PRETERNATURAL

A Modern Ghost & Monster Hunting RPG

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Introduction

I won't lie to you anymore. Hell, I can't after what you've just seen. It's real. It's all real, the demons, vampires, spirits, skin walkers, witchcraft...all of it! Every cursed thing ever to go bump in the night or be told in a tale around a campfire has some basis in reality, and now you're in the middle of it all.

Most people don't believe in this stuff. They don't believe what they don't see. Those who do see it up close and personal, well that's the difference between us and them...we survived that first encounter.

So now you know the truth, what are you going to do? Some people can still manage to forget, pretend it never happened, and go about life like there aren't evil things lurking in the shadows.

But then there's us, we choose to fight it! You look like a fighter to me. Main problem is that when you fight, the baddies start to recognize you for what you are...a hunter. They don't care much for being on the receiving end, if you know what I mean.

It's a lonely thankless job. You'll lie, cheat, steal, and even kill...but it's worth it if you keep saving lives. You can't tell most people about it, and the others like you are far and few in-between. Still, you'll eventually run into some of them, or at least hear about them by reputation. One thing they all have in common besides knowing the truth is that they have given up everything to fight a war no one else even knows about. They'll be the only family you have. Come on, let me tell you about the hunters...you're one of us now.

Fight The Good Fight!

This is a role playing game to support the solving of supernatural mysteries and the hunting of paranormal creatures in our modern world in the tradition of episodic TV shows. Each adventure should be considered an episode, while the overall campaign is the "season", ending with the season finale, of course.

Characters take on the role of "hunters", people who know the truth and have given up their normal lives to find and stop preternatural and paranormal creatures and save as many people as they can.

Preternatural is about mysteries and action. Hunters are trained individuals who first investigate to find out what is going on and what they are up against, and then do their best to destroy it once and for all.

Most people would think hunters are crazy or dangerous, or both, so it is a secret battle they fight. Whether the hunters are members of a hunter "secret society" or a solitary group, or even a solitary member is up to the Game Master.

Hunting paranormal entities isn't the only thing that plagues hunters. Preternatural is also a role playing game about personal stories and self revelation. Each and every hunter has left some type of life behind, they've seen loved ones die, and they work on the outskirts of society doing something no one but their own kind understand, or even believe. They are denied the "normal" life that all hunters desire...if only they didn't know the truth. Needless to say this can make them angry, paranoid, or depressed.

Now throw a group of these angst filled outcasts (often young adults, since many hunters die before they get "old") into a cramped car, van, or camper together as they go from town to town fighting evil. They know they are the only ones who know enough to stop evil and save people, but they will never be recognized or appreciated for it. Most likely they will end up dead, behind bars, or emotionally scared.

The World of Preternatural

You will not find a bunch of setting material or fancy fluff stories in this rulebook. *Preternatural* takes place in our own modern world with a level of dark shadow that only the characters are aware of. Anything you know about our world is fair game for your adventures. The things, people, places, and events that occur in our real day to day life are the same as in your game world.

Preternatural is generally not about world spanning adventures and epic level stories. Rather, it is about the hidden dark things that haunt the small rural corners and urban underground of whatever country you choose to place it in (usually the one you live in, although the rules presented here favor the USA).

The game is about ghost stories, urban legend, and local myth and the Game Master will do his best to research those that exist in the real world, and make up some new ones of his own, putting his unique twist on each and every one.

You've Done This Before

Preternatural contains a simply a concise role playing game system for you to create and run adventures involving paranormal mysteries, ghost hunting, and monster fighting.

Preternatural assumes that the reader is familiar with what a role playing game is, so there is not space wasted on "how to role play" and other standard gaming conventions.

Equipment

This rulebook contains all the game rules you need to play.

The game system uses nothing but standard six sided dice, and each player is going to want at least 5 to 10 in front of them (we all know sharing dice is bad luck!).

Each player will need to create a character (using these rules), and the Game Master must create an adventure for the characters to partake in.

Preternatural is a narrative game and the rules don't make any real provisions for using miniatures. That said, there is nothing to stop you from using them if you think it will enhance the game or help to visualize a scene better.

System Overview

The rest of this introductory chapter provides basic concepts of the *Six-Sided System* that powers *Preternatural*. The concepts presented herein are further explained in the rest of this book.

Making Actions

Each player has a character with attributes and skills that describe how well that character can perform various actions. Attributes represent a character's innate abilities, while skills are specific applications of those abilities.

Most game mechanics in Preternatural involve rolling some six-sided dice. A die code associated with each attribute or skill represents how good the character is in that area. A die code associated with a weapon shows how much harm it can cause. The larger the number, the more experienced, trained, or naturally adept your character is, or the more deadly the weapon, or the more useful the equipment.

Each die code indicates the number of six-sided dice you roll when you want your character to do something (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an added bonus (called pips) of "+1" or "+2" you add to the total result you roll on the dice.

Example: If your character's Physique attribute is 3D+1, when you have her try to lift a cargo container, you would roll three dice and add 1 to the total to get her result.

The higher you roll, the better your character accomplishes the task at hand. When your character tries doing something, the Game Master decides on the required skill and a difficulty (the number you need to roll greater than or equal to) based on the task's complexity. The Game Master then uses the rules to interpret the die roll and determine the results of the action.

Taking Damage (Body Points)

To describe how much injury a character can sustain each character has a certain number of Body Points (which are figured out when you create your character). You subtract the amount of damage the attacker rolls for his weapon or from an unfortunate accident from the total number of Body Points your character has. When your character has no more Body Points left, he's toast.

Altering the Story

In addition to scores for a character's attributes and skills, he has Story Points (SP). You can spend these points in particularly difficult and heroic situations to improve dice totals, negate wounds, or gain a story hint from the GM.

Improving Rolls

You can spend Story Points to improve an attribute or skill roll, you get to roll one extra die (per SP you spend) when you character tries to complete a task. You may choose to spend a SP after you've made a roll (in case you want to improve your result). In addition, if the roll comes up a 6, you can add the 6 and roll the die again and add that as well. Continue doing this as many times as the die results in a roll of 6.

Resisting Damage

You can spend Story Points to increase your Damage Resistance Total by 2D for each point spent. The DRT is an amount of superficial damage you can soak before taking serious damage.

Game Master Hint

Finally, you can spend a Story Point to ask the Game Master for a hint if you are in a particularly tricky situation and stumped. Be aware that the hint may be elusive, and not give you all the information you want, it is simply to get you moving again when you don't know what to do.

Key Terms

These definitions provide you with a general idea of what each term means; they are described in more detail within the book.

Action: A task that the character undertakes or something that the character does, like give a speech, climb a wall, or shoot at a werewolf.

Active Defense: A number the character gets when concentrating on getting out of the way of an attack.

Armor Value (AV): A die code representing the amount of protection a defensive covering provides. It can help determine the *Damage Resistance Total.*

Body Points (BP): The amount of injury a character can sustain, listed as a number. The damage total is subtracted from the character's current Body Point total, when the character runs out of BP he is seriously injured and may die.

Character Point (CP): Points awarded to characters after a game session to represent experience gained. These can be used to improve skills and attributes.

Combat Difficulty: A number representing how challenging it is to attack someone or something. It equals the *Active Defense* value or the *Passive Defense* value.

D (as in "1D"): An abbreviation for "six-sided dice." The number in front of the "D" lets you know how many six-sided dice to roll.

Damage Resistance Total (DRT): A number that indicates how much injury a character or object can absorb, soak, or deflect (AV + any SP spent + any Advantages or special modifiers).

Damage Total: A number representing how much injury or destruction something has caused. The total number you roll after hitting with a weapon in combat.

Die Code: The number of six-sided dice players roll (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an amount (called pips) of "+1" or "+2" that is added to the total result that came up on the dice.

Difficulty: A number representing how challenging it is to perform an action. This is either an *Opposed Difficulty* or *Standard Difficulty,*

Free Action: Any action that takes only a few seconds to perform or do, such as take a few steps or a quick glance around a room.

Game Master (GM): The referee of the game or person running the adventure.

Hunter: Another name for a character in *Preternatural.*

Modifier: A number or die code that is added or subtracted from the characters die roll. This is usually because of an Advantage or a situational modifier (such as the character being rushed, or taking his time).

Opposed Difficulty: A difficulty that applies when one character resists another character's action. In this case, both characters roll die codes related to the activity and compare them with the higher roll winning.

Passive Defense: A number representing a character's innate ability to get out of the way of danger. It usually equals 10.

Pip: An added bonus to the total result that came up on the dice. A "+1" means one is added to the total, while "+2" means two is added.

Round: A unit of time equal to five seconds in the game world. Figuring out what happens in a round can take longer.

Standard Difficulty: A number, generally selected from a chart, assigned by the GM to an action based on how challenging it is. (5 = Very Easy, 10 = Easy, 15 = Moderate, 20 = Difficult, 25 = Very Difficult, 30 Heroic).

Story Points (SP): Points a character can use to alter the story. Story points can be used to roll an extra die, increase your DRT, or ask for a Game Master hint when stumped.

Strength Damage (SD): A die code representing the amount of harm a character can do because of his or her physical prowess.

Chapter One
Character Basics

Character Creation Outline

Step 1: Concept & Background
The first (and possibly most important) step in creating a character for Preternatural is the initial concept. Think about what type of character you want to play and how they got to the point in their life they are at. You will design the character based on these determinations

Step 2: Attributes
Distribute 18 dice among the six attributes. The minimum is 1D and the maximum is 5D in all attributes. 2D is considered "average".

Step 3: Skills
Distribute seven dice among the skills. The maximum number of dice added to any one skill is 3D. All other (untrained) skills are equal to the governing attribute -1D.

Step 4: Move
This equals 10 yards (30 feet) per round.

Step 5: Body Points
Roll your character's Physique and add 20 to the total.

Step 6: Strength Damage
Drop the pips from your character's Physique, divide the number by 2, and round up. This is the Strength Damage die code.

Step 7: Funds
All characters start with a base Funds die code of 3D. Look under "Funds" later in this chapter for modifiers to this die code.

Step 8: Story Points
Characters start each game session with 5 Story Points.

> **Distribute 18 dice among the six attributes.**
>
> **Attribute minimum = 1D / maximum = 5D**
>
> **Distribute 7 dice among the skills**
>
> **Maximum added to any one skill = 3D**
>
> **Untrained skills = Governing Attribute -1D**

Step 9: Advantages & Disadvantages
Choose any optional Advantages or Disadvantages your character has and make any necessary changes to other stats.

Step 10: Equipment
Give your hunter a reasonable amount of starting equipment (approved by your GM, of course).

Character Concept

Before you begin assigning numbers and defining the character in game terms, you should have a good idea of who the character is. This should include any physical features and appearance, any personality traits, and the background and experiences that made them who they are and explains some of the skills they are good at. Not only will this help you flesh out the characters statistics, but it will also help you to role play the character during game play.

Say your character knows marksmanship and several specializations. Why? Was the character in the army? A gangster? A member of a secret paramilitary organization? How were these skills learned? You don't have to explain every skill, but try to rationalize any unusual abilities (such as the Supernormal Gift Advantage), as well as skills the character has two dice or more in (he is really good at those).

Players are free to choose most of these details, but, if they will have game effects, they should be worked out with the Game Master or developed using the optional Advantages and Disadvantages in Chapter 2.

When coming up with a character concept consider all of the following:

• What did my character do as a child?
• What unusual experiences did my character have?
• How did my character become the character he is now?
• What is one of my character's major goals?
• What was my character doing right before the game begins?
• Why does your character have the skills that he has?
• How did your character become involved with the Supernatural?
• How did your character become a hunter?

Height and Weight
Players who want their characters significantly larger or smaller than the average Human have a few options. If the weight or height is proportionately larger then the character must have the Obese/Tall Disadvantage. If the character is particularly small, they should choose the Small Disadvantage.

Age
A character can choose any age, but particularly young or old characters should choose either the Child or Elderly Disadvantage.

Looks
Most characters are considered "average". Particularly attractive or fugly characters should consider the Attractive Advantage or Unattractive Disadvantage.

Jobs, Education, and Experience
Determine what type or Education the character has completed. Think of the job or jobs the character has held and what types of experience he has taken away from them. Consider any life experiences, hobbies, or extraordinary events that may have had an impact on the characters skills.

Personality and motivations
Consider how your character acts and reacts to situations and any exceptional character traits. Is your character a smart ass, or very polite? Is he greedy or generous? Is the character filled with angst? Does the character feel responsible for others?

Background
Once you have considered some of the above, you should be ready to come up with a fleshed out background story for your hunter. Work all of the above into a concise story of the characters life before becoming a hunter and the situation that has led him to his present situation.

Attributes

The Six Attributes
Each character has six attributes, which measure basic physical and mental abilities that are common to every living creature (and some nonliving things).

Reflexes: Reflexes are the measure of balance, limberness, quickness, and full-body motor abilities.

Coordination: Coordination is the measure of hand-eye coordination and fine motor abilities.

Physique: Physique is the measure of physical power and ability to resist damage.

Knowledge: Knowledge is the measure of strength of memory and ability to learn.

Perception: Perception is the measure of mental quickness and attention to detail.

Presence: Presence is the measure of emotional strength, physical attractiveness, and personality.

Assigning Dice to Attributes

When you put dice in an attribute, you can either put whole dice in each attribute, or you can give each a mixture of whole dice and pips. Each die equals three pips.

Example: You've distributed most of your attribute dice, but you have four dice left to put in Perception and Presence. You could put 1D in Perception and 3D in Presence, or 2D+1 in Perception and 1D+2 in Presence, or some similar combination.

Skills

Skills are more specific applications of an attribute. For example, the skill Dodge is a more specific use of your character's Reflexes. Hunters learn them through instruction or experience.

Skills are areas of knowledge that are not necessarily common to every living creature. Some creatures simply don't have the capacity to learn certain skills.

Assigning Dice to Skills

All skills beneath a given attribute technically begin at that attribute's die code (although you will adjust untrained skills in just a bit). To highlight skills in which the character has trained or has some experience, add pips or dice to the base attribute value.

As with attributes, when creating your character, you can either put whole dice in each skill, or you can give each a mixture of whole dice and pips. Remember that each die equals three pips.

Example: Your character's Physique is 3D+1. If you wanted her to be a little better in the lifting skill, you could add one pip to the base attribute to get a lifting skill score of 3D+2. If you decided to add two pips to the base attribute, the lifting score becomes 4D.

