into the woods near the Pope Lick Trestle (pg 140)
- 85 You have recently discovered an odd doll of an alien. It exudes a powerful energy.
- 86 You have discovered documents and relics that link your blood line to that of Dracula.
- 87 A group of political activists are picketing the Army Base gate. They claim it is polluting Taylor Lake.
- 88 Rumors abound of a cannibal family living at the abandoned farm near Nightmare Forest.
- 89 You have been challenged to a race at the BMX track.
- 90 They are showing Blade Runner at the local theater, but it sold out in minutes and you did not get any tickets.
- 91 You saw a **chupacabra**(s) stalking in your neighborhood. (pg 104)
- 92 A traveling book sale is happening at the Oxford Mall. You found an odd-looking book about demons.
- 93 Some people have spotted the **Pope Lick Monster** in the Southern Cornfields. Maybe he moved, or is he just visiting? (pg 116)
- 94 Your friend Mark came back from summer break before 9th grade a foot taller, with longer hair & with a new attitude. You think something happened to him over break besides puberty. (**Silver Bullets**, pg 120).
- 95 There have been rumors of a **Banshee** on the south shore of Taylor Lake. (pg 137)
- 96 Everyone in town is being replaced by **Doppelgangers**. Maybe your crew are the only ones left? (pg 141)
- 97 You encounter a small alien in your backyard. (**Alien Life Form**, pg 100)
- 98 You decide to check out a possible hole in the fence at the Military base. (**Soldiers**, pg 134)
- 99 A gang of **Ninjas** are terrorizing an area of town. (pg 135)
- 100 Roll twice on this table and combine the results.





J'TOWN SETTING GUIDE



OPTIONAL SETTING

Presented throughout this rulebook are references to many places or persons in the town on Jeffersontown, KY. This setting was included to provide the Game Master a particular tone with places with people (and monsters) to develop and tell their stories. This setting however, is not integral to the game and can be removed and replaced by the GMs own town/location and NPCs if so desired.

Note: Further setting information will be released in future DP&D releases that expound upon the information provided in the following pages.

THE GEOGRAPHY OF J-TOWN

This is a brief description of the basic geographical layout of J-Town, Kentucky, the setting of Dark Places. Each section will be detailed, and the major places will be described below. Be on the lookout for more books about the creatures, people & places J-Town will be coming soon.

Jeffersontown is a small town about 10 miles from the city limits of Louisville, Kentucky. It has a population of about 35,000 (including the surrounding farm lands). To the north are the Forks River and the Northern Hills. To the east and south are miles and miles of farm lands.

NORTHWESTERN J-TOWN

The Upper portion of Northwestern J-Town is the roughest part of town. A set of railroad tracks split the northern part of town. It is literally “on the wrong side of the tracks.” The same tracks that lead to the Pope Lick Trestle. The town borders the Forks River to the north, where the River Docks and the Factory are located. Everything north of the railroad tracks is run down and generally unattractive. The majority of the rest of town looks down upon those from north of the tracks. South of the tracks is the part of commercial downtown J-Town.

Notable attractions north of the tracks:

- Arbor Pointe Apartments – run down apartments, home of a group of young thieves
- The Archibald Cemetery & Church – large active church, but the property is rundown and has a dangerous reputation.
- Chilly's Pawn – lots of guns & sometimes it has cheap comics or tapes
- The Factory - the main employer of the town
- Fire Department – the best-looking building in this part of town
- Marlon's Discount Car Lot – well known for its lemons

& raw deals

- Rick & Linda's Moonlight Bar – hole in a wall, cheap, does not card
- The Ridge – notorious apartment complex
- The River Docks – notoriously rough, shipping area
- The Stamper Brothers Junkyard & Scrap – several vicious, guard dogs patrol the yard
- Zabka's Videos – small video store, lots of bootlegs, has a large Beta section
- Miscellaneous - liquor store, a few more bars, a few small apartments, a run-down gas station, a generic grocery, several fast food places & a few abandoned buildings

Notable attractions south of the tracks:

- Action 4 Cinema – first run theater, but small
- Bloat's Gas & Go – popular hangout for teens, small video rental area
- Bowling Alley – very popular hangout, with a small arcade
- Dragonstrike Dojo – popular karate studio
- Feldman's Park – small, but nice park with an amphitheater and stage
- The Hospital Area – the main hospital, most dentist's and doctor's offices
- Nomad's Bar & Grill – large, popular sports bar and restaurant
- Pawn Stop – nicer, larger pawn shop (lots of tools)
- The Photo Hut – 1 hour photo & supplies
- Polybius Arcade – large arcade with most games
- SK8 World – roller rink
- Miscellaneous - the Police Station, large Middle School, large Elementary School, a fire department, a few other stores & fast food/ restaurants

SOUTHWESTERN J-TOWN

The primary commercial center of J-Town. It is bordered on the south by farmlands that stretch for miles and miles.

Notable attractions:

- Dr. Meghann's Pet Store & Vet Offices – split between the two businesses
- Ethel's Antiques – rumored to sell cursed items, the owner is odd
- Fred's Five & Dime – store and pharmacy
- Gaslight Autos & Garage – large with a good reputation
- Gaslight Park – large park with a large pond, walking trails, hot dog carts, playgrounds, basketball & tennis courts
- Morningstar Apartments – nice, expensive apartments
- Overlook Pines – large subdivision, middle class, older houses (but nice)
- Pierre's Book Nook – small book store, lots of rarities and oddities, large paranormal section
- Shainsworth's Video-A-Rama – best video store in town, good selection, lots of horror & sci-fi
- Uunck's Record & Tape Swap – great music store, popular location, will trade, has all types of music, will do international orders, started selling CDs
- Yaegar's Food Market – popular local grocery store with a great deli
- Yunt's Bar and Grill – expensive, but nice
- Miscellaneous - the main Fire Department, large bank, town Library, Town Hall & Government Center, Post Office, a day care center, a small hotel, a city pool, a few restaurants, fast food locations, various small stores

NORTH-CENTRAL & NORTHEASTERN J-TOWN AKA "THE WILDS"

This is sparsely populated area of town, except for the Chenoweth Knobs subdivision, that includes the Northern Hills, Floyd Woods, Floyd's Creek, "Nightmare Forest" State Park and the farmlands north of Taylor's Road.