Skill Specialization

You can also specialize in skills. Specializations reflect a greater familiarity in a particular area covered by a base skill. One skill die equals three specialization dice. Of course, one specialization die still equals three pips.

You don't need to have any extra dice in the base skill in order to take a specialization in that skill.

1D = 3 Pips

1 Skill D = 3 Specialization D

Untrained Skill = Default Attribute -1D

Max Starting Skill = Default Attribute +3D

Max Starting Specialization = Base Skill +3D

When you give your character specializations in that manner, however, they are treated as separate skills. If you give your character specializations in base skills he already has, those specializations are considered bonuses to the base skill when attempting tasks of that type.

Once you've chosen at least one specialization and put one or two pips or dice in it, you have to use the remaining specialization dice and pips to either purchase more pips in the same specialization or purchase one or more pips in other specializations.

You roll the specialization's die code only when you use the specific item or knowledge reflected by the specialization. Otherwise, you roll the base skill (or attribute if you didn't put additional dice in the full skill).

Maximum Starting Skill Dice

The maximum number of dice the character may start with in any base skill is 3D greater than the governing attribute, with no more than 3D greater than the base skill in any specialization.

Untrained Skills

Now that you have placed all your skill dice, all the skills you *have not* put dice in are considered untrained. Each of these untrained skills is reduced by -1D from the governing attribute it falls under and that total is the skills starting die code.

Skill List

The following is a list of all the skills each hunter has, along with a description. Each skill is listed under its default attribute. The default attribute is the innate ability that most affects the starting aptitude with each particular skill.

Reflexes Skills

Athletics: Performing feats of gymnastics, extraordinary balance, dancing, climbing, and jumping, as well as break falls.

Contortion: Escaping from otherwise secure physical bonds by twisting, writhing, and contorting the body.

Dodge: Slipping out of danger's way, whether avoiding an attack or a sprung booby trap.

Fighting: Competence in brawling or wielding hand-to-hand weapons.

Riding: Controlling and riding domesticated mounts.

Sneak: Moving silently and avoiding detection, whether through shadows or crowds.

Coordination Skills

Driving: Operating any kind of vehicle or powered armor traveling on or through the ground, a liquid medium, or the air.

Lockpicking: Opening a mechanical (not electronic) lock or safe without possessing the key or combination, as well as disarming small mechanical traps.

Shooting: Shooting guns or bows of any type. This skill covers everything from blowguns and small slugthrowers to vehicle-mounted rockets.

Sleight of Hand: Nimbleness with the fingers and misdirection, including picking pockets, palming items, and stage magic.

Throwing: Hitting a target accurately with a thrown item, including grenades, stones, and knives. Also used for catching thrown items.

Physique Skills

Lifting: Moving or lifting heavy objects, as well as representing the ability to carry heavy loads without penalty to movement.

Running: Moving quickly on the ground while avoiding obstacles and keeping from stumbling.

Stamina: Physical endurance and resistance to pain, disease, and poison.

Swimming: Moving and surviving in a liquid medium.

Knowledge Skills

Demolitions: Using corrosives and explosives to achieve particular destructive effects.

Forgery: Creating and noticing false or altered documentation in various media (paper, electronic, plastic card, etc.), including counterfeiting, though tasks may require other skills to help detect or make the forgery.

Scholar: This skill represents knowledge and/or education in areas not covered under any other skill (such as business, chemistry, mathematics, archeology, interior design, etc.). This may be restricted to a specific field (represented by specializations) or a general knowledge of a wide range of subjects. It is used to remember details, rumors, tales, legends, theories, important people, and the like, as appropriate for the subject in question, however, the broader the category, the fewer the details that can be recalled.

Languages: Familiarity with and ability to use various forms of communication, including written, spoken, and nonverbal. Characters may choose one "native" language in which they have written and spoken fluency. Additional languages in which a character has proficiency can be represented by specializations of this skill.

Medicine: Using first aid techniques to treat injuries, as well as an understanding and application of medical procedures, including diagnosing illnesses and performing surgery.

Security: Installing, altering, and bypassing electronic security and surveillance systems.

Tech: Using and designing (not making) complex mechanical or electronic equipment, such as programming and operating computers and manipulating communication devices.

Perception Skills

Gambling: Playing and cheating at games of strategy and luck.

Hide: Concealing objects, both on oneself and using camouflage (not to be confused with Sneak).

Investigation: Gathering information, researching topics, analyzing data, and piecing together clues.

Know-How: Ability to figure out how to perform an action in which the character does not have experience, as well as a catch-all skill encompassing areas not covered by other skills (such as basic sewing or cooking).

Notice: Spotting hidden objects or people, reconnoitering, lipreading, or eavesdropping on or watching another person.

Repair: Creating, fixing, or modifying gadgets, weapons, armor, and vehicles.

Streetwise: Finding information, goods, and contacts in an urban environment, particularly through criminal organizations, black markets, and other illicit operations. Streetwise is also useful for determining possible motives and methods of criminals.

Survival: Surviving in wilderness environments.

Tracking: Following the trail of another person, animal, or creature, or keeping after a moving target without being noticed.

Presence Skills

Animal handling: Controlling animals and making them perform tricks and follow commands.

Disguise: Altering features or clothing to be unrecognizable or to look like someone else. Success can add +1D to the Persuasion skill (see below).

Intimidation: Using physical presence, verbal threats, taunts, torture, or fear to influence others or get information out of them.

Persuasion: Influencing others, getting information out of them, or convincing others of something through bribery, honest discussion, debate, diplomacy, lying, acting, or speeches.

Willpower: Ability to withstand stress, Fear, temptation, other people's interaction attempts, mental attacks, and pain. The Game Master may allow a specialization in a specific faith tradition or belief system to enhance many, though not all, applications of willpower.

Advantages & Disadvantages

Advantages and Disadvantages are benefits or quirks your character has developed. Some affect the character's attributes and skills, while others serve as useful role playing tools for rounding out the character.

The next chapter, "Advantages & Disadvantages," discusses these characteristics. You may ignore this section if you don't want to add them to your character.

Move

The Move score (usually 10) represents how many yards (1 yard = 3 feet) your character moves in a round at maximum walking speed in standard (The running skill can increase this rate. It also serves as the base for other movement skills.).

Story Points (SP)

Players' characters start each and every game session with 5 Story Points. You can spend these points to improve your character's chance of succeeding in especially difficult situations or to alter the story (The mechanics of this are discussed in the "Game Rules" chapter). You do not carry over unused SP from session to session, so use them up.

Body Points

Body Points indicate the amount of damage your character can take before dying. When a character takes damage in combat or from other

sources it is subtracted from Body Points. When Body Points are reduced to zero the character is incapacitated or dead.

Determining Body Points
When you create a new character, roll his Physique (including any modifiers from any Advantages or Disadvantages) and add 20. If you roll any 1s count them as 2. This becomes his Body Point total. Write it on the character sheet in the space provided.

Example: Your character has 3D+1 in Physique. You roll three dice. The dice come up 4, 6 and 1. The 1 is counted as 2. You add the numbers to arrive at a total of 12. You then include the pip bonus of +1 with this for 13. Finally, you add 13 to 20 to get a Body Point total of 33.

Strength Damage

Strength Damage indicates the amount of harm a character can do in combat with body parts, melee weapons, thrown weapons, and most missile weapons.

Determining Strength Damage
To determine the Strength Damage die code, take the character's Physique and drop the pips. Divide by 2, and round up.

Example: A character with 3D+1 in Physique has a Strength Damage of 2D.

Funds

To allow the Game Master to more easily adjust the "real world" cost to something, this system substitutes difficulties for the prices of items. Each character thus gets a Funds attribute, which represents the amount of money the character can get without too much trouble on a regular basis because of work (usually odd jobs) or investments or illegal activities. Using the Funds attribute is discussed in the "Equipment" chapter.

Starting Funds
All characters start with a base of 3D in Funds. Use the accompanying table to adjust this number. The minimum total is 1. The final total becomes the die code in the Funds attribute. Note, you might want to take a look at the Poor Disadvantage or the Wealthy Advantage to further modify your Funds.

Each Character = 5 SP per Session

Move = 10 Yards

Body Points = Physique roll + 20

Strength Damage = Physique die code / 2

Starting Funds = 3D

Characteristic Modifier
- 1D in Presence -1
- 1D in Knowledge -1
- 4D or more in Presence +1
- 4D or more in Knowledge +1

Improving Funds Later
After character creation, a player can increase the Funds attribute by spending Character Points (see "Improving Characters" below) or through bonuses received as adventure rewards.

Equipment

Starting hunters may select one or two weapons, a few tools of their trade (you know, silver bullets, holy water, ect.), and a few reasonable personal items (that they are assumed to carry on their person at any given time).

In addition the Game Master may determine a character (or group of characters) have some other items (such as a car). Some basic equipment is explained in the "Equipment" chapter; the Game Master may allow other options.

Improving Characters

Once players have taken their characters through an adventure or three, they'll want to improve or change them. This section provides guidelines for accomplishing that.

Learning and Improving Skills
When a player first creates a character, she should use the character creation guidelines for gaining attributes and skills. Players whose characters have been through at least one adventure can use Character Points (CP), accumulated from completing adventures, to learn new skills and improve old ones. Spending Character Points this way may be done only between adventures.
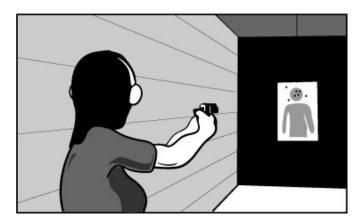
New Skills

The cost of getting one pip in a new base skill equals the number before the "D" in the governing attribute's die code.

Example: If a character wants to learn a language after an adventure and he has a Knowledge die code of 3D (meaning his untrained Languages skill is at 2D), the first pip in languages costs him two Character Points. The hero then has a 2D+1 in his languages skill.

Improving Existing Skills

The cost of improving an existing skill is determined in the same way, except that the number of dice in the skill (instead of in the attribute) is used to determine the cost.

Improving Specializations

The cost to get one pip in a new specialization equals one-half of the number before the "D" in the governing attribute or skills die code. The cost to improve an existing specialization by one pip equals one-half of the number before the "D" in specialization skills die code. (In both cases, round up.)

A character does not need the governing skill to get a specialization in it. However, if he does have one, getting a specialization in it acts as a bonus to the base skill when taking actions of that type, but it does not also improve all uses of the base skill.

Specializations improve when the base skill improves.

A character may improve a skill or any of its specializations but not both. In other words, a character may improve as many specializations as he desires at the same time, though he cannot improve them at the same time as he's improving

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| New Skill Pip = # before Default Attribute "D" |
| +1 Skill Pip = Number before the Skill's "D" |
| +1 Specialization Pip = ½ Base Skill Die Code |
| Max Skill or Specialization = 10D+2 |
| New Advantage = Rank x 3 |
| +1 Funds Pip = 2 x Number before "D" |
| +1 Body Points = 5 Character Points |

the governing skill. Skills and specializations may only be improved by one pip each in between each adventure.

Maximum Die Code

Skills can be raised to a maximum of 10D+2.

Gaining new Advantages

Characters can choose to buy new advantages as they advance if the Game Master approves the choice. Use common sense, some advantages won't be practical to pick once the game starts.

New Advantages cost 3 times as much as the listed cost.

Improving Funds

You can improve your characters Funds die code by making wise investments or some other reasonable excuse. Improving Funds cost twice as much as skills, and can be raised to a maximum of 5D (unless you have chosen the Wealthy Advantage).

Improving Body Points

You can gain more body Points by purchasing them at a rate of 1BP for each 5 CP spent.

Body Points can never be increased to a value more than double the hunters initial starting value.

Chapter 2wo
Advantages & Disadvantages

This chapter helps to "flesh out" your character's history and abilities as well as providing deeper role playing possibilities. Advantages and Disadvantages suggest the fact that your character might know things, people, or whatever that aren't reflected by the character's attributes and skills. If something inspires you to change your character's basic characteristics, feel free to go back and make adjustments.

Take a look at the Advantages and Disadvantages and see some of the benefits and drawbacks you can choose for your character. You might see something you want to work in, and that will help give you ideas for a background story.

Role Playing Character Options

Every character option in this chapter has its own rules for implementation. There are, if you look hard enough, some nightmarish combinations. If something seems like it is could cause trouble in the game later on, check with your Game Master before choosing it. Ultimately, the Game Master has final say on the choice of all Advantages and Disadvantages, as well as final say on the interpretation of those choices. Players who misuse their character options, particularly their Disadvantages, may find their Advantages meeting with some unfortunate accident.

Selecting Advantages & Disadvantages

Advantages and Disadvantages make the character more interesting, more (and less) effective, and more fun to role play (if you do it right). You know the story of your character — here's what that story means.

Advantages are perks that the character has because of her status in society, a naturally gifted skill, the people he knows, or something in her background.

Disadvantages hamper the character in some way. They might affect her attributes or skills or they might mean social trouble for her in certain situations.

Gaining and Losing Disadvantages

Sometimes a character may lose one of the Disadvantages he chose as a beginning character. For example, an enemy might eventually be killed or a character might be able to negotiate a way out of debt. If this is the case, bonus for the character!

On the flip side, a character may pick up one (or several) new Disadvantages as they take parts in hunts. For example a character may gain a powerful enemy, lose an eye or limb, or even become wanted by the law. In this case, the character gains the disadvantage, *but does not gain any skill dice*, it's just bad luck on their part.

Organization and Rank

Advantages and Disadvantages are listed alphabetically in their respective sections. Advantages and Disadvantages are further organized into ranks. These ranks are numbered; higher-numbered ranks are more powerful. They are abbreviated R1, R2, R3, and so on.

Costs at Character Creation

Each rank in an Advantage or Disadvantage is worth one skill die per number. Advantages cost skill dice, while Disadvantages give you skill dice. Thus, a Rank 1 Advantage costs one die, while a Rank 3 Disadvantage gives you three points or dice.

Players may use skill dice received from Disadvantages to get Advantages. Additionally, players may use skill dice that they earn from giving their characters Disadvantages to increase skills (as normal), or to increase attribute dice (at a rate of four skill dice for each attribute die).

A maximum of 5 skill dice worth of Disadvantages is allowed.

Disadvantages

Disadvantages are things that make the characters life harder. There are basically 3 different types: psychological, physical, and social.