Notable attractions:

- Abandoned Church – (just south of the Pope Lick Trestle) old, burned down church, covered with graffiti & satanic symbols
- Abandoned Factory – (Northern Hills on the river) large & dangerous factory that was abandoned in the late 70's in favor of the new one, full of squatters & possibly monsters?
- Abandoned Subdivision – (Northern Hills across from railroad tracks) small subdivision of 40 houses that was abandoned half way through construction just a few years ago, a gang of punk rockers have claimed part of the subdivision, popular for BMX riding
- Bluegrass Horse Center – large horse farm, famous trainers & horse showers, friendly rivalry with Holmes Farm
- Briar's Feedstore – next to Lawsman Gas, great selection for horsefarms, sells some livestock
- Bucky Beaver's Car Hop – (on Taylor's Road, next to Drive In) old-timey burger joint, roller skating waitresses
- Chenoweth Knobs - (next to downtown) – large subdivision, middle class, lots of woods & ponds, home of the Chenoweth Knobs Crew, has a few stores in front (gas, fast food, hardware, etc.)
- The Deep Hills – (across Floyd's Creek) just north of the lumberyard, heavily wooded, a few families live there and are very private
- Fern Creek Asylum – (across the track, north of Chenoweth Knobs) – old, but still operational, small staff and only a few patients remain

- Floyd's Creek (runs through the forest) – splits off the river and runs through town all the way to the Swamp Preserve, popular for canoeing and fishing
- Floyd Woods (South of the hills) – forests south of the hills and north of Taylor's Road that are mostly owned by the railroad company, they are off limits to most and no hunting is allowed, there is a large valley along the center of the woods
- Ghost Light Road – popular hangout for teens, orbs of light or UFOs are often spotted here
- The Gladly Family Farm – large family of criminals, often at odds with the law
- The Holmes Family Farm – large horse/tobacco farm, well known on horse show circuit, small Indian Graveyard on the lake
- Hood Holler – (in the Deep Hills) several rough families dwell here, lots of illegal activities are rumored, home of a biker gang
- Lawsman Gas – last chance for gas before leaving town, general store selection
- Lost Lake – between private property & Darwin State Forest, only has a few public areas, mostly wildlife sanctuaries
- Lumberyard – (at the edge of the Deep Hills) large business, with a good portion of Floyd Woods as timber fields
- “Nightmare Forest” Darwin State Forest – (Far Eastern part) large, popular state park that is mostly off-limits, but it does large areas for hiking and camping, many people have been murdered here (the Killer of Nightmare Forest may lurk here), touches Lost Lake
- The Old Mines - (In the Northern Hills) abandoned in the 1930's, very dangerous
- Pope Lick Trestle - (Floyd Woods) located over Floyd's Creek and Pope Lick Road, dangerous and fenced off, home of the Pope Lick Monster
- The River Caves – (On the river) mysterious & dangerous

- The Rock Quarry – (Near the Trailer Park & Floyd's Creek) very popular swimming area
- Russ' Gas Stop – (across from the Trailer Park) small, convenience store with food & gas, well known as a drug dealing
- Town Reservoir – (next to Chenoweth Knobs) small park surrounds it, lots of walking paths & gardens
- Trailer Park – located just north of the railroad tracks past the Reservoir, 24 trailers, very poor quality
- Vessell's Drive-In - (on Taylor's Road, next to the car hop) plays new films & cult/ horror classics, often have 24-hour movie-a-thons
- Miscellaneous: an old church, an abandoned farm (popular with teens for tom-foolery), a new subdivision being built on Taylor's Road

CENTRAL J-TOWN

Many commercial and residential areas can be found in Central J-Town. Many of the richest residents live here. The area reaches south to the farmlands. The Oxford Mall is the prime location on Taylor's Road. It is the only indoor mall in town, has 30+ stores and extremely popular with people of all ages.

Notable stores in the Oxford Mall: Something To Do (hobby shop that sells board games, role playing games, models, science kits, chess sets, RC trains & planes). There are also shoe stores, SEARS, JC Penny's, a drug store, movie/CD store, clothing stores, book store, Toyz Town (best selection of toys in town), Tesla Shack, an arcade, jewelry store, cigar/smoke shop, kitchenware store, 2 computer/video game stores & large food court, etc.

Notable attractions:

- Acree Acres – upper, middle class subdivision, borders the cemetery (a small creek & patch of woods make the boundary)
- Belladonna Elementary – rich kid elementary & middle

- school, has an awesome park and pond
- BMX Training Center – awesome selection, few small tracks, half- pipe, sells skateboard stuff as well
 - Dibiasse Hills – super rich homes behind the cemetery and overlook Floyd's Creek
 - J-Town Cemetery – huge graveyard, many mausoleums, strong security
 - J-Town High School – only high school in town, has large football & baseball stadiums
 - King Farms – borders the entire southern part of town, large fields of corn, wheat & hay, several houses on private drives, no outsiders allowed, lots of rumors of evil doings
 - Knight Shores – high dollar subdivision south of Acree Acres on Pope Lick Pond, security gated
 - Mongoose Park & Butterfly Sanctuary – located between the split of Floyd's Creek & Pope Lick Pond, has a large nature center
 - Omenhart's Funeral Home – located next to the church & the giant graveyard, the Omenhart family is very odd
 - Paradise Ridge – expensive apartments/town houses
 - Pumpkin Patch Arbor & Garden Center – beautiful landscaping center, large fruit/vegetable market, popular home-style restaurant
 - Skyhigh Fields – several baseball fields, basketball courts, a few playgrounds, large BMX track (high quality with many competitions)
 - Tork's Car Lot – high dollar cars & motorcycles, some used cars
 - V's Video & Game Rentals – unusual A-framed shaped building (like an upside down V), good selection of video game rentals, rents systems, open late
 - Miscellaneous: large mega-grocery store (next to the mall), large church, religious school, fire department, a few small churches, small hospitals a few doctor's offices, a few mini-malls, several restaurants, fast food, gas stations, bait shop, Turbabon's Body Shop, etc.