Psychological Disadvantages affect the characters personality and behavior. These Disadvantages require the player to role play them. The GM should feel free to penalize the player if he neglects to acknowledge his Disadvantages at the appropriate time.

Physical Disadvantages affect the characters ability to perform physically in some way. There is usually an associated penalty to a Trait or ability with these Disadvantages.

Social Disadvantages affect the way other players and non player characters react to the character.

Creating New Disadvantages

What is presented here is a general list of Disadvantages. Still, no list can hope to be complete. Fortunately, to add a Disadvantage to the list, all you have to do is create the details, and make sure the players and the GM all agree.

Disadvantage List

Alcoholism (R2)

The Character likes his booze...A LOT! When in a location where alcohol is readily available (such as a bar or party) he must make a Willpower roll against a difficulty of 15 or he starts drinking he doesn't stop till he's good and drunk. A drunken character suffers a -2D modifier to all Ability or skill rolls until he sleeps off the effects (8 hours of rest).

Annoying Habit (R1)

This character has a physical habit that annoys and irritates the people around him. It could be chewing tobacco, chewing gum (loudly), chain smoking, picking his nose, flatulence, or anything you can think of that applies. This generally results in a -2 modifier on any Reaction type rolls (and probably drives your friends at the gaming table crazy too!).

Bad Vision (R1) or One Eye (R2)

The character has bad eyes and requires glasses, or has lost one eye to an unfortunate accident. The character wearing glasses has normal vision with them on, but suffers a -1D modifier to any Tests requiring vision/depth perception if they aren't wearing them. The character with one eye always suffers a -1 modifier to such Tests.

Bloodthirsty (R3)

The character always fights to the death (his or his opponents) and never runs from a fight once started. He doesn't feel satisfied until his enemy lies dead at his feet and is willing to die to obtain that result. If this reputation is known, he suffers -1D to Persuasion rolls, but gains a +2D to any Intimidation rolls.

Cautious (R1)

The character never jumps into anything. Every action should be carefully thought out before acting.

Child (R0)

Your character is a pre-teen. While he may be gifted in some areas, this is a debilitating disadvantage for a hunter with little advantage and players should think seriously before choosing this Disadvantage. You have only 12 starting dice for attributes during character creation and no physical attribute can be higher than 3D. In addition, any roll that the Game Master thinks may be affected by such a young age suffers a -2 modifier (such as intimidation). Choosing the Child Disadvantage is mainly a role playing choice and awards no bonus dice.

Clueless (R2)

The character lives in a bubble and is relatively unaware of the world around him. This character suffers a -2 modifier to all Scholar and Notice rolls.

Cowardly (R3)

The character has a yellow streak and only fights or takes chances when they have no other choice. He suffers a -1D to any willpower rolls that require bravery, and must make such willpower roll after taking any damage in a combat situation or immediately flee (if possible).

Curious (R1)

Curious characters just have to know stuff! Often times this stuff may be potentially dangerous. What's in the bottom of the well? What happens if I stick my finger in this hole? Will the drunken biker wake up if I push him off his stool?

Dependents (R1-R3)

The character has someone who is dependent on them in some way. This could be a child, a spouse, an elderly parent, or even another character. The character has obligations to, or feels responsible for, this person that often causes inconvenience. Sometimes the character has to go to extremes to keep this dependent out of danger. The rank of this Disadvantage depends on how frequently the dependant is involved in the story. A mother in another state might be a R1, while a child that is with you all the time is definitely a R3.

Elderly (R3)

The character is an old codger. He's still spry...but not as spry as he used to be. This characters reflex coordination, and physique attributes may never be greater than 3D and suffers a -1 modifier to all skills listed under these attributes.

Enemy (R1-3)

The character has an enemy of some sort. This enemy goes out of his way to make the characters life hard, or perhaps even want so see him dead. The enemy should be a NPC created by the GM, or with his approval, and should show up every so often to cause trouble. It should be very difficult for the character to rid himself of his enemy. The rank of this Disadvantage should reflect how often the enemy shows up, how tough he is, and how deadly his intentions are. A human bookie that stalks your character and tries to collect on old debts, sometimes sending thugs to beat you down might be a R1 Enemy, while a Demon with a host of minions who wants you dead would be a R3 Enemy.

Greedy (R1)

The character wants it all for himself and doesn't like to share. He always wants the largest cut of any treasures found and only spends it on himself. This character will not share his equipment or possessions with anyone and may secretly pocket items or money they find.

Hard of Hearing (R1)

Huh? What? The character is hard of hearing for some reason. He suffers a -1D modifier to any Notice rolls that are based on sound.

Heroic (R2)

The character is chivalrous. He acts like a gentleman and sticks up for the trodden upon. The heroic character always answers the call of those in need even if it puts them in great danger.

Honest (R2)

The character just can't tell a lie, it goes against his moral values. Always telling the truth can get the character in a lot of trouble, especially in the Heretic Hunters line of work!

Hot Temper (R1)

The character can't keep his cool when someone riles him up. Whenever the character is picked upon or insulted he must make a Willpower roll at a 20 difficulty or immediately loose his cool and possibly attack the instigator (no matter who, or how big he is!). The attack should be appropriate to the situation, more often that not a fist brawl.

Illiterate (R3)

The character cannot read at all in any language. He also has severe problems with road maps or diagrams. Needless to say they suffer a -3D to any skills that require being able to read. If the results of a skill roll are dependant on reading (like investigating old newspapers for information) the character simply cannot attempt it at all.

Kleptomaniac (R2)

The character steals impulsively. Sometimes he takes things he doesn't want or need just because it's satisfying to steal. This can usually just be role played, but, if the character sees something particularly shiny he must make a Willpower roll at a 20 difficulty to resist the urge to steal it. This is usually small items requiring a Sleight of Hand roll.

Lame or One Leg (R1)

The character is either crippled or is missing a leg from some past accident (usually replaced with a peg or prosthetic). Either way the characters initial Move is reduced to 7 Yards (21 feet).

Loyal (R1)

The hunter is extremely loyal to his friends, partners, or associates. He will never "stab them in the back" or leave them behind. If this character has to die to help them he will and considers them just as, or more, important than himself.

Obese or Tall (R2)

This character is fat or awkwardly tall. He has a difficult time moving around and often has minor problems in day to day life (such as finding properly fitting clothes, or fitting into tight spaces). The obese character's starting Move is -1. Both obese and tall characters suffer a -1 modifier to Climbing, Contortion, Dodge, Running, and Stamina rolls. The Obese character does, however, gain a +2 to his initial Body Point total.

One Arm (R3)

The character has lost an arm in some unfortunate accident. He can only use weapons and items that require one hand. He also suffers a -1 modifier to any skills that are easier with two arms (Fist-fighting, Swimming, Climbing, catching an object, or playing video games, ect.).

Outsider (R2)

The character is obviously a member of some group that not part of the mainstream, and usually looked down upon in certain places. Examples could be a foreigner from a country that is not particularly friendly with the USA. These characters are likely to encounter all types of minor mistreatments and prejudices while in populated areas. The GM should not allow the character to choose an Outsider Disadvantage unless he is truly going to be an outsider on a fairly regular basis.

Overconfident (R1)

The character thinks that he can accomplish anything (or almost anything anyway). He feels confident that he will be able to overcome any challenge set before him despite the odds (and the fact that he gets his ass kicked a lot!).

Pacifist (R1)

The character doesn't like to fight or kill, and will usually refuse to do so except in the most dire situations. He also refuses to permit any violence that he can stop (such as torture or violent punishment). This is generally reserved for humans and not creatures of the Paranormal.

Phobia (R1)

The character is afraid of something that most people aren't. This could be heights, small enclosed places, spiders, or anything. When encountering these things the character should role play accordingly. If the Game Master feels it is appropriate he may call for a Willpower roll or the character suffers a -2 modifier to any rolls while in the presence of his phobia, or simply runs away.

Poor (R1)

The character starts with 1D in Funds.

Quirk (R1)

The character has some personality quirk that resurfaces from time to time (often at the worst times). It could be any of a number of things such as being stubborn, having a big mouth, being Impulsive, suffering from certain Paranoia or minor delusions, being a smart ass or sarcastic, or just about any personality flaw.

Small (R2)

The character is extremely short or thin. They suffer a -1 to the initial Move and Body Point total. They do, however, gain a +1 bonus when using the dodge skill.

Ugly (R1)

The character is just unattractive and it effects how others perceive them. The character suffers a -2 modifier to any rolls when interacting with people they aren't already friendly with.

Vow (R1)

The character is dedicated to some organization or ideal. He has made a commitment to support this group no matter what. It could be a dedication to a church or religion, a government, a secret society, or any such group (other than hunters). The Game Master should make sure to put the character into situations where this causes some conflict.

Wanted (R1-3)

The character is wanted by the law. This could be by the law for a crime they did or didn't commit. This is a great Disadvantage to pick if it ties into a good background story. As usual, the Game Master should make sure to use this Disadvantage as a tool to cause the character all kinds of hassles. The rank of the Disadvantage should be dependant on how frequent being wanted will cause problems. Being wanted for outstanding speeding tickets or for a crime in a single state might be R1, while being wanted nationally or for a murder charge might be a R3.

Advantages

About Advantages

Advantages are beneficial special abilities the character has either learned or just naturally has. Unlike attributes and skills, Advantages aren't rated in dice. Either you have an Advantage or you don't.

A few Advantages can be taken more than once for additional benefits. These are marked with an asterisk (*) and explained further in the individual Advantage description.

Creating New Advantages

This chapter contains a pretty good list of generic Advantages for your Hunter to choose from. If you have an idea for a new Advantage go ahead and add it to the list, so long as the Game Master and the players all agree it is balanced and fun.

Gaining New Advantages

Can't get all the cool Advantages you want, or don't have the prerequisites yet? Don't worry; as your character gains experience he can spend Character Points to buy new advantages. New advantages are purchased at the same rate as when first creating a character, each Character Point can purchase 1 rank worth of Advantages.

Losing Advantages

Characters rarely loose Advantages, but it can happen. For example, a character can hardly be Ambidextrous if they lose a limb.

Advantage List

Alert (R2)

This character is always on the ball. They pay attention to their surroundings and are always on the lookout for danger. Alert characters add +2 to all initiative rolls. These hunters also gain a +1 to all Notice skill rolls.

Ambidextrous (R2)

The character can use either hand equally as well. If the character also has the Two Weapon Fighting Advantage, they make their attacks at -1 each instead of -2.

Animal Affinity (R1)

This character has a strange empathy with animals. Animals (not to be confused with monstrous beasts) take an instant liking to the character and only attack them if highly trained or forced to protect themselves. This character is able to train animals easier than most people, and often has a loyal animal companion (such as a dog). This character also gets a +2 to any Riding and Animal Handling rolls.

Attractive (R1)

This character is very good looking and receives a +1D whenever making a persuasion roll against a person of the opposite sex.

Connections* (R1-3)

This person knows people in high places or is (or was) a member of an organization that can help them out on occasion. This could be a political friend, someone with a lot of money, or an organization like the police, or a mob boss. The GM should not let the player abuse this Advantage by calling on his connections constantly. The character can use this ability once per rank per game session, or as is appropriate for a particular adventure. Once the character calls on his contact must make a Persuasion roll at +2D to get the help he desires (or at least a decent compromise). This Advantage can be taken multiple times to increase the rank (rank 3 maximum) or to gain another connection (2 connections maximum)

Educated* (R1)

This character has a lot of schooling, does a lot of self research and training, is naturally talented, or just has a lot of life experience. The Educated

Advantage grants an extra 2 skill dice that can be spent buying specialization skills only (6 specialization dice. This Advantage can be taken a second time, but only *after* the character has gone on at least one hunt.

Faith (R3)

A character with the Faith Advantage is particularly religious. The characters faith in God is so great that he finds a special favor when fighting creatures that are an abomination to all that is good and holy. This includes all supernatural entities. This character enjoys a +1 bonus to hit in combat, to damage, and to their passive defense against these creatures. With a holy symbol, access to water, and a few moments of prayer this character can create holy water.

Fast (R1)

This character is particularly light on his feet and has a base Move of 13 yards.

Fast Healer* (R2)

This character has an awesome recovery rate, healing wounds faster than most characters. The character gains +2 from natural healing. If the character takes this Advantage a second time his rate of healing is increased to +1D.

Frenzy (R2)

This character goes a little nutty in melee or unarmed combat. This character can make multiple attacks in battle, but drops his defenses to do so. If he chooses this character can make an additional Fighting attack without suffering a multi action penalty, but suffers a -5 to his passive defense until his next initiative turn.

Hard to Kill (R2)

The character has a +2 to his Damage Resistance Total.

Hit em Hard!* (R2)

This character is a hard hitter or knows where the vital spots of his opponent are. The character gains +1 pip to his Strength Damage score. If taken a second time the bonus is increased to +2 pips. If taken a third time the bonus is +1D and so on. This Advantage can be taken a total of 6 times for a total bonus of +2D.

Lucky* (R1)

This character is one lucky son of a gun! This character starts each game session with 6 Story Points. If taken twice, the lucky character starts each game session with 7 SP.

Marksman (R2)

This character is an expert shot with ranged weapons. The hunter suffers no penalty for shots at long range. The character also gains twice the bonus (+2D) from a round of aiming, up to a total of +4.

Mighty Blow (R2)

This character can choose to take all the finesse out of his Fighting attack and use brute strength to crush his foe. When declaring the mighty blow the character can subtract -1D from his attack roll, and adds +1D to his Damage roll, or subtract -2D from his attack roll and add +2D to his damage roll.

Quick (R1)

When combat starts this character gets an adrenalin rush. He is often the first to react and jump into battle. This character gets a +1D to his Initiative roll.

Quick Draw (R2)

This character practices drawing his weapon in front of the mirror... a lot! He can draw any weapon as a free action. If the character also rolls the highest initiative, he can make an additional free attack the first round without suffering a multi action penalty, but suffers a -1 modifier to any other actions taken that round.

Rapid Reload (R1)

This character realizes the time it takes to reload could be the difference between life and death. He has practiced reloading his weapon, and has placed his clips, batteries, bolts, or whatever in a convenient location. This character reloads any weapons as a free action.

Status (R1)

The characters reputation or perhaps falling into money or marriage has netted him a certain amount of status. He receives a +2 modifier to any Persuasion rolls when dropping names (even if it is his own). The character also has access to certain restricted places, or receives a welcome from the crème de la crème of society. Of course, such status can be a double edged sword if the character desires to travel unnoticed.

Sure Footed (R1)

This character has sea legs. The character with Sure Footed never suffers any penalties from taking actions on a moving surface.

Supernormal Gift (R1-3)

The Supernormal gift is a strange ability that you have. Why you have it and when it works and how powerful and useful it is (its rank) should be worked out with your Game Master. Examples might be infrequent random visions or a sixth sense, the ability to recognize people possessed by demons, or some sort of protection from a specific type of creature.

Trademark Item (R3)

The character has a trademark item, like a muscle car or a pearl handled pistol. They receive a +2 modifier whenever they use this specific item (above and beyond any specialized skill they may have). In addition, they never seem to loose this item, at least not for long. If a car is totaled it gets repaired, if a gun is stolen, the character finds it in a pawn shop the next week.

Two Weapon Fighting *(R3)

This character is trained in fighting with two weapons (the character must choose a specific weapon each time this Advantage is chosen). This character can make up to two attacks per round without suffering a multi action penalty, but both attacks are made at a -2 modifier.

Wealthy* (R1)

The character starts with 4D in Funds (before modifications). If the character takes this Advantage a second time his funds are increased to +5D.

Chapter 3hree
Game Rules

This chapter defines how to play the game, from rolling the dice to using skills. The basic unit of game time, order of play, and what players can have their characters do on a turn are explained. Body Point damage, healing, and dying are covered as well.

The introduction offered an overview of how the game mechanics work, so some of this may look familiar. However, this chapter clarifies a lot of special situations that will undoubtedly come up during play.

Rolling Dice

A die code shows how good a character is in a particular area, how harmful a weapon is, how helpful a modifier is, and so on. Each die code indicates the number of six-sided dice you roll (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an added bonus of "+1" or "+2" (referred to as pips) you add to the total result you roll on the dice.

Bonuses & Penalties
An Advantage, piece of equipment, or situation may provide a bonus to the roll. If the bonus is in the form of a die code (such as +1D), then you add the listed number of regular dice to the amount you would roll. If the bonus is in the form of a number (such as +2), then you add the amount to the total that you rolled on the dice. Likewise, a Disadvantage might incur a negative penalty to the roll (such as -1D or -2).

Good Role playing Modifier
Game Masters should consider rewarding good role playing in certain circumstances with a +1, +2, or +1D bonus. The better the role playing — and the more entertaining the player makes the scenario — the higher the modifier the Game Master should include.

Improving a Roll
The average person fails at average activities nearly half of the time. Characters aren't average people, so they need ways to beat those odds. Thus, they have Story Points, which represent those surges of adrenaline, sudden insights, and other unexplained helpful acts of chance. You can spend Story Points in one of 3 ways.

Extra Dice: When you spend a Story Point to improve an attribute, skill, or damage roll, you get to roll one extra die when you character tries to complete a task. You may choose to spend a SP after you've made a roll (in case you want to improve your result). In addition, if the roll comes up a 6, you can add the 6 and roll the die again and add that as well. Continue doing this as many times as the die results in a roll of 6.

Increasing Damage Resistance: You can spend one or more Story Points to instantly increase your Damage Resistance Total when you are hit in combat. This effectively means you are negating damage that your character would otherwise take to his Body Points. Each SP you spend increases the DRT by +2D.

Game Master Hint: Finally, you can spend a Story Point to ask the Game Master for a hint when you are in a particularly tricky situation and stumped. Be aware that the hint may be elusive, and not give you all the information you want, it is simply to get you moving again when you don't know what to do.

Alternate Dice Rolling Option
Some Game Masters prefer rolling fewer dice. This chart provides a way of reducing the amount of dice needed to 5D. Simply roll five dice add the results, and then add the die code's pips and a bonus number from the following chart. To determine the bonus number, find the die code (ignoring the pips) of the original attribute, skill, weapon, or other value in the "Die Code" column.

Then read across to the "Bonus Number" column to get the bonus number.

Die Code	Bonus Number
6D	+4
7D	+7
8D	+11
9D	+14
10D	+18

Game Time

Generally, time in a role playing game doesn't matter too much. A character may spend several hours searching a library, though only a minute passes as far as the players and Game Master are concerned. To keep the story line moving, sometimes it's necessary to skip the tedious parts.

The Round

More intense scenes require more detail. In these cases, time slows to units of five seconds called rounds. Each character may take one action in the round with no penalty. Additional actions increase the difficulty of performing each task; this concept is dealt with later, in the "Multi-action Penalty" section. Once a round ends, the next one begins, continuing until the scene ends (with the task completed, the opponent subdued, and so on).

Since all characters in a scene are making actions in the same five second round, the actual length of game time taken up by an action is usually less than five seconds. This is obviously the case when a single character is performing multiple actions, but it is also true when one character reacts to what another character is doing. Actions in rounds are not exactly simultaneous.

Initiative

Once rounds have been declared and depending on the situation, the Game Master calls for an "initiative roll" to determine in what order everyone goes. Determining initiative does not count as an action.

The characters involved to make Perception rolls to generate initiative totals. The Game Master makes one Perception roll for each character or group of characters he controls, depending on the number and how important each character is to the adventure.

The character with the highest roll takes her action first. The character with the second highest roll then takes his action, and so on. After the last character performs her action, the round ends and a new one begins using the same initiative order. Characters may use SP to alter the roll, just like any other attribute roll. Ties act simultaneously.

Performing Actions in Rounds

A character does not need to declare what she intends to do until her turn comes up in the round. Once the character decides to take her turn, she may use as many actions as she wants, but her player must decide on the total number of actions that the character wishes to take in that round, which is used to figure the multi-action penalty (see the next section for details). The character does not need to declare when determining the number of actions what she intends to do with all of them.

Note that waiting (or "holding your action") counts as an action (once per each time the character wishes to wait). The character may take no additional actions once the multi-action penalty is figured. Any actions calculated into the multi-action penalty but that the character did not use by the end of the round are lost.

A character may take a few actions, wait, take a few more, wait again, and so on, as long as the player has declared a sufficient number of actions in which to do everything she wants her character to do (including waiting).

A character may only interrupt another character's action if she has waited and after that character has made the skill roll and spent any Story Points but before the Game Master declares the result.

Multi-action Penalty

Characters may attempt to perform several tasks in a single round, or, if the action takes longer than one round to complete, in the same minimum time period. The more they try to do, however, the less care and concentration they can apply to each action. It becomes more difficult to succeed at all of the tasks. Thus, for most characters, for each action taken beyond the first, the player must subtract 1D from all skill or attribute rolls (but not damage or initiative rolls). Thus, trying to do four actions in one round gives the character a -3D modifier to each roll.

Only equipment and weapons suited for quick multiple actions may be used several times (up to the limit of their capabilities) in a round. Some examples include semi-automatic guns or items with little or no reload time, like hands or small melee weapons.

A character may not use any skill or attribute reduced to zero as a result of a multi-action penalty.

Actions that Take Time

Each entry on this non-exhaustive list is a sample of one action taking no more than five seconds to perform. The Game Master may decide that certain types of actions offer a bonus or special effect and, thus, have requirements to perform. The suggested skill to use with each action is included at the end of the task's description.

Bash, Slash, Kick, or Punch: Hit an opponent with a weapon or unarmed. (Fighting)

Catch: Stop the movement of a thrown or dropped object or person. (The catcher must act later in the round than the person doing the throwing or dropping.) (Throwing)

Choke or Grab: Grab a person's neck or other body part and gripping tightly. (Fighting)

Communicate: Relay plans or exchange complex ideas and information with other characters (more than a few words or one sentence). (An interaction skill or only role playing)

Disarm: Remove an object from an opponent's hand. This action is treated as a called shot. (Fighting, Shooting, Throwing)

Dodge: Actively evade an attack. (Dodge)

Entangle: Throw an entangling weapon at an opponent. (Throwing)

Escape: Break a hold. (Lifting)

Leap: Jump over an opponent or onto a table or any other such maneuver. (Athletics)

Move: Maneuver 51% of the character's Move or more around the area. The Game Master should call only for a roll if the terrain is challenging or the maneuvering complex. During some rounds, the Game Master may decide that existing factors dictate all movement, regardless of length, require an action. (Running, Swimming)

Parry: Block an opponent's blow. (Fighting)

Push: Forcibly move an opponent. (Physique)

Ready a Weapon: Draw or reload a gun or bow, unsheathe a knife, and similar actions. This generally does not require a skill roll, but the Game Master may chose to require one related to the weapon in question for particularly stressful situations.

Run Away: Flee from the scene. (Running)

Shoot: Fire a missile or projectile weapon. (Shooting)

Switch a Weapon or Equipment's Setting: Although rare, some weapons and equipment have more than one damage or effect setting. It takes an action to change the setting. This generally does not require a skill roll, but the Game Master may chose to require one related to the item in question for particularly stressful situations.

Tackle: Bodily overcome an opponent. Once tackled, the opponent can do no other physical actions other than speak or attempt to break the attacker's grip. (Physique)

Throw a Weapon or Object: Toss something at an opponent. (Throwing)

Use a Skill or Ability: Perform a quick action related to a skill the character wants to use. Some skills take longer than one action or one round to perform, so trying to do them in five

seconds often incurs a penalty (or else the skill simply takes multiple rounds).

Vehicle Maneuver: Perform a stunt in a moving vehicle. (Driving)

Waiting: Watch for a better opportunity to perform an action. This does not require a skill roll, but it does take concentration.

Free Actions

Free actions are anything a character can automatically perform except under the most extreme conditions. They don't require a skill roll or much effort. If the Game Master thinks a task requires concentration (and has a possibility of failure, thus requiring a skill roll), it's not a free action.

Examples of free actions
- Speaking a few words to someone nearby.
- A quick glance around a room (and possibly a roll of Perception).
- Moving 50% or less of the character's Move.
- Determining initiative

Using Skills

At those times when there's a chance that a character may fail at an action, that character must make a skill check. The player decides what he wants his character to do and which skill is best for accomplishing the task (sometimes with the help of the Game Master). The Game Master determines a suitable difficulty number, which the player must meet or beat by rolling the number of dice in the skill and adding the results.

Preparing

A character willing to spend twice as much time to complete a task receives a +1D bonus for the

die roll for every doubling of time, up to a maximum bonus of +3D. However, the character can do nothing else or be otherwise distracted (such as getting shot at) during this time.

Rushing

A character can also attempt to perform an action that normally requires two or more rounds (10 seconds or more) in half the time it normally takes. This incurs a -1D penalty for simple tasks (10 seconds) or -2D for more complex ones.

Of course, not every task can be rushed. If in doubt, the Game Master should ask the player to justify how the character can speed up the task.

Choosing Difficulties

There are two possibilities for assigning difficulties to a specific action: a difficulty number or an opposed roll.

Standard Difficulties

A standard difficulty is a number that the Game Master assigns to an action based on how challenging the Game Master thinks it is for the average person to accomplish.

Existing conditions can change the difficulty of an action. For instance, climbing a crumbling brick wall might be a moderate task, but climbing the same wall while someone is shooting at you might call for a difficult roll.

The Game Master should take into account all things when deciding on the final difficulty, but don't over think it. When in doubt simply pick a number and get on with the game.

Do not modify the Difficulty once you have chosen it. The characters rolls may be modified, however if they do things to make the task simpler or harder, such as using a grappling hook to scale that wall mentioned above.

Description	Difficulty
Automatic	0
Very Easy	5
Easy	10
Moderate	15
Difficult	20
Very Difficult	25
Heroic	30
Impossible	-

Automatic (0): Almost anyone can perform this action; there is no need to roll. (This is included here for simply for reference purposes.)

Very Easy (5): Nearly everyone can accomplish this task. Typically, only tasks with such a low difficulty that are crucial to the scenario are rolled.

Easy (10): Although characters usually have no difficulty with these tasks, an untrained character may find them challenging.

Moderate (15): There is a fair chance that the average character will fail at this type of task. Tasks of this type require skill, effort, and concentration.

Difficult (20): Those with little experience in the task must have a lot of luck to accomplish these actions.

Very Difficult (25): The average character only rarely succeeds at these kinds of task. Only the most talented regularly succeed.

Heroic (30), Legendary (35+ or more): These kinds of tasks are nearly impossible, though there's still that chance that lucky average or highly experienced characters can accomplish them.

Impossible: These tasks just aren't possible. Jumping across a 50 ft. chasm just isn't going to happen.

Opposed Difficulties

An opposed difficulty (also called an opposed roll) applies when one character resists another character's action. In this case, both characters generate skill totals and compare them. The character with the higher value wins, and ties go to the initiator of the action.

In an opposed task, since both characters are actively doing something, both the initiator and the resisting character use up actions. This means that the resisting character can only participate in an opposed task either if he waited for the initiating character to make a move or if he was actively preparing for the attempt. Otherwise, the Game Master may allow a reaction roll of the appropriate skill as a free action in some circumstances.

Determining Success

If the total rolled on the dice is equal to or greater than the difficulty, the attempt was a success. Ties for opposed actions are simply re-rolled. The description of the ability, challenge, or activity explains the results.

Result points refer to the difference between the skill roll and the difficulty. The Game Master can use the result points to decide how well the character completed the task if he feels compelled to.

Minimal (0): The total was just barely enough. The character hardly succeeded at all, and only the most minimal effects apply. If "minimal effects" are not an option, then maybe the action took longer than normal to succeed.

Solid (1–4): The action was performed completely, but without frills.

Good (5–8): The results were better than necessary and there may be added benefits.

Superior (9–12): There are almost certainly additional benefits to doing an action this well. The character performed the action better, faster, or more adeptly than expected.

Spectacular (13–16): The character performed the action deftly and expertly. Observers would notice the ease or grace with which the action was performed (if applicable).

Incredible (16 or more): The character performed the skill with such dazzling quality that, if appropriate to the task, it could become the subject of conversation for some time — it's at least worth writing home about. Game Masters should dole out some significant bonuses for getting this large of a roll.