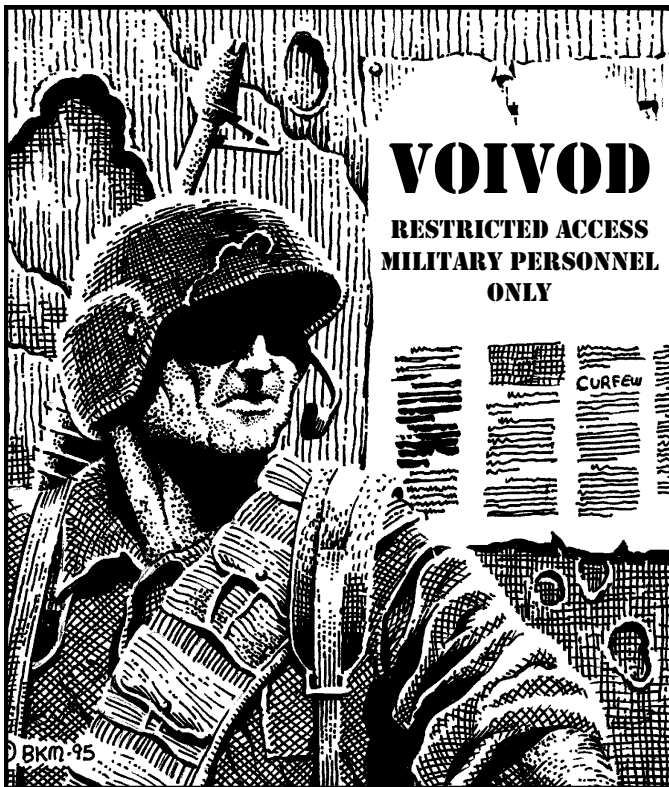
SOUTHEASTERN J-TOWN "ARMY BASE/ TAYLOR'S LAKE" DISTRICT

This is the heavily forested area that stretches from Parklands, across Taylor's Lake to the southern farmlands. The Army Base dominates the southern portion of the outskirts of town. The base security is tight. There are miles of fencing and there are no holes or easy ways into the base. So many rumors have gone through town about what goes on there.

Notable attractions:

- Abandoned Campground – deep in the woods, on Taylor's Lake, has been taken over by squatters (some people claim it's a vampire gang)
- Army Base – very secure, secretive base, a few gates, docks on the lake, main gate is Gate: Voivod (multiple gates)
- Fisher's Parklands – large park on the northern shore of Taylor's Lake, many playgrounds, fields, nature trails, camp sites, a large nature center, campgrounds, Camp Rapahoe (popular for local & big city kids), etc.
- Hexpost Woods – wooded area on the southern shores of Taylor's Lake, famous for paranormal activity, parts are fenced off by the government
- Mayor Ringwald's Farm – huge farm located next to the golf course & the Swamp Preserve, some crops, but mostly horses, several mansions of the family, Mayor owns the island in Floyd's Creek (horse training center, expensive)
- "The Pit" - large sinkhole just outside of the Town Dump, covered by thick woods, lover's lane type area that looks down into the sinkhole (very steep), people drag race in this area
- Ringwald Country Club & Golf Course – north of the Army Base, very expensive
- Swamp Nature Preserve – off limits to hunters, large nature center, rumors of werewolves, lots of trails, few campgrounds, swamp goes into the Army Base

- Taylor's Lake – huge recreational lake, most of the public areas are on the north shore, Blair Bait & Boat Shop, several docks, few stores, southern shore has almost no public access
- The Town Dump – massive area that borders the southern farmlands & the Army Base



J'TOWN NPCs AND CLIQUES

THE ARBOR POINTE GANG

Notorious gang of teenage bullies and thieves that primarily live in the Arbor Pointe apartment complex in the northwestern part of J-Town, although they do ride all over town. The gang is well known for stealing and reselling items, most commonly bicycles. The gang is led by Donnie Turbabon, the younger brother of Todd Turbabon, the leader of the Hoodz gang and well known, local criminal. They have 12-15 members in town, plus several pre-teen wannabes.

Donnie Turbabon – leader of the Arbor Pointe Gang

Alignment: Evil Class: Hood Level: 3

Height: 6' Weight: 188 lbs. Hair: Blonde Eyes: Blue Sex: Male

Age: 16

Str: 13 (+1) Int: 12 Wis: 9 Dex: 13 (+1) Con: 13 (+1) Chr: 15 (+1)

Sur: 11

Saves – Courage: 12 Critical: 14 Death: 8 Mental: 11 Poison: 14

Hit Points: 22 Attacks: 1 Attack bonus: Melee +3, Range +3

Armor Class: 13

Languages: English

Skills: Brawling, Driving 1 (+2), Mechanics 3 (+4), Ranged

Weapons 1 (+2), Basic Athletics 1 (STR: +2/ DEX +2),

Electronics 1 (+1), Persuasion 3 (+4), Video Games 1 (+2)

Class Abilities: +1 against Intimidation, Mechanics +1, -2 to all rolls against authority figures

Money: \$3500

Possessions: Top of the line BMX Bikes, bike parts, lighter, 2 packs of cigarettes, leather jacket, switchblade, brass knuckles, slingshot, fake ID

Steve Herron - (Master Bike Thief/Fence)

Alignment: Evil Class: Extreme Athlete Level: 3

Height: 5' 9" Weight: 132 lbs. Hair: Green/Brown Eyes: Brown

Sex: Male Age: 15

Str: 11 Int: 10 Wis: 9 Dex: 17 (+2) Con: 14 (+2) Chr: 10 Sur: 14

Saves – Courage: 13 Critical: 11 Death: 11 Mental: 10 Poison:

14 (+1 to all saves)

Hit Points: 17 Attacks: 1 Attack bonus: Melee +2, Range +4

Armor Class: 13

Languages: English

Skills: Basic Athletics 3 (STR +3/DEX +5), Brawling,

Persuasion 1 (+1), Investigation 1 (+1) & Mechanics 3 (+3)

Class Abilities: +4 to actions while riding a bike, +1 against

Intimidation, can ride a bike 25% faster & further than typical person, +1 to all saves

Money: \$1500

Possessions: Top of the line BMX bike, BMX gear, pocket knife & basic bicycle

Jackson Jones (APG Muscle)

Alignment: Evil Class: Bully Level: 3

Height: 6' 2" Weight: 222 lbs. Hair: Blonde Eyes: Green Sex:

Male Age: 15

Str: 16 (+2) Int: 8 (-1) Wis: 8 (-1) Dex: 10 Con: 15 (+1) Chr: 9

Sur: 14

Saves – Courage: 9 Critical: 12 Death: 16 Mental: 9

Poison: 14

Hit Points: 21 Attacks: 1 Attack bonus: Melee +3, Range +1

Armor Class: 10

Languages: English

Skills: Basic Athletics 1 (STR +3/ DEX +1), Intimidation 3 (+5),

Brawling, Driving 1 (+1), Video Games 1 (+1) & Mechanics 1

(+0)

Class Abilities: +1 against Intimidation, +2 to Intimidate anyone with less Strength, +1 damage to all attacks, Fear (anyone with less STR must make DC: 13 Courage to attack you)

Money: \$600

Possessions: Poor clothes, chain wallet, access to a garage & tools, pocket knife, brass knuckles, switchblade, good BMX bike

Tinker Bronson (Expert Thief)

Alignment: Evil Class: Hood Level: 2

Height: 5' 4" Weight: 140 lbs Hair: Dark Red Eyes: Green Sex:

Female Age: 16

Str: 10 Int: 11 Wis: 10 Dex: 17 (+2) Con: 13 (+1) Chr: 17 (+2)

Sur: 9

Saves – Courage: 12 Critical: 15 Death: 9 Mental: 7 Poison: 15

Hit Points: 15 Attacks: 1 Attack bonus: Melee +1, Range +3

Armor Class: 13

Languages: English

Skills: Driving 1 (+2), Brawling, Mechanics 1 (+2), Intimidation

1 (+2), Electronics 1 (+1) & Persuasion 3 (+5), Dancing 1 (+3),

Ranged Weapons 1 (+3), Basic Athletics 1 (STR +1/ DEX +3)

Class Abilities: Toughness +1, +1 against Intimidation, +1 to

Mechanics, -2 to all social interactions with authority figures

Money: \$400

Possessions: An old truck, ½ tank of gas, pack of cigs, 2 lighters, leather jacket, switch blade, baseball bat, pocket knife, 6 pack of beer, \$40 worth of stolen goods, top of the line BMX, BMX gear, \$100 of jewelry, pistol (24 bullets)

THE CHENOWETH KNOBS CREW

Local group of teens that ride in and around Chenoweth Knobs. They are often at odds with the Arbor Pointe Gang, due to the APG's bullying and thieving ways. The Chenoweth Knobs Crew have developed their own language (Fro Language), spoken only among the Crew and some known associates. Known allies of the Metal Institution.

Fro E. Smalls (Leader of the Crew)

Alignment: Neutral Class: Teen Heart Throb Level: 3

Height: 5' 10" Weight: 227 lbs. Hair: Brown Eyes: Green Sex:

Male Age: 15

Str: 14 (+1) Int: 13 (+1) Wis: 11 Dex:10 Con: 12 Chr: 18 (+3)

Sur: 15

Saves – Courage: 11 Critical: 16 Death: 12 Mental: 11 Poison: 13 (+1 to all saves)

Hit Points: 20 Attacks: 1 Attack bonus: Melee +2, Range +1

Armor Class: 12

Skills: Art & Music 3 (+4), Persuasion 3 (+6), Dancing 1 (+4), Basic Athletics 1 (STR +2/ DEX +1), Language – German, Video Games 3 (+3), Driving 3 (+3) & Wrestling (Grab attack)

Languages -English, German, Fro Language

Class Abilities: -2 Persuasion against same sex/ +2 to opposite sex, Attention Magnet (you always draw attention wherever you go). People buy you stuff all of the time, +1 to all saves

Money: \$325

Possessions: Nice clothes, sunglasses, lots of phone numbers, leather jacket, awesome music & movie collection, Wheel of Fortune board game, good BMX bike, mountain bike, mom's car, great video game collection, great toy collection



Pierre Lamont (Paranormal investigator – not a typical nerd, former athlete)

Alignment: Good Class: The Nerd Level: 3

Height: 6' 2" Weight: 177 lbs. Hair: Blonde (long) Eyes: Green

Sex: Male Age: 15

Str: 14 (+1) Int: 17 (+2) Wis:12 Dex:11 Con: 12 Chr: 8 (-1) Sur: 14

Saves – Courage: 14 Critical: 12 Death: 11 Mental: 15 Poison: 9

Hit Points: 21 Attacks: 1 Attack bonus: Melee +2, Range +1

Armor Class: 11

Languages: English, Russian, Japanese, Fro Language

Skills: Knowledge: General 3 w/ expert +2 bonus (+8), Science 1 (+3), Art & Music 2 (+4), Computer 1 (+3), Paranormal 3 (+5), Mathematics 1 (+3), Wrestling (Grab), Investigation 2 (+2)

Class Abilities: Expert at General Knowledge (+2 on all rolls/ may reroll one fail a day), +1 on all knowledge based rolls

Money: \$55

Possessions: Home computer, home library, library card, bicycle, flashlight, Revenge of the Nerds poster, BMX bike (long frame), mountain bike, horses (lives on a small horse farm near Chenoweth Knobs), baseball bat, good movie & music collection

Andy de Lydon (Punk Rock Ladies Man)

Alignment: Good Class: Punk Rocker Level: 2

Height: 5' 9" Weight: 121 lbs. Hair: Brown Eyes: Green Sex:

Male Age: 13

Str: 9 Int: 13 (+1) Wis: 13 (+1) Dex: 14 (+1) Con: 9 Chr: 16 (+1) Sur: 9

Saves – Courage: 11 Critical: 13 Death: 8 Mental: 16 Poison: 15

Hit Points: 12 Attacks: 1 Attack bonus: Melee +1, Range +2

Armor Class: 13

Languages: English, Russian, Fro Language

Skills: Art & Music 1 (+2), Driving 1 (+2), Intimidation 1 (+2),

Knowledge: General 1 (+2), Brawling, Investigation 2 (+3),

Paranormal 2 (+3), Persuasion 2 (+3)

Class Abilities:+1 against Intimidation, -2 skill checks against authority figures, +2 to Intimidate non-punks & non-goths

Money: \$30

Possessions: punk clothes, leather jacket, patches, pocket knife, switchblade, punk rock handbook, good music collection

Stevenson “Stevie Baby” Edwards (Secret Jedi)

Alignment: Neutral Class: Telekinetic Level: 1 *Has not revealed to anyone that he special powers.

Height: 5' 6” Weight: 200 lbs. Hair: Blonde Eyes: Green Sex: Male Age: 13

Str: 11 Int: 13 (+1) Wis: 14 (+1) Dex: 8 (-1) Con: 9 Chr: 11 Sur: 10 Saves – Courage: 8 Critical: 9 Death: 11 Mental: 13 (+1) Poison: 10 Hit Points: 8 Attacks: 1 Attack bonus: Melee +0, Range -1, Psi +2 Armor Class: 9 Languages: English, Spanish, Fro Language Skills: Paranormal 1 (+2), Video Games 1 (+0), Art & Music 1 (+2), Investigation 1 (+3), Knowledge: General 1 (+2), Language – Spanish

Class Abilities: +1 to Psionic attacks, +1 Mental saves, Basic Telekinesis (can move 1 lbs. And do a Psionic attack for 1 dmg anytime), Push – activate psionic powers (roll) do a psionic attack within 100' for 1d4 and it knocks them back 20'.