Second Chances

As characters tackle obstacles, they'll find ones that they can't overcome initially. Game Masters must rely on their judgment to decide whether and when a character may try an action again. For some actions, such as Shooting or Running, the character may try the action again the next turn, even if she failed. For other actions, such as Repair or Intimidation, failing the roll should have serious consequences, depending on how bad the failure was. A small difference between the difficulty number and the success total means the character may try again next round at a higher difficulty. A large difference means that the character has made the situation significantly worse. She will need to spend more time thinking through the problem or find someone or something to assist her in her endeavor. A large difference could mean that the character has created a disaster and can't try that specific task for a long time — perhaps ever. This is especially true with locks and computer programs.

Movement

The rules in this section are simply guidelines for how to handle movement. It's important not to get bogged down in the specifics and bring your dramatic game to a screeching halt while you do math and calculate difficulties. Only have characters make Running, Swimming, Driving, or any other movement skill rolls when it is dramatically appropriate or the results are going to have an impact on the story. Even then, when in doubt remember...pick a difficulty number and get on with the game!

Running

A character can run up to 4 times his Move score in a round if they like. To run twice as fast requires a difficulty 5 Running roll, to run 3 times as fast requires a difficulty 10 roll, and to run 4 times as fast requires a difficulty 20 roll. A character who fails his running roll covers only his Move or may even trip if the roll is pathetic.

Swimming

A hero's swimming Move equals half his normal Move (rounded up). A swimming roll will only be called for in trying situations. Failing a roll may result in drowning if the situation warrants it. Without preparation, a character may hold his breath for a number of seconds equal to 5 times

a roll of his Stamina. The maximum any character can hold his breath with preparation is a roll of his stamina in minutes, though this requires having the stamina skill.

Climbing

Characters that have the Athletics skill can move up a surface at their normal Move (barring adverse environmental factors) if they are successful in their climb attempt (beat the difficulty assigned by the Game Master). If the character wants to move faster simply use the same procedure for "running" described above.

Jumping

A character's total leaping distance (vertically and horizontally) from a standing position equals one-quarter of his Move in yards (rounded up). The base difficulty for an Athletics roll is 5 to move this distance, and +5 for each additional two yards (vertically and horizontally) the character hopes to cover. If there is enough room, the character may try running before jumping. The character may add +2D to his skill with a running start.

Free Moves

A character may move up to 50% of his base movement rate without this counting as an action. Thus, a character with a base Move of 10 could move five yards on land or 2.5 yards in the water with no action penalty.

Movement Per Round

Characters may perform only one movement action of each type per round. The speed at which characters may travel is limited to 4 times the Move rate for each type of movement.

Fatigue

Most characters cannot move rapidly for long periods of time. Make a Stamina roll and total it up to determine the number of minutes the character can keep the action up. Any additional fast movement beyond that predetermined length requires a Stamina roll at a difficulty of 10. Increase the difficulty by +5 every 5 minutes, or so, of additional effort.

Vehicles

For the most part, vehicles in Preternatural are simply used for getting characters from one place to another. On occasion a chase may happen, and maybe weapons will be fired from vehicles. The Game Master should use his common sense to call for Driving rolls when tricky stunts are attempted, when characters attempt to lose a vehicle that is tailing them, to win a race, or any other vehicle maneuvers. Failures at these rolls may cause crashes and damage to the vehicle or the characters inside (or both).

Body Point Damage

Combat is the most common form of damage and such damage is covered in the next chapter. This section deals with other forms of damage, the results of taking damage and healing.

Below is a small selection of various harmful things that players may encounter during their adventures to give the Game Master a starting point. Generally, no "attack roll" is necessary for any of the following to affect a character, though a such roll would be required if a person could somehow attack with it (such as fighting with a torch). The Game Master determines what, if any, benefit armor and similar protection provides.

Except falling, all damage is done per round of close contact. The Game Master may decide that certain types in certain situations also affect characters at a distance.

Type Damage
- Cold (extreme) 1D
- Cyanide (fatal dose) 8D+2
- Electricity (standard wall outlet) 1D
- Electricity (major power line) 9D
- Falling 1D per 3 yards
- Fire (torch-size) 1D
- Hydrochloric acid 2D+1

Unconsciousness and Death

If the character's Body Points reach zero he is still gravely injured and falls unconscious. The character instantly makes a Physique roll at a difficulty of 5. If he fails he is dead, if he makes the roll he is still hanging on. Add +5 to the difficulty every round until the character fails and dies, or is stabilized (a Medicine skill roll at a difficulty 10 to keep the character alive, but still at zero BP).

| Natural Healing = Physique (+/-1D) Per Day |
| Medicine Skill = Skill + 1D for Medical Kit |

Healing

There are two ways that characters can regain their health, naturally or through the use of medical assistance. Characters may never get back more than their maximum number of Body Points.

Natural Healing

The body heals naturally during the course of the day. The more rest characters get, the faster their wounds heal. Using the "Body Points Healing" chart, the character rolls her Physique plus a modifier based on how much rest she's had that day (roll in the morning). A character gets a modifier of +1D on each full day of rest (sleeping, reading, or other sedentary activities). If she is involved in light activity, such as walking or singing, the modifier is zero. However, if most of the day is spent fighting and running, the modifier is -1D. The character receives the Body Points back at the beginning of the next day.

Medicine Skill

Characters can heal others or themselves with some basic field procedures for treating wounds. Such attempts don't require a medical kit. Simply roll the Medicine skill to help an injured comrade, and find the results on the "Body Points Healing" chart. A successful roll heals the character the listed amount. A character using a medical kit may add a +1D bonus to the roll.

Only one attempt to use the Medicine skill can be attempted per character injured and must be administered immediately after damage is taken.

Body Points Healing

Difficulty Rolled	BP Recovered
>5	0
5+	1D
10+	2D
15+	3D
20+	4D
25+	5D
30+	6D

Chapter Four
Combat

This chapter provides an extended description of one of the most rules-intensive aspects of role playing: combat!

When resolving a situation calls for force, time becomes broken into rounds, which were discussed in the last chapter. Within these rounds, three steps occur:

Step 1: Generating Initiative
Step 2: Attacking and Defending
Step 3: Determining Damage
Step 4: Repeating the steps, if necessary.

Step 1: Generating Initiative

As discussed in the "Game Rules" chapter, determine initiative based on the first significant action or on initiative rolls. Then go on to Step 2.

Surprise
A hero who surprises her opponent may either act first in the round (if initiative hasn't already been determined) or gain a +1D or more to her action. Attacks from behind, an ambush, or unexpected sources (such as a companion) make up the most common sources of surprise.

Step 2: Attacking and Defending

This is where the interesting stuff happens. The person whose turn it is gets to decide what type of action her character is going to do. Once she chooses, she makes a skill roll.

Note that a character need not attempt to engage in combat, but this chapter only discusses what to do if the player decides to attack, defend, or (typically with a multi-action penalty), do both.

Base Combat Difficulty
The base difficulty to attack someone is 10 (called the target's Passive Defense value) or the target's Active Defense value.

Active Defense
The target character can opt to use an "Active Defense," which affects all attacks that occur *after* the defender's turn in the current round but *before* the defender's turn the next round. Active Defenses are defensive maneuvers that the target consciously exercises, such as dodging (Dodge), blocking, or parrying (both Fighting). Each defense counts as an action.

A character may make an Active Defenses only when his turn comes up in the initiative line, but the total for the roll is effective for all relevant attacks made against the character that occur after the character's current turn but before his turn in the next round.

Remember: if a character acts later in a round than the character attempting to hit him, he cannot take his turn sooner and use an Active Defense to replace the Passive Defense value — his reactions just weren't fast enough.

If the roll is lower than the passive defense value, the character has succeeded in making himself easier to hit — by miscalculating where the attack would be placed and actually getting in its way.

Dodge: The character attempts to anticipate the final location of an attack from any source and be in another place when it comes. This is done by rolling the Dodge skill.

Block/Parry: The character attempts to stop his opponent's attack by intercepting it and either stopping it with a block or deflecting it with a parry. The character may roll his Fighting skill to block it. If the character uses a sharp weapon (sword or dagger, for example) to parry an unarmed blow and is successful at the block, the attacker takes damage from the weapon. However, do not add the defender's Physique to the listed weapon damage score when determining injuries inflicted this way.

Full Defense

A character who foregoes all of his actions for a round to completely protect himself from attacks makes a full defense. The total rolled by the skill +10 takes the place of the base combat difficulty from the time the character makes the full defense on her turn to her turn in the next round.

Combat Difficulty Modifiers

Here are a few of the most frequently used modifiers to the combat difficulty.

Range: The effectiveness of a ranged weapon depends on how far away the target is. There are two ranges, Short and Long. Short range is everything from point blank to about 50 feet away. There is no penalty at this range. Anything further away (but within a reasonable distance) is considered long range, and the shooter must subtract -1D from his roll to hit.

Cover: When a target is protected by something — poor lighting, smoke, fog, a table — it makes her harder to hit. This is represented by a cover modifier, which is subtracted from the characters roll. Usually a -1D for light cover and a -2D for heavy cover is appropriate.

Aiming: Aiming involves careful tracking of the target. Characters may perform it against moving targets, but they cannot themselves do anything else in the round in which they aim. Each consecutive round of uninterrupted aiming adds +1D to the character's Shooting or Throwing skill, up to a maximum bonus of +3D.

Determining Success

Once the combat difficulty has been determined, the attacker rolls the die code in his character's combat skill and compares the total to the combat difficulty. If it equals or exceeds the combat difficulty, the attack hit, probably doing damage or having another effect that the attacker intended. If it was less than the combat difficulty, then the attack missed.

Step 3: Determining Damage

If a character successfully hits his target, he may have done damage to it. To determine the amount of injury caused, roll the damage die code for the weapon, Some weapons list their score as a die code with a plus sign ("+") in front of it; in this case, add the damage die code to the attacker's

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Passive Defense = 10

Active Defense = Doge or Fighting

Full Defense = Doge or Fighting +10

Long Range = -1D

Light Cover = -1D

Heavy Cover = -2D

Aiming = +1D per round/max +3D

Damage to BP = DT – DRT

Strength Damage die code, add modifiers, and roll. This is the Damage Total.

Once the player or Game Master has her character's Damage Resistance Total (see the next passage), subtract the attacker's Damage Total from the target's DRT. If the Damage Resistance Total is greater than or equal to the damage total, the defender incurs no injuries (beyond an annoying bruise, a shallow scrape, a light burn, or dinged protective gear). If the DT is greater than the DRT then the difference is subtracted from the characters Body Points.

Damage Resistance Total (DRT)

The Damage Resistance Total equals a roll of the target character's die codes from armor. A player may improve his character's resistance total by spending Story Points for 2D of damage resistance for each SP spent.

If the character has no armor and spends no SP then the character has a damage resistance total of zero, and the player makes no roll.

Non-Lethal Damage

Fists, clubs, pistol butts and the like can do non-lethal damage to human opponents, This is useful if the hunters want to take someone alive, or want to incapacitate an innocent. After the Damage Total is determined but before applying it, subtract a roll of the target's Stamina from the damage total. If the victim suffers at least one point of damage, that character goes unconscious for a number of minutes equal to the

difference between the resistance total and the original damage total.

Unconsciousness and Death

If the character's Body Points reaches zero (there are no negative numbers) he is still gravely injured and falls unconscious. The character instantly makes a Physique roll at a difficulty of 5. If he fails he is dead, if he makes the roll he is still hanging on. Add +5 to the difficulty every round until the character fails and dies, or is stabilized (a Medicine skill roll at a difficulty 10 to keep the character alive, but still at zero BP until actual healing is obtained by further use of the Medicine skill or natural healing).

Step 4: Repeat

If the fight isn't finished after one round, then return to Step 1 in the "Combat" chapter and do it all over again. Repeat these steps until the fight is resolved in favor of one side or the other.

Combat Options

Combat is not generally a major factor in a game of Preternatural. Combats are generally quick, personal, and decisive. However, players sometimes want their characters to do some pretty fancy maneuvers during combat. This section offers guidance with several common ones that might pop up in an adventure. Game Masters will have to use their good judgment to come up with modifiers to rolls or difficulties for others. Remember, pick a number and keep the game moving!

Shooting Options

Preternatural isn't a game about warfare, most fighting is secretive and on a very small personal scale. Still, your players may get their hands on some assault weapons and insist on using them. Keep in mind, this type of action is very likely to bring the authorities down on their ass quick-fast.

Full Auto: This attack is only possible with weapons that can fire at fully automatic settings (such as assault rifles, submachine guns, and machine guns). Since the character is taking quite a bit of time to "hold down the trigger" and pump ammo into the air, the extra "to hit" and "damage" bonuses are somewhat compensated for by the modifier to the character's defensive value during the round he is performing a full auto attack. (-2D to the attack roll, +2D to the damage)

Single Fire as Multi: The character fires a weapon (such as a pistol) several times in a round at the same target. Characters may use this option only when a weapon automatically reloads itself after firing a single shot or when it is fairly easy to ready it for firing again (such as a .45 automatic, which puts a new cartridge in the slide as soon as the first one clears the barrel). It increases the character's chance to hit a target, as well as the damage. It does not count as a multi-action as long as the shot is taken at the same target. One target, one die roll, one damage total. (-1D to the attack roll, +1D to damage)

Sweep (Ranged): The character wants to "spray an area" with ammo. Only characters with weapons that go full auto, burst, or single fire as multi (in general, just about any automatic weapon) can perform this maneuver. The gun uses the amount of ammunition needed by whichever setting is used. They gain a positive modifier to hit (because of the sheer volume of ammo), but this "non-targeted" attack results in a lower damage total. (-2D to the attack roll, -3D to damage)

Fighting Options

Using the Fighting skill in armed and unarmed combat assumes that the characters are already doing all kinds of fancy and dramatic punching, kicking, spins, lunges, twists, and throws when they attack. The roll and damage results are just the game mechanics for the end result of the exchange. Still, some players may want to try specific or difficult moves for added effect. Here is a list of some.

Ganging Up: When a group teams up on a single opponent in melee combat they receive a cumulative +2 to their attack roll for each additional attacker beyond the first (up to a maximum of +6).

Knockdown/Push/Trip: The attacker makes a move to causes his target to stumble instead of taking damage. The attacker must first make a successful attack roll, then the opponent must make an opposed Reflex roll (vs. the attack roll just rolled) or fall down, losing their action this turn and must also spend one action to stand up again on their next turn. If the initiator fails the initial attack roll, they suffer a -1D to their passive or active defense until their next turn, since their failed maneuver exposed them to their opponent.