Money: \$100

Possessions: basic clothes, a good bicycle, backpack, a pocket full of change & rocks, a few music tapes, a good movie collection, good GI Joe collection, journal & pen

Elric “Anarchy” Hoots (Keeper of the Sacred Tome)

Alignment: Neutral Class: The Metal Head Level: 2

Height: 5' 4” Weight: 112 lbs. Hair: Black (long) Eyes: Brown Sex: Male Age: 13

Str: 10 Int: 13 (+1) Wis: 13 (+1) Dex: 13 (+1) Con:10 Chr: 13 (+1) Sur: 13

Saves – Courage: 11 Critical: 7 Death: 15 Mental: 11 Poison: 12 Hit Points: 14 Attacks: 1 Attack bonus: Melee +1, Range +2 Armor Class: 11 Languages: English, German & Fro Language Skills: Art & Music 2 (+3), Brawling, Paranormal 2 (+3), Investigation 1 (+1), Electronics 1 (+2), Knowledge: General 1 (+2) & Intimidation 2 (+3)

Class Abilities: +1 against Intimidation, +2 to all Music knowledge checks, +2 to Music performance checks, -2 to all social interactions with authority figures, Call upon the Demons (+2 AC, +2 hp, +2 to hit, -2 to all saves) x1 a day for 2d6 hours

Money: \$56 Possessions: Guitar, amp, good BMX bike, metal shirts, ripped jeans, books about the occult, sweet record & tape collection, pocket knife, skate board, collection of fantasy novels, special version of the Necronomicon (has special powers he has not fully discovered yet)

Fester Cooper (Punk Rock Scientist)

Alignment: Neutral Class: Punk Rocker Level: 3

Height: 5' 10" Weight: 165 lbs. Hair: Black Eyes: Brown Sex:

Male Age: 16

Str: 10 Int: 13 (+1) Wis: 13 (+1) Dex: 8 (-1) Con: 9 Chr: 10 Sur: 14

Saves – Courage: 14 Critical: 10 Death: 8 Mental: 14 Poison: 13

Hit Points: 18 Attacks: 1 Attack bonus: Melee +1, Range +0

Armor Class: 11 Languages: English, German, Fro Language

Skills: Art & Music 1 (+2), Intimidation 3 (+3), Knowledge:

General 1 (+2), Mechanics 1 (+1), Brawling, Investigation 1 (+2),

Paranormal 1 (+2), Computers 1 (+2), Mathematics 1 (+2),

Science 3 (+4)

Class Abilities: +1 against Intimidation, -2 skill checks against authority figures, +2 to Intimidate non-punks & non-goths, +2 against all Fear & Intimidation checks

Money: \$45 Possessions: punk clothes, leather jacket, patches, pocket knife, switchblade, bicycle, skateboard, punk rock handbook, boom box, music tapes, horror collection, chemicals, duct tape, large guard dog at his house

Tabitha Balevre (BMX champ/ Tom Boy)

Alignment: Good Class: Extreme Athlete Level: 2

Height: 5' 8" Weight: 124 lbs. Hair: Blonde Eyes: Green Sex:

Female Age: 14

Str: 11 Int: 13 (+1) Wis: 9 Dex: 18 (+3) Con: 14 (+2) Chr: 13 (+1) Sur: 15

Saves – Courage: 15 Critical: 13 Death: 12 Mental: 10 Poison: 8 (+ 1 to all saves)

Hit Points: 16 Attacks: 1 Attack bonus: Melee +1, Range +4

Armor Class: 14 Languages: English, French, Fro Language

Skills: Basic Athletics 2 (STR +2/ Dex + 5), Brawling,

Investigation 1 (+1), Paranormal 2 (+3), Art & Music 1 (+2),

Persuasion 2 (+3), Science 1 (+2)

Class Abilities: +2 to actions while riding a bike, +1 against Intimidation, +1 to all saves, can move & jump 25% farther and further on a bike than a normal person

Money: \$116 Possessions: top of the line BMX bike, BMX gear, pocket knife, back yard ramp, tom boy clothes, many trophies, baseball bat, brass knuckles & basic bicycle

Collins Steele (Modern Day Genghis Khan)

Alignment: Neutral Class: The Metal Head Level: 3

Height: 5' 9" Weight: 166 lbs. Hair: Blonde Eyes: Blue Sex: Male
Age: 16

Str: 16 (+2) Int: 13 (+1) Wis: 11 Dex: 10 Con: 14 (+1) Chr: 13
(+1) Sur: 13

Saves – Courage: 10 Critical: 7 Death: 15 Mental: 11 Poison: 16

Hit Points: 22 Attacks: 1 Attack bonus: Melee +3, Range +2

Armor Class: 12

Languages: English, Mongolian, Chinese, Fro Language

Skills: Art & Music 1(+2), Brawling, Paranormal 1 (+3),

Investigation 1 (+1), Driving 1 (+2), Knowledge: General 2 (+3),

Video Games 1 (+1) & Intimidation 3 (+4), Language: Chinese,

Ranged Weapons 1

Class Abilities: +1 against Intimidation, +2 to all Music

knowledge checks, +2 to Music performance checks, -2 to all

social interactions with authority figures, +1 to Paranormal,

Call upon Demons (+2 AC, +2 HP, +2 to attack, -2 to all saves)

x1/day for 2d6 hours, Power of Dio(your next roll is a 20)

x1/day

Money: \$75

Possessions: Pick-up truck, Guitar, amp, metal shirts, ripped

jeans, books about the occult & history, sweet record & tape

collection, pocket knife, brass knuckles, skate board, good

BMX bike, mountain bike, lives on a horse/ tobacco farm

outside of town, leather jacket, hunting rifle, 12 rounds

THE METAL INSTITUTION CREW

The MIC are group of teenagers that live in the notorious Ridge or Arbor Pointe apartment complexes in Northwestern J-Town. Unlike the majority of youth in that part of town, the MIC try to avoid trouble. They would rather hang out, ride bikes and play music, than bully kids, steal stuff and deal drugs. All of them play in a heavy metal band of the same name and aspire to be rock gods one day.

Bobby Blitz – Leader & singer of Metal Institution

(has told no one of his pyro powers)

Alignment: Neutral Class: Pyro Level: 2

Height: 6' 3" Weight: 155 lbs. Hair: Black Eyes: Green Sex: Male Age: 16

Str: 13 (+1) Int: 13 (+1) Wis: 17 (+2) Dex: 11 Con: 11 Chr: 16 (+2) Sur: 12

Saves – Courage: 13 Critical: 12 (+1) Death: 12 Mental: 11 (+1) Poison: 11 (+1 to all saves)

Hit Points: 11 Attacks: 1 Attack bonus: Melee +1, Range +0, Psi +3 Armor Class: 12

Languages: English, Spanish

Skills: Intimidation 1 (+1), Paranormal 1 (+2), Martial Arts, Investigation 1 (+3), Persuasion 1 (+3), Art & Music 2 (+3)

Class Abilities: Toughness (Fire) +1, +1 to Critical & Mental saves, +1 Psionic attack - Activate Psionic Powers (roll) lasts 1d6 minutes, while active you may do minor flame tricks within 10'. You may try to blind something with a psionic attack (if they fail they are -2 AC, -4 attack rolls & ½ speed for 1d6 minutes). Pyro Attack – activate psionic powers, attack an opponent with 100', does 1d6 +1 damage & combusts the target (+1 damage a round until extinguished). Add +2 AC if you do not attack in a turn. +1 to all saves. Can do a back flip.