Grab: The attacker physically grasps a target at a -1D to their attack roll. The initial attack is simply for the grab itself, the effects of the grab don't take place until the next round. What effect this has on the target depends on the type of grab (the ones listed below are choke, hold, slam/throw). Opponents who are successfully grabbed must make an opposed Physique roll to break free.

Choke: Ropes and hands can cut off the target's source of air. Damage equals the character's Strength Damage on the first round +1D per additional round the choke is maintained.

Hold: The character has its opponent effectively immobilized. Until the hold is broken the opponent cannot do any other physical actions (although they can do mental ones, such as psionics, if they have them). The character may move up to one half his Move score while maintaining the hold if he likes, but this counts as an action.

Slam/Throw: The character grabs or picks up his opponent and hurls him into the ground, a wall, a bus, or another obstacle. Lifting the opponent counts as an action (using the lifting skill), as does slamming or throwing the target (which uses the throwing skill). The character must be strong enough to pick his opponent up to use this maneuver.

Once slammed into an object, the target takes the damage score of the object (usually determined by its Toughness, but the Game Master may adjust this) plus the attacker's Strength Damage. The object being slammed into takes the Strength Damage of the opponent.

Miscellaneous Combat Options

Here are some more common things that might come up in combat.

Called Shot: The character chooses a specific target, like a gun in a thug's hand, and aims for that. This is represented by a called-shot modifier, which is added to the combat difficulty. On a successful attack the vital area is hit for additional damage or dramatic effect (like knocking a weapon out of an opponent's hand). The exact result depends on the situation and the player's intent. (-2D to the attack roll, +1D to damage or dramatic effect).

Entangle: A hero throws an entangling weapon at her opponent. On a successful Fighting or Throwing roll (as appropriate), the end of the weapon wraps itself around the target. Unless the weapon is spiked, electrified, or enhanced in some other way, it does no damage, but it prevents the target from doing any action except for trying to break free. The target may escape by snapping the bonds or slipping free, each of which counts as an action. To break the weapon, he must make a Physique roll that meets or beats the damage total of the weapon. To slip free, he needs to roll a Reflexes total equal to or higher than the weapon's damage total.

Multiple Weapons: Weapons that characters can use with one hand and in either hand, such as knives or most guns, may be employed at the same time in the same round. The character incurs a multi-action penalty.

Chapter Sive
Equipment

This chapter gives game mechanics for some common hunter equipment, including gear, armor, and weapons, plus how to purchase them.

Where is Item "X"?

Most of the equipment included here is of the personal variety, things a hunter carries around, stores in a mobile location, or keeps at a modest base. These are things directly related to the hunting occupation.

Mundane items like a duffle bag or a cigarette lighter aren't included in this chapter, if it is reasonable for the character to have (the GM approves) and the player thought to write it on the character sheet he can simply have it. Large or expensive items like boats, cars, houses, ect. are left to the Game Master to assign as story elements.

You will also not find a lot of "standard" items you find in most modern RPGs. Things like military weapons, explosives, and fancy spy-gear. While it is certainly possible for your character to obtain and use these things, it goes against the tone and feel of the TV show. Hunters are generally more subtle, as are their tools of the trade.

Hunting Doesn't Pay Well!

Most hunters are just pain broke. They spend most of their time hunting...and that job doesn't pay jack-shit! In fact, a character's Funds score represents illegal gains more often than not, but most hunters believe that this is a necessary evil when compared to the number of people they save.

Purchasing Equipment

Each piece of equipment has a price difficulty associated with it that expresses how challenging it is for a character to obtain that item on the spot. The player rolls the Funds attribute against the listed purchase difficulty, adjusted by the

Game Master for the circumstances around obtaining the item (such as seller's stock, item quality, general item availability, and so on). If the Funds total equals or exceeds the price difficulty, the character gets the item.

Automatic Purchases

You can assume the characters always have enough pocket cash for reasonably small purchases like a meal at the local dinner, the local newspaper, and a tank full of gas.

Don't bother to roll for such insignificant things (unless the character tries to buy a ton of these cheep items). Just assume the character can obtain these items if there is an appropriate store available. If there are any notable game effects an item grants, the Game Master will need to determine them.

Failing the Funds Roll

Failing a Funds roll indicates that the character didn't have the money for some reason (maxing out a credit card, forgetting to transfer money to the correct account, leaving the wallet at home, etc.).The character may not try to obtain that item again this game session.

Hunter Gear Notes

Below is a list of some particular gear that hunters find useful along with some game mechanic notes or details and their purchase difficulty that represents cost and availability (in parenthesis). Note that some of these items are pretty bizarre and you will have to find a hoodoo witch doctor or psychic priest or something to sell them to you.

Amulet of Protection: A pendant on a thick leather cord that makes the wearer immune to possession by Demons.

Binoculars: +1D bonus to sight-based rolls for viewing objects beyond two yards in the daylight only. (10)

Cell Phone: For keeping in touch. Clever hunters can use the GPS to track where the cell phone is when their companions go missing. (15)

Chalk: Chalk is carried to draw symbols for use in incantations and protection. (5)

Crowbar: +1D bonus to prying attempts, or does Strength Damage +2 in damage with bashing attacks. (5)

Dead Mans Blood: Used as a poison for vampires, who must make a Stamina roll (difficulty 15) or become incapacitated for 2d6 rounds from each dose administered (usually a blade is dipped in the blood). (25)

Devils Shoestring: A plant used for holding Hellhounds at bay for 1d6 rounds (good luck!). (20)

Digital Camera/Camcorder: Sometimes images can be seen on digital cameras and camcorders that cannot be seen by the naked eye. (20/25)

Disguise: Hunters will find themselves needing disguises on more than one occasion. A descent suit or mechanic jumpsuit is the best bet. (20)

Duct Tape: Come on, what can't you use this for? (5)

EMF Meter: Electromagnetic Field Meter. Used to the rate of change of a magnetic field, and EMF reader is regularly used by ghost hunters as any kind of paranormal activity shows up as a high level of activity on the meter. (25)

Field Rations: The only thing better than constantly eating microwave burritos is a good old military MRE (Meals Ready to Eat), or even better yet, good old C-rations. Still, they are handy when you have to hit the back trails for a few days. This is a case (12 meals) of the stuff. (20)

First-aid Kit: A small kit adds a +1 bonus to 10 Medicine skill attempts before being used up. (5)

Flashlight: A large flashlights allows characters to see in a cone-shaped area up to five yards from the user (seeing and fighting the supernatural in the dark is hard!). Batteries are considered an automatic purchase. (5)

Goofer Dust: Goofer dust, which is made from a combination of various ingredients, including graveyard dirt, sulphur powder, salt, powdered bones, rattlesnake skin and powdered herbs, is used to keep the Hell Hounds at bay for 2d6 rounds. (20)

Handcuffs: Requires the key or a lockpicking roll (difficulty 15) to remove. Key comes with purchase of handcuffs. (10)

Holy Symbol: Any form of Christian symbol can be used to create holy water when employed by a person with the Faith Advantage. (5)

Holy Water: Water that has been blessed by a priest (or a hunter with the Faith Advantage) is said to have special properties, one of which is that it burns like acid when it touches a demon (a Throwing attack roll). This is a very quick way of identifying whether someone has been possessed by a demon, although some demons can be powerful enough that the Holy Water doesn't affect them. ("Free" at a church)

Infrared Thermal Scanner: Can be used to search for any hot or cold in the area. Ghosts and spirits tend to change the temperature of the area they are haunting, allowing for them to be identified using a thermal scanner. (25)

Iron Spikes & Piton: +1D bonus to climbing attempts; must be used with a rope. Each spike can inflict Strength Damage +1. (15)

Lantern: Not as handy as a flashlight, but it provides a lot more light in a bigger area. A lantern lights up in a 10 yard radius. (5)

Laptop: Your typical laptop computer with a wireless internet connection. The user may have to make a Tech roll (difficulty 15) to break into a secure connection if there isn't an unsecured one available. (25)

Lockpicking Tools: +1D bonus to Lockpicking attempts only if the user has dice in the Lockpicking skill. (15)

Palo Santo: Holy wood from Peru, the Palo Santo is toxic to demons, in the same way that Holy Water is (see above). When sharpened into a stake it can be used as a melee weapon with the same results as Holy Water on a successful hit. (25)

Rifle Scope: Attaches to a rifle and allows the user to magnify the target, thus increasing the accuracy of long range shots and giving the shooter a +1 bonus to his Shooting roll. (15)

Rock Salt: Rock Salt in shotgun shells can be used as a weapon to hold back ghosts and spirits. When a ghost is hit and is "killed" from rock salt attacks it looses its manifestation, and cannot reappear for 1D rounds to 24 hours (or more as determined by the spirits power). (5)

Rope, Hemp: 10 yards (30 feet) of heavy duty rope. Handy, but heavy and bulky to carry around. Best to keep it in the trunk of the car. (5)

Salt: Salt is also used as a barrier. Poured around windows and doors, it can prevent a spirit or demon

from entering a room. It can also be used to create protective circles or devils traps. (5)

Shovel: Does Strength Damage +2 in damage with bashing attacks. (10)

Tool Kits: Contains tool (and possibly parts or storage containers) necessary for accomplishing basic related tasks. Adds 1D to relevant skill attempts only if the user has the appropriate skill (usually repair or tech, but investigation in the case of an evidence or archaeologist's kit, disguise in the case of a disguise kit, or certain applications of artist or forgery with the artist supplies). (15)

Protective Gear

In all honesty hunters rarely wear any protective gear. The following is provided in the off chance that the PCs don a bulletproof vest or for law enforcement NPCs.

Type	Armor Value	Price
Bulletproof Vest	+3D	15
Flak Jacket	+3D+1	15
Light Kevlar	+2D+1	20
Heavy Kevlar	+3D	20

Weapons

The weapons list is fairly brief and general. For the most part, the exact make and model of a weapon are insignificant. Feel free to choose your favorite weapon for your character and use the corresponding category for its game statistics. The terminology for weapons is explained below.

Damage: Damage is the amount of harm a weapon does per single shot. Melee, thrown, and those missile weapons relying a person's strength to determine their power are enhanced by the character's Strength Damage. Weapons affected by strength have a "+" in front of their damage die code.

Range: This factor takes into account that the weapon is less effective the farther it is from the target. The values given are the maximums, in yards, for Short and Long ranges. For generated values (of some thrown weapons), roll the character's Physique. The modifier after "PHYS" indicates the number to take from or add onto the total. These totals, in yards, determines the ranges the character can throw the item.

Ammunition: The number of bullets or projectiles that the weapon holds. This is only included in firearms entries. It takes an action to reload a

weapon. Note that muscle powered missile weapons (such as bows and throwing knives) must be reloaded with every use (a multi-action penalty applies).

Improvised Weapons

When a character's up against something ugly and angry and his favorite gun is back at his hideout, he grabs whatever he can to get the job done.

That means that Game Masters aren't always going to find established game mechanics for what their players want to use as weapons. When this happens, the best way to handle the situation is use the mechanics of something similar. Most items either serve as a dagger (such as a broken bottle) or a club (such as a table leg). Then modify the damage based on how sharp or heavy the improvised weapon is to the comparison weapon.

Improvised weapons incur a -2 penalty to the users attack roll (usually Throwing or Fighting).

Melee Weapon	Damage	Price
Axe (large)	+3D	10
Club	+1D+1	5
Hatchet	+1D+2	5
Knife	+1D	5
Sword/Machete	+2D+1	10

Missile/Thrown	Damage	Short	Long	Price
Rock	+1	Phys-2	Phys	-
Knife	+1D	10	15	10
Bow	+2D+2	100	250	15
Crossbow	4D	100	200	15

Gun Type	Damage	Ammo*	Range S/L	Price
Handgun	4D+1	6	20/40	15
Rifle	5D+2	6	50/200	15
Shotgun	6D	2	30/60	15
Submachine	4D+2	30	30/60	20

Feel free to modify ammo capacity to fit the real life properties of any specific weapons types you choose. For example, a Glock 9mm has a 16 round capacity.

Chapter Six
Game Mastering

OK, the title of this chapter might be a bit misleading. You aren't going to find step by step instructions to being a great Game Master and running sessions of *Preternatural* that feels just like an episode of a TV show. All this chapter contains are the odds and ends that a Game Master needs to know that haven't already been covered in the previous chapters.

Keep it Simple Stupid!

By now you will have noticed that these rules are fairly concise. In fact, it was the intention to whittle away as much extra fat as possible while still leaving a very flexible and versatile core system.

Without a doubt this game system leaves a lot of interpretation and implementation squarely on the shoulders of the Game Master. By the very nature of the game, *Preternatural* is going to be more about story telling and role playing than rolling dice and checking rules…so don't get bogged down in rules specifics. Keep the game moving, pick a difficulty number when necessary and get on with the game!

Running a Preternatural Series

The core concept behind this game is to run your adventures like an episode of a weekly TV show, and your campaign like a season (or several seasons). It's not really a gimmick, but rather a tool to allow Game Masters to create the stories and relationships we see on so many episodic TV shows we love to watch every week. If you do it right, your players will look forward to each session and finding out what happens next, just like those TV shows.

Elements of the Series

Your unique *Preternatural* series should contain several key elements to make it successful. This section lists each of those elements in turn and briefly describes them.

Again, this game assumes that the reader is familiar with role played and an established Game Master, so there are no "how to" instructions. But here is a little advice for constructing good adventures that feel like an episode of a TV show.

Hunters
The most important element to the story is the players characters themselves. Each of these characters will have unique personalities, backgrounds, and goals. Often times these things will conflict with those of other hunters. Often times, the best part of the story has nothing to do with the story itself, but rather the internal conflicts the characters have with themselves and each other.

Reoccurring Non-Player Characters
Each and every story is going to contain new NPCs and situations, but nothing makes it all feel more real than some people the characters know that show up every now and again. Establish a

few really cool recurring NPCs that show up in episodes to help bring it all together. These NPCs can come in all levels of importance and can be friends or adversaries. What is important is that the hunters develop relationships and care about these people in one way or another.

The Season

When you first set down to design your series, you should look at the big picture of each season. The season should contain a overarching storyline that sits in the background of several episodes.

The goal of the season can be revealed immediately, or it can be revealed slowly as the season goes on. Sometimes the goal is only hinted at until it is revealed and confronted in the season finally.

In addition, the Game Master should use the hunter's backgrounds to devise fiendish sub-stories that develop in the background along with the season storyline. These personal stories usually carry on from one season to the next, gaining momentum until they explode.

The Episode

Each episode, or adventure, should have the flow to make it feel like an episode of a TV show: The setup, the investigation, the confrontation, and the closure. The investigation is the main part, and you should make sure to make it exciting and interesting.

Don't make the mystery to difficult. A good mystery is great, and each episode should have one, but don't be tempted to make it to difficult with too many tangential paths the characters may stray off on to no story moving ends. The mystery should be just difficult enough to give your players a challenge and sense of accomplishment when they figure it out, not so hard they become frustrated and bored.

Keep the story moving! A four hour game session is long enough to tell a single story or episode. If you go longer than one session you may loose the intensity level that you want.

Throw in a few campaign bits every episode. Campaign bits are things that don't have to do with the story of the episode, but rather the overarching story behind the season or the characters backgrounds. This should be a good mix of revelations and new mysteries to keep the players guessing.

Game Master's Characters

During their adventures hunters encounter various allies, enemies, and neutrals who serve to shape the story, establishing the setting or helping or hindering the characters at critical moments. Without these characters, nothing much would happen.

However, you don't have to create enough characters to fill the entire universe. Save yourself work and carefully choose which Game Master's characters play the most pivotal roles in your adventure and design them in detail. Then select the less important characters and determine most of their background and personality, and so on until you come down to the nameless characters that need nothing more than a brief mention.

Game Master's characters (sometimes referred to as non player characters or NPCs) may or may not be created using the same rules as players' characters. Because the Game Master's characters serve as interactive elements in the story, it all depends on the NPC's importance to the story line.

The GM should simply give the NPC all the characteristics he thinks that NPC should have, without worrying about using a strict formula. Life isn't always fair, and sometimes the foes hunters run into will be more powerful than they are.

When NPCs are reduced to zero Body Points, they are automatically incapacitated. This can either mean they are unconscious and on the verge of death, or dead, whatever the GM thinks is most appropriate to the story.

Minor Characters

Minor Game Master's characters have fewer attribute and skill dice, fewer Body Points, and few, if any, character options, and never have Story Points. The average adult human being has 2D in all attributes. To reflect the average non-player character's relative unimportance to the universe, Game Masters may wish to lower the NPC's Body Points or Wounds. For pure cannon

fodder any damage over 5 (or even 1) might cause them to keel over, For Example:

Hank the Mechanic (Minor)
2D in all Attributes; 5D Mechanics; 5 BP

Major Characters
Spend a little more time on major human NPCs and villains that are going to take an important role in the adventure. Assign them attribute die codes based on the concept that you have determined, and note any specific skills that are important or have a higher die code. Important characters may or may not get a full complement of the Body Points (20-40) at your discretion. For example:

Deputy John Winters (Major)
John is very moral and believes that upholding the law is more important than anything.

Attributes
Ref 3D   Cor 2D   Phy 3D
Per 3D   Kno 2D   Pre 2D+2

Skills
Shooting 4D, Investigation 5D

BP: 20   **SD:** 1D   **SP:** 0   **MV:** 10

Equipment
Handgun 4D

Groups
To save time, Game Masters may chose to roll one action for a group of characters he controls. Any number can belong to the group. Each member of the group does not have to perform exactly the same maneuver, but they do need to take similar actions. A Game Master could make one roll for a pack of wolves who attack different characters, but he would have to separate the pack into those attacking and those circling if the Game Master wanted to have them perform those distinctly different activities.

Rewarding the Players

The main reward of any role playing game is the game itself. Getting together with friends (or at least people of a like mind) to tell stories, exercise your imagination, and have a good time rolling some dice.

Part of the fun of role playing is watching characters improve and develop. Game Masters have plenty of options during the session for helping that along.

Characters will make friends and enemies and discover things about the story and/or their personal background that will effect the advancement of their characters personality. Characters may also gain interesting items and bits of information that help them in the hunt.

Still, there is one final reward, Character Points.

Awarding Character Points

The number of Character Points awarded to hunters is strictly up to the Game Master, determined by how fast he wants the characters in his game to gain power.

The suggested number of DP is 5 per four hour game session (usually enough time to complete one episode of your series).

This means that a character will be able to raise one lower skill between each episode, and one more powerful skill every two. In addition, hunters will be able to "purchase" new Advantages (as long as the player can provide a reasonable answer as to why the character now has that ability.

Chapter Seven
Preternatural & Paranormal

Preternatural and Paranormal entities are generally the focal point of your *Preternatural* adventures. They are more important than even the major NPCs and each one should be fleshed out in loving detail.

A finite listing of "monsters" is pointless as each and every creature that your hunters encounter should be unique and have its own strengths and weaknesses...and ways to kill it. This chapter gives you a starting point for creating your own entities.

Basic Templates

After the discussion of the various entities you will find several "basic templates". These aren't designed to be used as is, but rather as a starting point to make things easier. Take these templates and add or subtract dice, skills, and abilities as you see fit to create the sort of entity you desire. There isn't any such thing as a "standard" entity.

Getting Started

There are four steps to creating each supernatural entity the hunters may run into. First you must determine its type, then its statistics, then its special abilities, and finally how to kill it. *Be creative!*

Getting Ideas

There are many ways to come up with ideas for new and exciting supernatural entities. The easiest is swiping something from a TV series and giving it a twist, or setting it in a different location. The second is purely from your imagination. The third, and probably the best, is to research folklore, urban legends, and real paranormal mysteries. Find something that grabs your interest, and then change it a little to make it unpredictable (but not so much so that the characters can't figure out what the hell it is).

Types of Entities

There are basically 3 types of preternatural and paranormal entities that the PCs will come across:

Demons: powerful supernatural entities that come from hell itself,

Spirits: The paranormal souls and manifestations of the dear departed that haven't passed into the great beyond for one reason or another.

Criptoids: Strange preternatural creatures, monsters, and even humans that roam the earth.

Statistics for your Entity

Like NPCs, the Game Master doesn't have a specific formula for creating supernatural entities. Choose statistics that you think are appropriate for the thing in question and write them down. There doesn't need to be any balance and there are no "wrong" stats for a creature.

Remember, life isn't fair, and the hunters aren't always going to win. If they don't properly prepare and investigate they should get their ass kicked by creatures of the night.

Supernatural Special Characteristics

Again, a list of special characteristics would be very long and pointless since they will probably only be used once or twice in all your Preternatural campaigns. Like statistics just make up what is appropriate for your entity. Be unique and creative.

Demons

Demons are probably the worst (and most powerful) supernatural forces the hunters will have to face.

Demons are tortured human souls sent to hell who eventually give up their humanity and become demons. Hell sucks, even for them, and most demons want nothing more than to walk the earth again. Unfortunately, they aren't human anymore and their evil, psychotic behavior is not very acceptable. Getting out of hell is a bitch for demons, and once back on earth the last thing they want to do is go back again.

There is a hierarchy in hell and demons fall into several pay scales. At the top is good old Satan himself, underneath him are his lieutenants, the dark angels who are charged with keeping things in hell in "order". Of course hell is, by nature, a chaotic place, and keeping order is an oxymoron.

Under the all-powerful entities are major demons. These demons have been around some time, have their own agendas and powers, and desire power. Then we have the spread of "standard" demons, the masses of souls that have crossed fully over to corruption and evil. Nameless faceless lesser demons come next. In some ways these are the least of all the beings in hell because they have lost their humanity but have gained no real power for the sacrifice. Finally we have the great mass of dammed human souls who are attempting to hang on to their humanity while under constant torture.

Hunters Handbook on Demons
Demons are tough, but there is also a lot of information on how to fend them off, end even send them back to hell if you have the guts and strength to do it.

Demons can not cross a line of salt. Of course this doesn't stop some from breaking through walls, or getting minions to break the line of salt.

•**Protection Circles & Devils Traps:** Occult protection circles can be drawn on any surface to keep Demons in or out. Some powerful demons can break less powerful circles.

Circles are rated in a die code representing its complexity and power. Quick devils traps drawn in chalk are generally 2D, while complex pentagrams supplemented with arcane symbols and spells drawn in blood or salt are 8D or more.

Demons oppose the effect of these circles with their Willpower. A successful willpower roll means the circle is not powerful enough to contain them, while a failed roll means they are trapped and at the whim of the hunter.

•**Holy Water:** Holy water hurts lesser demons and at least irritates more powerful ones. Holy water burns demons like acid for 3D of damage (a Throwing attack).

•**Exorcism:** The only way to get a demon to leave a body is to exorcise it, unfortunately the demon must be restrained during the exorcism, and that is easier said than done as most exorcisms take several minutes to perform.

If the demon is currently trapped in a devils trap you can also send them back to hell with a successful exorcism, otherwise the demon simply leaves the body and can go about its business (which is usually finding *another* body to posses).

Demons resist the effects of an exorcism with an opposed Willpower roll. Once a demon has vacated a body, the victim must make a Stamina roll against a difficulty of 10 or suffer 5D BP of damage.

Lesser Demons
Lesser demons are peons. Some are those who have just given up their humanity and graduated from tortured souls to demons. Some are mindless entities who's sole purpose is to cause

pain and suffering in the service of a more powerful demon. Lesser demons appear most often in a physical manifestation (like an emaciated corpse, a gargoyle, or some kind of goblin) and only a few have the power to possess humans.

Lesser demons have some odd little quirk that classifies them. Sometimes this is unique, and sometimes this is a trait that is specific to the more powerful demon that controls them. For example, lesser demons controlled by a demon of gluttony might all be fat little things that can't stop eating fresh bloody meat.

Lesser demons take the full physical damage when hit with holy water and must make a Willpower roll at a difficulty of 10 or lose their next turn. They often have very minor or limited special abilities and powers, and are generally easier to exorcise, or even kill while in a material form.

Basic Lesser Demon Template
Attributes
Ref 3D   Cor 2D   Phy 4D
Per 2D   Kno 2D   Pre 4D

Skills
Dodge 4D, Sneak 4D, Lifting 5D, Stamina 5D, Intimidation 5D, Willpower 4D+1

BP: 35   **SD**: 2D   **SP**: 1   **MV**: 10

Special Characteristics
• *Gruesome Appearance:* Lesser demons appear in some gruesome form, like emaciated fleshless humans, or scaly goblins. They seldom have the power to possess humans, and are generally the minions of more powerful demons.
• *Natural Weapons:* Lesser demons have claws and fangs and do +5D in melee.
• *Weakness:* Lesser demons always have one weakness that can cause them material damage. This is usually an element like fire, water, or some specific metal (like lead or gold) or some type of condition (can only be injured on the night of a full moon).

Standard Demons
OK, there is nothing really "standard" about a demonic soul from hell that possesses a body to commit acts of evil...but this section covers the majority of demons the hunters will run into.

The standard demon is encountered in one of two forms. The first is an incorporeal purple smoke. This is most often seen when the demon possesses a body, or when leaving a body (willingly or by exorcism). The incorporeal body can't be harmed in any way except in hell itself, but it can be contained in a devils trap. Standard demons can travel in their purple smoke incorporeal form at a rate of 100 mph. When this smoke enters a human host (an opposed willpower roll) through the mouth, ears, and nose it possesses the body. Demons become attached to their host and generally do not want to leave until they have to, but they can leave it at will if they so choose.

The second form the demon appears in is the possessed body of a human. A possessed body can be harmed, but it doesn't hurt the demon itself (they can actually possess and animate a dead body if they like) but rather harms the host. Once the demon leaves the body, the host has often already taken enough damage to instantly fall over dead as a result.

It is impossible to tell that a person is possessed by a demon unless the demon chooses to reveal itself. It does this by allowing its "windows to the soul" to open. In layman's terms, this means allowing their purple smoke to be visible through the eyes of the possessed victim. Or put eve simpler, their eyes turn purple and smoky for a moment. Of course, the demon can reveal itself in other less obvious ways, such as cringing from the mention of God's name (in Latin), growling in pain if splashed with holy water, or using psychic abilities to dash a hunter against a wall.

Most standard demons main purposes are to remain on earth and enjoy their time there. Enjoying their time usually means causing trouble, pain, sorrow, and suffering. Sometimes standard demons are part of a greater plan put into motion by a major demon, and at times they have their own agenda as they try to elevate their own power.

Standard demons hit with holy water must make a Willpower roll at a difficulty equal to the damage rolled (3D) or lose their next turn. If they make the roll they still take all actions in their next turn at -2D.

Basic Standard Demon Template

Attributes

Ref 5D	Cor 3D	Phy 5D
Per 3D	Kno 3D	Pre 5D

Skills

Athletics 5D+2, Dodge 7D, Fighting 7D+1, Throwing 5D, Lifting 7D, Running 5D, Stamina 10D, Scholar 4D, Know-How 5D, Notice 5D+2, Intimidation 7D+2, Persuasion 6D, Willpower 6D

BP: 20   **SD:** 2D   **SP:** 2   **MV:** 10

Special Characteristics

• *Incorporeal Form:* Standard demons can take the form of a purple smoke. This form can't be harmed in any known way.

• *Possession:* Standard demons can possess the body of a human by making an opposed Willpower roll. The listed BP above is that of the host body.

• *Psychic Abilities:* Standard demons often have one or more psychic abilities. A popular one is the ability to toss a hunter several feet with a mind push (an opposed willpower roll) for +4D points of damage. Other abilities may be tied into the demons affiliation, such as a demon of the sin of sex causing its victim to have an uncontrollable urge to copulate with them. These are usually appropriate opposed rolls. GMs should be creative.

• *Weakness:* Salt, devils traps, and exorcism rituals are the standard demons main weaknesses. On occasion a special ritual or a magic, or blessed, item may be created specifically for battling demons. If a demon takes any damage from such a weapon he is either immediately destroyed, sent back to hell, or forced to leave a possessed host (the GM will have to determine the exact results of the weapons power).

Major Demons

Major demons are bad asses, and hunters better be darned sure they can stand up to them before trying to confront one.

Major demons have totally given up their humanity, but they have also fully developed a demonic personality. This new awareness is always the purest essence of depredation and evil, but each and every major demon has it's own ideas of how maximum pain and suffering can be caused.

Major demons are usually content to stay in hell where their evil nature is rewarded by their master Satan. On occasion, however, a Major demon gets the urge to try and create his own sort of hell on earth in a bid for power. When this happens things often get ugly as standard and lesser demons rally to his banner, hoping to gain favor.