Money: \$29

Possessions: Bicycle, 2 lighters, box of matches, bottle of butane, cheap camera, 2 rolls of film, drum set, mic & amp, tape collection, basic clothes & a backpack.

Tommy Diamond – Lead Guitarist/ Local Chess Master

Alignment: Neutral Class: The Metal Head Level: 2

Height: 5' 9" Weight: 125 lbs. Hair: Brown Eyes: Brown Sex:

Male Age: 16

Str: 13 (+1) Int: 13 (+1) Wis: 11 Dex: 13 (+1) Con: 9 Chr: 10

Sur: 8

Saves –Courage: 10 Critical: 11 Death: 10 Mental: 12 Poison:14

Hit Points: 12 Attacks: 1 Attack bonus: Melee +2, Range +2

Armor Class: 12 Languages: English, German

Skills: Art & Music 2 (+3), Brawling, Paranormal 1 (+2),

Investigation 1 (+1), Language- German Knowledge: General 2 (+3) & Intimidation 1 (+2)

Class Abilities: +1 against Intimidation, +2 to all Music knowledge checks, +2 to Music performance checks, -2 to all social interactions with authority figures, Call upon Demons (+2 AC, +2 HP, +2 to attack, -2 to all saves x/1 a day for 2d6 hours

Money: \$33 Possessions: Guitar, amp, metal shirts, ripped jeans, books about the occult, sweet record & tape collection, pocket knife, bicycle (with a flashlight taped on it), chess sets, large Dungeons & Dragons collection, dice

Marlon “The Weasel” Slater – Bass Player (brother of Archibald)

Alignment: Neutral Class: The Metal Head Level: 1

Height: 6' 4" Weight: 147 lbs. Hair: Black Eyes:Brown Sex:

Male Age: 14

Str: 11 Int: 13 (+1) Wis: 10 Dex: 17 (+2) Con: 9 Chr: 11 Sur: 11

Saves Courage: 10 Critical: 13 Death: 11 Mental: 12 Poison: 13

Hit Points: 7 Attacks: 1 Attack bonus: Melee +1, Range +2

Armor Class: 13 Languages: English, Spanish

Skills: Art & Music 1 (+2), Brawling, Paranormal 1 (+2),

Investigation 1 (+1), Electronics 1 (+2), Knowledge: General 1 (+2) & Intimidation 1 (+2)

Class Abilities: +1 against Intimidation, +2 to all Music knowledge checks, +2 to Music performance checks, -2 to all social interactions with authority figures

Money: \$14 Possessions: Guitar, amp, metal shirts, ripped jeans, books about the occult, sweet record & tape collection, pocket knife, BMX bike, bass

Archibald Slater – Satanic Guitarist (brother of Marlon)

Alignment: Evil Class: The Metal Head Level: 1
Height: 5' 9" Weight: 166 lbs. Hair: Black Eyes: Brown (Afro)
Sex: Male Age: 14
Str: 13 (+1) Int: 13 (+1) Wis: 10 Dex: 10 Con: 9 Chr: 11 Sur: 13
Saves – Courage: 10 Critical: 7 Death: 15 Mental: 11 Poison: 16
Hit Points: 6 Attacks: 1 Attack bonus: Melee +2, Range +1
Armor Class: 11
Languages: English, German
Skills: Art & Music 1 (+2), Brawling, Paranormal 1 (+2),
Investigation 1 (+1), Driving 1 (+1), Knowledge: General 1 (+2) &
Intimidation 1 (+2)
Class Abilities: +1 against Intimidation, +2 to all Music
knowledge checks, +2 to Music performance checks, -2 to all
social interactions with authority figures
Money: \$22
Possessions: Guitar, amp, metal shirts, ripped jeans, books
about the occult, sweet record & tape collection, pocket knife,
skate board, BMX bike

Eric Steele – Guitarist, BMX Enthusiast

Alignment: Good Class: Extreme Athlete Level: 1
Height: 5' 5" Weight: 126 lbs. Hair: Brown Eyes: Green Sex:
Male Age: 13
Str: 11 Int: 12 Wis: 9 Dex: 14 (+1) Con: 11 Chr: 13 (+1) Sur: 13
Saves – Courage: 12 Critical: 13 Death: 7 Mental: 11 Poison:
12
Hit Points: 7 Attacks: 1 Attack bonus: Melee +1, Range +2
Armor Class: 13
Languages: English
Skills: Basic Athletics 1 (STR +1/ Dex + 2), Martial Arts,
Investigation 1 (+1) & Persuasion 1 (+2), Art & Music 1 (+1)
Class Abilities: +2 to actions while riding a bike, +2 to AC if
you do not attack that round, back flip
Money: \$15
Possessions: BMX bike, BMX gear, pocket knife, guitar, amp,
tape collection, jugs of Kool-Aid & basic bicycle



Reverend Thomas Phillips

Secretly known as “The Killer of All Things Fun”, Reverend Phillips is admired by adults and hated by the young. He has made to it his personal mission in life to stamp-out all enjoyment had by the teens of J’town.

Leader of the First Church of the One True God, Reverend Phillips tries to control all on goings in the community but invoking “God’s Will” on all of his personal campaigns. He has hundreds of parishioners, and a tight “cult-like” inner circle of 13 devout followers that help him to force his will on the fine folks of J’town.

Further info on Reverend Phillips and the First Church of the One True God as well as the faculty of J’town High and other important adults of J’town will be outlined in the upcoming Bloat Games release: Dark Places & Demogorgons Source Book 1: Jeffersontown.

THE VIGILANTE HACK

PUNCHING CRIME IN THE TEETH ONE ADVENTURE AT A TIME!

THE ROLEPLAYING GAME



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ARTIST APPENDIX

TOMMY STAMPER
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This work is dedicated to

Jonna Palmer

Thank you for the love, guidance, inspiration, humor and example.

Eric



&

Josh



APPENDIX N

Here is a list of entertainments from the 1980's that represent what the decade was all about. Any of these should get you in the mood for some 1980's adventures!