Major demons have all the same abilities and weaknesses as Standard demons; they are just more evil, powerful, manipulative, and diabolical. The fact that they are usually surrounded by several demon henchmen just make them that much more formidable.

Basic Major Demon Template

Attributes

Ref 5D	Cor 3D	Phy 5D
Per 4D	Kno 5D	Pre 6D

Skills

Athletics 5D+2, Dodge 7D, Fighting 8D+2, Throwing 5D, Lifting 7D, Running 5D, Stamina 10D, Scholar 6D, Languages (all) 5D, Know-How 6D, Notice 7D, Intimidation 8D, Persuasion 8D, Willpower 8D+2

BP: 20   **SD:** 2D   **SP:** 3   **MV:** 10

Special Characteristics

For the most part the same as that of the Standard demon, just usually more impressive when it comes to things like psychic abilities.

Spirits

Spirits are the restless souls of people who refuse to pass into the great beyond when their body dies, for one reason or another and instead choose to linger in our world. Unfortunately, the longer they stay here the more psychotic, evil, and dangerous they generally become.

Why Spirits Linger

Spirits linger for a number of reasons. Sometimes they have a mission that they need to fulfill. This can be revenge, delivering a message, fear of the beyond, unfinished business, or just evil intent. Sometimes they feel guilty for an act they committed (usually in, or just before, their dying moments) and without this being resolved they can't rest. Some reasons for lingering are listed on the next page:

•**Unfinished Business:** The most common reason that a spirit lingers is unfinished business. This is something that the spirit left undone, and feels it must finish before it dies. This reason is often in conjunction with one of the other reasons listed below. Unfortunately, the longer the spirit goes without fulfilling the unfinished business, the more likely they are to forget their true intent, and try to justify strange actions (such as killing innocents) as a solution for their torment. Fortunately, even if the spirit has forgotten what it's unfinished business is, if it is specific enough, and the conditions can still be met, the spirit might possibly be put down if the business is settled (such as the killing of a specific person).

•**Revenge:** Revenge is one of the more powerful, and dangerous reasons, that a spirit might linger. During it's life or as the result of it's death, the spirit feels that it has been wronged. This can be by a single person, or a group of people, even a place. The spirit won't rest until it feels it has had suitable revenge. If this is the killing of a single person or a group, once this mission is accomplished (if ever) the spirit usually passes. If not, or the spirit simply haunts a place, extracting revenge on anyone who treads on their turf, the spirit becomes more deranged, killing at random.

•**Message:** Some spirits are benign, or even beneficial to hunters. These spirits linger because they have some sort of message they want to pass on. This is usually information regarding their own murder or death. There are two problems with these spirits. The first is that they are often a little jumbled and rarely simply deliver their message in a straightforward fashion. Strange actions, terrifying manifestations, anagrams, or cryptic messages are all common. This leads to the second problem, and that is the longer these messages are ignored or misunderstood, the more violent and aggressive the spirit becomes.

•**Guilt:** Sometimes a spirit refuses to pass because they feel guilty for something they did in their life. Sometimes they choose to stay in this world because they want to right that wrong, sometimes they are just afraid to face the music in the afterlife. Sometimes making things right is impossible (you can't bring back someone else who died due to negligence, for instance) and this causes the spirit to become frustrated, which leads to aggression, often times on those that most resemble original victims.

•**Evil:** Perhaps one of the most terrifying reasons a spirit lingers is because the person who died was just plain evil! These individuals see their new form as a more powerful version of themselves, and use this power to cause pain and suffering on others, usually in the same way as when they were alive (only more effectively).

Destroying Spirits

Putting down a spirit is the challenge. Some spirits are destroyed when their remains are salted and burned. Others won't pass out of this world until their mission is complete, and others attach themselves to a physical object or place.

When the Game Master devises the spirit he should define the method, or methods, of it's destruction. Below are the 3 most common ways of putting down a restless spirit for good:

•**Salt & Burn the Bones:** If you find out who the spirit was in life, and where their remains are, you can sprinkle them with salt and ignite these remains. In most typical situations this can put the spirit down. Of course, it doesn't always work, and these remains are often very difficult to find.

•**Destroy an Object:** Many times, especially if there is no real remains left (like the body was cremated) a spirit will attach itself to a physical object or place. When an object or is destroyed (usually by fire) the spirit is also destroyed. On occasion, the object may be the link but the spirit wants it discovered rather than destroyed. If the spirit is linked to a place, the destruction of the place may or may not put the spirit to rest. For example, a house that is burned to the ground might put a spirit to rest...until a new house is built on its place.

•**Complete a Mission:** If the spirit was lingering because it felt it had unfinished business, it often passes when this business is finally completed.

Hunters Handbook on Spirits

Spirits are tricky bastards to nail down. Each and every one has unique reasons for being there and unique ways to put them down. Often times their actions have no rhyme or reason...but are almost always deadly.

The most challenging aspects of a spirit is the fact that it's incorporeal, but can still hurt those that are corporeal. Fortunately there are a few tried and true methods for fighting spirits until you can figure out the true way to put them down.

•**Salt:** Spirits can not cross a line of salt. In addition, salt can temporarily destroy a spirits physical manifestation if thrown at it or shot with rock salt from a shotgun. If a spirit takes enough BP of damage to render it "dead" it is temporarily banished, and can't return for an allotted amount of time. Some powerful spirits can re-manifest almost immediately, while others may take hours, or days to re-manifest.

•**Iron:** Cold Iron works the same as Salt. A chunk of iron can be used as an improvised weapon (a club) to cause "damage" to the spirit and force it to be banished for a while.

Ghost Special Characteristics

Game Masters should have a lot of fun with a spirit's special characteristics. Ghosts generally have very individual forms of attacking and haunting often directly related to the way they themselves were killed. This often also ties into how they can be put down.

History, myth, and urban legend are full of these types of spirits such as the Acheri, Banshee, Baykok, Duppy, Forso, Incubus, K'uei, Pretas, Revenants, and may more. All of these are variations on the theme of restless spirits who cause some sort of pain and suffering as a way to temporarily ease their own pain and suffering.

Most spirits of myth and legend are drawn from days of yore. If you are going to use one of these make sure to take some time to "modernize" them. Not only will this make them more realistic, it will also keep the hunters guessing. Remember, most documentation on these spirits is spotty and cryptic at best and while the hunters may find details on how to put down a certain spirit, it may not be as cut and dry as it appears.

Basic Spirit Template

More than any other template, this one should be modified to fit the type of spirit you are trying to create. The ghost of a drowned little girl who lures other little girls into a lake is likely to have very different statistics than a crazed murdered biker who attempts to run down victims on his spectral motorcycle.

Attributes
Ref 3D	Cor 2D	Phy 5D
Per 2D	Kno 2D	Pre 5D

Skills
Fighting 5D, Sneak 10D+2, Throwing 6D, Intimidation 8D

BP: 38   **SD:** 2D   **SP:** 1   **MV:** 10

Special Characteristics
• *Incorporeal Form:* Spirits are incorporeal. They can take damage to their BP from salt, iron, or possibly some spell, ritual, or magic item a hunter has, but can't be "killed" in this way.
• *Put to Rest:* Each spirit should have a specific way it can be put to rest. The most common is simply salting and burning remains.
• *Special Attacks:* Most spirits have a special way of attacking and causing physical or mental damage to a victim.
• *Weakness:* Spirits can not cross a line of salt and can be temporarily destroyed by salt or cold iron attacks. Additionally, most spirits have special individual weaknesses.

Criptoids

Criptoids (from cryptozoology) pretty much encompasses everything else that is considered to be make believe or mythical to everyone but hunters. This covers vampire, lycanthropes, changelings, wendigo, goblins, zombies, chupacabra, not to mention humans who have embraced some sort of dark magic like witch covens and hoodoo practitioners. This category can also cover less traditional creatures, such as evil clowns, serial killers, or animated toys.

Some of these entities are very general, belonging to large groups of such creatures (such as vampires and lycanthropes) while others are very specific and unique, like Asin, the Dover Demon, or the Jersey Devil.

All of these entities generally have a certain way they operate, unique strengths and weaknesses, and a specific way to kill them...unfortunately most of the accurate information is lost in all the bullshit people have made up through the years.

Customize, Change Surprise!

Criptoids give the Game Master the most freedom in flexing his creativity.

Bellow you will find a couple samples of such creatures to get you started. These are general and unique criptoids from North American folklore, myth, and legend. The descriptions and statistics are derived from actual historical information on the criptiods (or assumptions made by the author).

If the PCs investigate these creatures, they are likely to find a lot of this information. To this end it is recommended that the Game Master consider changing things to make the creatures more challenging and surprising to the hunters. After all, who is to say that a commonly accepted myth is actually true? Maybe a wooden stake to the heart of a vampire does absolutely nothing? Won't the hunter be surprised when that happens?

Each of the listed criptoids is followed by a section called "Variations on a Theme" which lists a few vague suggestions to change up the creature.

Asin (Unique)

The Alsea were a Native American tribe of Western Oregon that is probably extinct. Their legends tell of a cannibalistic girl named Asin who lived in the woods along the Pacific Northwest. Any who wanted into her forest is a potential victim, but she is especially fond of luring children. Her laughter is said to foretell of impending doom, as well as to cream of her. Asin appears as a young woman or little girl, depending on the situation.

Attributes
Ref 4D   Cor 3D   Phy 4D
Per 1D   Kno 1D   Pre 3D

Skills
Athletics 6D, Dodge 5D+1, Fighting 7D, Sneak 7D, Running (woods) 5D, Tracking 8D, Intimidation (laugh) 6D, Persuasion 7D

BP: 36   **SD:** 2D   **SP:** 1   **MV:** 10

Special Characteristics

• *Natural Weapons:* When Asin is redy to attack her teath grow to enormous fangs and her fingers grow into long razor-sharp claws. These natural weapons do +3D damage.

• *Hallucinations:* Asin can use ancient magic to cause a potential victim to suffer from hallucinations that may affect their actions. The subject of a hallucination must make a Perception roll at a difficulty of 10 to realize the hallucination isn't real.

• *Laughter:* Before Asin attacks she will laugh at the victim. The victim must make an opposed Willpower vs Asin's Intimidation, or suffer a -1D to all actions during the encounter with Asin.

• *Weakness:* Asin can only be hurt by wooden weapons, such as sharpened wood stakes, or carved wood knives. In addition, she can be instantly killed if stabbed with a sharpened bone from the remains of one of her victims.

Variations on a Theme: What if Asin isn't a criptiod, but rather a spirit who has taken physical form? What if Asin is just a servant of a more powerful criptiod, like a wendigo? Maybe she isn't evil at all and can be set free when the Wendigo is killed. Perhaps Ansin isn't a criptiod at all, but rather the last remaining human descendant of a clan of degenerate cannibals who once hunted in the area.

Beast of Bray Road (unique)

First reported in the 80s and 90s around Elkhorn and Delavan, Wisconsin (particularly around Bray Road) the Beast of Bray Road is described as a large wolf or bear-like creature with glowing eyes. Sometimes it walks bipedal and sometimes on all fours. It is responsible for several attacks of cars and motorists. Most of these attacks take place around the full moon (when the night sky is bright) so many assume the Beast of Bray Road is a Lycanthrope.

Attributes
Ref 5D   Cor 4D   Phy 6D
Per 2D   Kno 1D   Pre 3D

Skills
Athletics 6D, Dodge 7, Fighting 7D, Sneak 7D, Lifting 8D, Running 7D, Stamina 8D, Survival 10D, Tracking 8D, Intimidation 6D

BP: 50   **SD:** 3D   **SP:** 2   **MV:** 12

Special Characteristics

• *Natural Weapons:* The Beast has massive claws and fangs that do +5D damage.

• *Fearsome:* The Beast of Bray Road is a huge, snarling, slobbering, fast, creature that wants to tear the hunters throats out and eat them! Anyone encountering the Beast must make an opposed Intimidation roll (to see who's tougher) or suffer a -1D to all actions while facing the Beast.

•*Weakness (Wolves bane):* All myths have a basis in reality. The Beast of Bray road is weakened when confronted with Wolves bane. If the Beast is within 3 yards of the herb, he suffers a -2 to all his actions and damage rolls.

• *Weakness (Silver):* The Breast can only be harmed by silver weapons (bullets, blades, ect.).

Variations on a Theme: The Beast of Bray road sounds very much like a traditional werewolf…but what if it is something else? What if the Beast is the spawn of a witch and a demon, complete with the powers (and weaknesses) of a demon? Maybe the Beast is the "protector of the wood" there to protect the creatures of the wood and can call them to its aid? Perhaps the Beast is the alternate form of someone who uses the form to punish evil doers who have escaped the law? Maybe the beast is vulnerable to something other than silver, and immune to silver weapons.

Black Dogs

There are various stories about spectral black dogs. Some indicate the phantom dog is an omen of ill fate, but most show the dog as a protector of some person or place (most often a spirit, preternatural creature, or haunted place). Black dogs will generally not attack unless it's "threshold" (such as a cemetery gate) is crossed, or its "master" orders it to do so.

Attributes
Ref 5D   Cor 4D   Phy 3D
Per 1D   Kno 1D   Pre 1D

Skills
Athletics 8D, Dodge 7, Fighting 7D, Sneak 7D, Running 7D, Stamina 8D, Notice 6D, Tracking 8D, Intimidation 7D

BP: 20   **SD**: 1D   **SP**: 0   **MV**:   16

Special Characteristics

• *Natural Weapons:* Black Dog have sharp claws and fangs that do +3D damage.

•*Pounce:* Black Dogs roll 5D to determine initiative.

•*Weakness (immaterial):* Black dogs co-exist on another plane of spectral existence. They take damage from salt, Iron, silver, or flame only.

• *Weakness (Devils Shoestring):* The devils shoestring can repel or hold back the black dog for 1D6 rounds.

Variations on a Theme: The black dog doesn't have to be evil, or working for evil entities. Have the black dog protecting someone good, or sent by benevolent entities. Maybe a black dog even helps the hunters?

Some USA Criptoids You Can Research and Develop

•Doppleganger   •Dover Demon
•Goatman   •Jersey Devil
•Loveland Frog Men   •Lycanthrope
•Penelope   •Skunk Ape
•Vampire   •Wendigo
•Witch   •Zombie
•Missouri Monster (Momo)