Recommended Films & Television

Adventureland (2007) Dir. Greg Mottola. DVD
Adventures in Babysitting (1987) Dir. Christopher Columbus. DVD
ALF (1986-1990) NBC TV. DVD
The A-Team (1983-1987) NBC TV. DVD
Back to the Future (1985) Dir. Robert Zemeckis. DVD
Batman (1989) Dir. Tim Burton. DVD
Beetlejuice (1988) Dir. Tim Burton. DVD
Better Off Dead (1985) Dir. Steve Holland. DVD
Beverly Hills Cop (1984) Dir. Martin Brest. DVD
Big Trouble in Little China (1986) Dir. John Carpenter. DVD
Bill & Ted's Excellent Adventure (1989) Dir. Stephen Herek. DVD
BMX Bandits (1983) Dir. Brian Trenchard-Smith. DVD
The Breakfast Club (1985) Dir. John Hughes. DVD
The 'Burbs (1989) Dir. Joe Dante. DVD
Caddyshack (1980) Dir. Harold Ramis. DVD
Children of the Corn (1983) Dir. Fritz Kiersch. DVD
Christine (1983) Dir. John Carpenter. DVD
Cobra (1986) Dir. George Cosmatos. DVD
Commando (1985) Dir. Mark Lester. DVD
Crocodile Dundee (1986) Dir. Peter Faiman. DVD
Day of the Dead (1985) Dir. George A. Romero. DVD
Die Hard (1988) Dir. John McTiernan. DVD
Eerie, Indiana (1991-1992) NBC TV. DVD
E.T.: The Extra Terrestrial (1982) Dir. Steven Spielberg. DVD
Evil Dead II (1987) Dir. Sam Raimi. DVD
Fast Times at Ridgmont High (1983) Dir. Amy Heckerling. DVD
Ferris Bueller's Day Off (1986) Dir. John Hughes. DVD
Footloose (1984) Dir. Herbert Ross. DVD
Freaks and Geeks (1999) NBC TV. DVD
Friday the 13th (1980) Dir. Sean Cunningham. DVD
Fright Night (1985) Dir. Tom Holland. DVD

Ghostbusters (1984) Dir. Ivan Reitman. DVD
Gleaming the Cube (1989) Dir. Graeme Clifford. DVD
The Goonies (1985) Dir. Richard Donner. DVD
The Great Outdoors (1988) Dir. Howard Deutch. DVD
Gremlins (1984) Dir. Joe Dante. DVD
Heathers (1988) Dir. Michael Lehmann. DVD
Hellraiser (1987) Dir. Clive Barker. DVD
Highlander (1986) Dir. Russell Mulcahy. DVD
Hot Tub Time Machine (2010) Dir. Steve Pink. DVD
I Love the 80's (2002) VH1. YouTube.
In Search of . . . (1976-1982) Syndicated TV. DVD
The Karate Kid (1984) Dir. John G. Avildsen. DVD
Legend (1985) Dir. Ridley Scott. DVD
The Legend of Billie Jean (1985) Dir. Matthew Robbins. DVD
Lethal Weapon (1987) Dir. Richard Donner. DVD
The Lost Boys (1987) Dir. Joel Schumacher. DVD
Manhunter (1986) Dir. Michael Mann. DVD
Meatballs (1979) Dir. Ivan Reitman. DVD
Miami Vice (1984-1990) NBC TV. DVD
Monster Quest (2007-2010) History Channel TV. DVD.
The Monster Squad (1987) Dir. Fred Dekker. DVD
National Lampoon's Vacation (1983) Dir. Harold Ramis. DVD
The Never Ending Story (1984) Dir. Wolfgang Petersen. DVD
A Nightmare on Elm Street (1984) Dir. Wes Craven. DVD
Pee-Wee's Big Adventure (1985) Dir. Tim Burton. DVD
Planes, Trains and Automobiles (1987) Dir. John Hughes. DVD
Police Academy (1984) Dir. Hugh Wilson. DVD
Porky's (1981) Dir. Bob Clark. DVD
Predator (1987) Dir. John McTiernan. DVD
Pretty in Pink (1986) Dir. Howard Deutch. DVD
Rad (1986) Dir. Hal Needham. DVD
Red Dawn (1984) Dir. John Milius. DVD
Return of the Living Dead (1985) Dir. Dan O'Bannon. DVD
Revenge of the Nerds (1984) Dir. Jeff Kenew. DVD
Risky Business (1983) Dir. Paul Brickman. DVD
River's Edge (1986) Dir. Tim Hunter. DVD
The Road Warrior (1981) Dir. George Miller. DVD
Robocop (1987) Dir. Paul Verhoven. DVD
Rocky IV (1985) Dir. Sylvester Stallone. DVD
Romancing the Stone (1984) Dir. Robert Zemeckis. DVD
Short Circuit (1986) Dir. John Badham. DVD

Sing Street (2016) Dir. John Carney. DVD
 Sixteen Candles (1984) Dir. John Hughes. DVD
 Star Trek IV: The Voyage Home (1986) Dir. Leonard Nimoy. DVD
 Stranger Things (2016-). Netflix. Streaming.
 Sudden Impact (1983) Dir. Clint Eastwood. DVD
 Suburbia (1984) Dir. Penelope Spheeris. DVD
 Summercamp Nightmare (1987) Dir. Bert L. Dragin. VHS
 Teenwolf (1985) Dir. Rod Daniel. DVD
 The Terminator (1984) Dir. James Cameron. DVD
 That 80's Show (2002) FOX TV. YouTube.
 They Live (1988) Dir. John Carpenter. DVD
 The Thing (1982) Dir. John Carpenter. DVD
 This is Spinal Tap! (1984) Dir. Rob Reiner. DVD
 Thrashin' (1986) Dir. David Winters. DVD
 Top Gun (1986) Dir. Tony Scott. DVD
 Trading Places (1983) Dir. John Landis. DVD
 Tron (1982) Dir. Steven Lisberger. DVD
 Uncle Buck (1989) Dir. John Hughes. DVD
 Valley Girl (1983) Dir. Martha Coolidge. DVD
 Videodrome (1983) Dir. David Cronenberg. DVD
 War Games (1983) Dir. John Badham. DVD
 Weird Science (1985) Dir. John Hughes. DVD

Recommended Music

- Alternative Rock/ Punk – Bad Religion, Billy Idol, Black Flag, The Clash, Corrosion of Conformity, The Cramps, Crass, The Cure, The Damned, The Dead Kennedys, The Dead Milkmen, Depeche Mode, Devo, Elvis Costello, Fear, 45 Grave, Husker Du, Joy Division, Minor Threat, The Misfits, New Order, PIL, The Pixies, The Ramones, R.E.M, The Replacements, 7 Seconds, Siouxsie & the Banshees, Sonic Youth, Stiff Little Fingers, Talking Heads, T.S.O.L, The Undead, The Undertones, X, XTC
- Arena/ Hard Rock – Accept, AC/DC, Aerosmith, Alice Cooper, Anvil, Blue Oyster Cult, Bon Jovi, Dangerous Toys, Def Leppard, Dio, Great White, Guns N' Roses, Heart, Journey, Judas Priest, Junkyard, Killer Dwarfs, Night Ranger, Ozzy Osbourne, Queensryche, Ratt, REO Speedwagon, Rush, Skid Row, Tesla, Triumph, Van Halen

- Country – Alabama, Dolly Parton, Garth Brooks, George Jones, Hank Williams Jr, Johnny Cash, The Judds, Juice Newton, Kenny Rogers, Oak Ridge Boys, Reba McEntire, Ronnie Milsap, Waylon Jennings, Willie Nelson
- Glam/ Hair Metal - Bang Tango, Britny Fox, Cinderella, Dokken, Enuff Z' Nuff, Europe, Extreme, Faster Pussycat, Gorky Park, Hurricane, Kix, L.A. Guns, Lita Ford, Motley Crue, Mr. Big, Nelson, Poison, Quiet Riot, Stryper, Twisted Sister, Vixen, Warrant, White Lion, Whitesnake, Winger
- Hip Hop/ Rap – Beastie Boys, Da La Soul, Erik B & Rakim, Geto Boys, Ice -T, LL Cool J, NWA, Public Enemy, Run DMC, Salt N' Pepa, Vanilla Ice, Whodini
- Pop/ Rock – Adam Ant, Bruce Springsteen, The Cars, Culture Club, Cyndi Lauper, David Bowie, Debbie Gibson, Genesis, The Go-Go's, Huey Lewis & the News, Janet Jackson, John Cougar Mellencamp, Lionel Richie, Madonna, Michael Jackson, Pat Benatar, Prince, Queen, Shell & the Crush, Simple Minds, Starship, Tears for Fears, Tiffany, Tina Turner, Weird Al, Wham, Whitney Houston
- Speed/ Thrash Metal – Annihilator, Anthrax, Carnivore, Celtic Frost, Death, Death Angel, Destruction, D.R.I., Exodus, Flotsam & Jetsam, Gwar, Helloween, Holy Moses, King Diamond, Kreator, Megadeth, Metal Church, Metallica, Nuclear Assault, Overkill, Possessed, Sacred Reich, Sanctuary, Sepultura, Slayer, Suicidal Tendencies, Testament, Venom, Voivod

Recommended Fads, Fashion, Games, People & Toys

Arcades, Atari 2600, Baby on Board Signs, Big Hair, Boom Boxes, BMX Bikes, Break Dancing, Cabbage Patch Kids, Calculator Watches, Care Bears, Carl Lewis, Chuck E. Cheese, Cocaine, The Cold War, Denim Clothing, Dungeons & Dragons, Friendship Bracelets, Garbage Pail Kids, G.I. Joe, Glow Worms, Hair Metal, He-Man & the Masters of the Universe, Intellivision, Jem & the Holograms, John Elway, Kirk Gibson, Larry Bird, Leg Warmers, The Legend of Zelda, Malls, Member's Only Jackets, Michael Jordan, Mike Tyson, Moonwalking, My Little Pony, MTV, Nintendo, Pac-Man, Palladium Fantasy Role-Playing, Parachute Pants, Rubik's Cube, Ric Flair, Salman Rushdie, San Francisco 49'ers, Saturday Morning Cartoons, Sega, She-Ra, Skateboards, Slap Bracelets, Smurfs, Snorks, Steffi Graf, Stephen King, Strawberry Shortcake, Super Mario Brothers, Teenage Mutant Ninja Turtles, The Transformers, Trivial Pursuit, Turbo-Grafx 16, Valley Girls, Vans, Walkman, Where's the Beef?, The Watchmen, WWF

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& The Tabletop Oneshot Group on Facebook

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& Nerd Louisville

All the wonderful folks at the
Imaginarium Convention.

And for anyone and everyone that we forgot:
THANK YOU!!

IN THE 1980s
STRANGE THINGS
HAPPENED EVERYWHERE!

FOLLOWING IN THE TRADITION OF THE HIGHLY POPULAR SURVIVE THIS!! ZOMBIES! COMES SURVIVE THIS!! DARK PLACES & DEMOGORGONS, A TABLETOP ROLEPLAYING GAME THAT USES THE ORIGINAL 1970S FANTASY ROLEPLAYING GAME RULES BUT MUTATES IT INTO THE RETRO NIGHTMARE THAT YOU HOLD IN YOUR HANDS NOW. IT'S SLEEK, SLENDER AND CREEPY AS HELL.

IN DARK PLACES & DEMOGORGONS, YOU PLAY AS HIGH SCHOOL STUDENTS DURING THE EARLY 1980S. THE TOWN YOU LIVE IN HAS HAD A RASH OF DISAPPEARANCES AND STRANGE HAPPENINGS. THE ADULTS SEEM LOST AS WHAT TO DO, THE POLICE ARE AS CLUELESS AS EVER AND AREN'T HELPING AND REVEREND PHILLIPS IS ON ANOTHER WITCH-HUNT. IT'S UP TO YOU AND YOUR FRIENDS TO FIGURE OUT WHAT'S GOING ON AND STOP IT FROM HAPPENING AGAIN!

HEAVILY INFLUENCED BY 80s POP CULTURE, DARK PLACES & DEMOGORGONS DRAWS INSPIRATION FROM MOVIES LIKE *THE GOONIES*, *ET*, *THE LOST BOYS*, *WEIRD SCIENCE*, *THE GHOSTBUSTERS* AND *THE BREAKFAST CLUB* AND T.V. SHOWS LIKE *STRANGER THINGS*, *EERIE INDIANA* AND *SCOOBY DOO*.



Name:

Alignment:

Languages:

Class:

Level:

XP:

HP:

AC:

Attack Bonus:

Background:

ATTRIBUTES

STR: ()

INT: ()

WIS: ()

DEX: ()

CON: ()

CHA: ()

SUR: ()

DESCRIPTION:

Height:

Weight:

Hair:

Eyes:

Sex:

Age:

Money:

SAVINGS THROWS

Courage: Critical: Death: Mental: Poison:

CLASS ABILITIES:

SKILLS:

POSSESSIONS: