

JEZ GORDON PRESENTS

FEAR



THE ACTION ADVENTURE GAME OF
MUTANT MAYHEM
& PURE PANDEMONIUM

PLAYTEST V2.0

Hey there, thanks for checking out the **FERAL RPG Playtest Doc v2.0.**

This playtest document contains sections of the rules from the upcoming FERAL RPG supplement, and includes:

- alternative creation rules for Human characters
- the Badge and the Nobody character backgrounds
- info on True Earth and the Echaverse, how to create dimensions and a sample of the 1980's overview.

I'll be updating this document as more rules become available for playtesting (if you're wondering about the dice, that's a feature that will be working properly later) Please take them for a spin, make up new characters, post them online, add them to you games and see how the rules work in action. And if you're feeling real helpful, let me know how they go. Now, off to GenCon! Bewdy!

■ HOW YOU CAN SUPPORT FERAL

If you like what you see and wanna help bring this game to life [thanks heaps!] you can support its development on Patreon or buy t-shirts and game artwork on TeePublic. You can also stay up-to-date with all the latest **FERAL** info on Facebook, GooglePlus and Tumblr by clicking on the icons below:



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SPECIES HUMANS

You're a straight up, pure-blood, run-of the mill Human, the yardstick by which all others species are measured and judged.

Humans: your kind is so good at what they do, so good at colonising and adapting, you're damn near everywhere. There's barely a corner of the world that your kind can't get to and thrive in, and those few places that you can't? Give you guys a hundred years, you'll be there, as long as you don't kill yourselves first... you're a goddamn menace.

The galaxy trembles in fear of the day you'll take to the stars. Must be why they keep trying to destroy planet Earth!

HUMAN TRAITS

ABILITY SCORE INCREASE. Two of your ability scores each increase by 1, or one ability score increases by 2.

AGE. Humans reach adulthood in their late teens and live less than a century.

ALIGNMENT. Humans tend toward no particular alignment. The best and the worst are found among them.

SIZE. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

SPEED. Your base walking speed is 30 feet.

SKILLS. Choose two skills to be proficient in.

FEAT. Your talent, adaptability or experience grants you one Feat. Choose one, either from pages XXX to XXX of the Player's Handbook, or from the new feats in this book (p.XXX).

LANGUAGES. You can speak the language of your homeland, and if your Intelligence is greater than 5 you can read and write it as well. If your Intelligence is greater than 11, you can speak, read and write an number of additional languages equal to your Intelligence modifier.

KIDS N' TEENS

A gang of school kids up against the terrors of the adult world is a staple of heaps of films and tv both made and set in the 80's, as is the teen on the cusp of adulthood. Both make for interesting character alternatives. As for when a teen becomes and adult, or a kid becomes a teen... well that's part of the drama of the adventure, isn't it?

KIDS N' TEENS TRAITS

ABILITY SCORE INCREASE. Two of your ability scores each increase by 1, You cannot increase your Strength.

AGE. Kids are any age under 13. Teens are any age from 12 to 18.

ALIGNMENT. Kids and teens may be of any alignment.

SIZE. Kids are usually under 5 feet tall, and are Small sized. Teens usually from 4 to 6 feet tall, and are Medium sized.

SPEED. Kids have a base walking speed is 25 feet. Teens have a base walking speed of 30 feet.

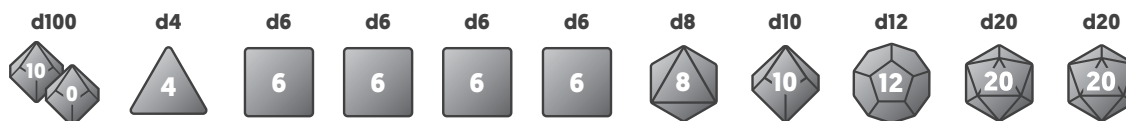
NIMBLE. You can move through the space of any creature of a size larger than you.

BEGINNER'S LUCK. When you roll a 1 on an attack roll, ability check or saving throw, you can reroll the die but must take the new roll.

INNOCENT. When an attack would reduce your hp to zero or kill you outright, you reduce your hp to 1 instead. You can use this trait once per long rest. Additionally, it takes either a very evil, cruel creature — or an unthinking beast — to actually finish off a kid or teen; most foes will pull their punch and knock the kid out instead of slaughtering them.

RUN! As a bonus action you can make a Dash or Disengage action as long as you move away from danger.

LANGUAGES. See standard human traits, though languages known will be at a level appropriate for your age.



HEROES N' HEROINES

Heroes and heroines are the archtypal characters that end up on the big screen, offered as alternative to the standard rules for human characters.

The mighty hero is the ultra-tough, ultra-strong, and usually ultra-thick lunk of hunk or cheesecake who powers through enemies with a grunt, a wry smile, and a kill-a-man, tell-a-joke bravado.

The gritty hero is the indomitable, unbreakable guy or gal who just doesn't know when to quit. They usually end up take a real pouding, but some deep resevoir of willpower and determined sense of righteousness drives them on when all others have fallen away.

MIGHTY HERO TRAITS

ABILITY SCORE INCREASE. Your Strength score increases by 2, and your Constitution score increases by 1.

AGE. You live, age and die as any human.

ALIGNMENT. Mighty heroes may be of any alignment.

SIZE. Mighty heroes are powerfully built and generally tall (6 to 7 feet, or sometimes more). Your size is Medium.

SPEED. Base walking speed is 30 feet.

AMAZING ATHLETE. You're proficient in the Athletics skill.

AIN'T GOT TIME TO BLEED. You can focus your will to shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

INCREDIBLE STRENGTH. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

FOOLHARDY. You have advantage on saves against fear.

LANGUAGES. See standard human traits.

GRITTY HERO TRAITS

ABILITY SCORE INCREASE. Your Constitution score increases by 2, and your Wisdom score increases by 1.

AGE. You live, age and die as any human.

ALIGNMENT. Gritty heroes may be of any alignment; their strong sense of right and wrong often leans to Lawful side of the alignment spectrum.

SIZE. Gritty heroes are no different looking to your average human. The differences are inside. Your size is Medium.

SPEED. Base walking speed is 30 feet.

HIGHLY COMPETENT. Choose two skills to be proficient in.

JUST A FLESH WOUND. When you take damage that would reduce your hp to zero or kill you outright, you reduce your hp to 1 instead. You can use this trait once per long rest.

UNBREAKABLE. You have advantage on all Will Saves.

LANGUAGES. See standard human traits.

THE NEGAHERO

The negahero is the hapless, hopeless, clueless character who somehow manages to succeed where by all rights they shouldn't. Fate smiles on them in astonishing ways.

Once you'll rolled your character's Ability Scores, total up your character's Ability Modifiers. If the total of your character's Ability Modifiers is less than zero, don't panic! You qualify to be a Negahero!

You might think characters with such low Attributes to be hopeless and no fun, but all too often the best stories and roleplaying adventures are about characters with little to offer except courage, bravery or a "screw you" attitude who do their best with what little they have. Everyone loves the underdog!

ABILITY SCORE INCREASE. None!

AGE. You live, age and die as any human.

ALIGNMENT. Negaheroes may be of any alignment, but they tend to mean well and do the right thing.

SIZE. Your size is Medium.

SPEED. Base walking speed is 30 feet.

ONE IN A MILLION. You gain 1 Point of Luck, plus 1 more point for every point your total Ability Modifier is below zero. Luck Points can be spent to gain an additional d20 to roll when you make an attack roll, initiative check, saving throw or skill check, or when an attack is made against you. You can spend a Luck Point before or after the roll is made, but it must be before the results are determined. You choose which of the dice rolls you prefer. You regain all your spent Luck Points after a long rest.

SO MUCH TO LEARN. Whenever your character received Experience Points, you gain +5% Experience Points for every point your total Ability Modifier is below zero.

LANGUAGES. See standard human traits.



SPECIES FERALS

Ferals are mutant animals: part-beast and part-human. They are as varied as the animal kingdom itself, and the transition between animal and human is different even between Ferals of the same animal species.

Ferals eek out an existence in the vacant places and dead spaces that litter the edge of human cities and industrial wastelands. Abandoned factories, disused underground tunnels, ancient sewers, dilapidated houses and violent slums: these are the places that Ferals call home.

Most Ferals are thrust into a life of adventure whether they want it or not. Some are exploited slaves of demented masters, forced to follow orders while they hunger for freedom and escape; some achieve this freedom only to find themselves hunted and living life on the run. Rarely do encounters with others go well, for their often fearsome appearance or lack of social awareness leads them into trouble.

Ferals are drawn to the wonders of human civilization, and yearn to take part in it myriad complexities, but know that their appearance and experiences will forever be a barrier to their acceptance. So they seek out the company of those like them: other Ferals, misfits and outcasts who have no other place to go. Some search for a safe haven for their kind; others fall in with desperate treasure hunters and mercenaries who care nothing for the Feral's appearance or shortcomings, and only care for their ability to hold their own in a fight.

FERAL TRAITS

Your Feral character has a variety of mutant abilities, the result of deliberate experimentation or accidental exposure to some sort of mutagen.

ABILITY SCORE INCREASE. Your Constitution score increases by 2. In addition, your Strength and Dexterity scores will change depending on what Size you choose when you pick your Feral Mutations.

AGE. Ferals live fast and die young, rarely reaching maturity. They are poorly equipped to negotiate the complexities of cultured society but are equally alien in their natural environment. Those that do survive grow up fast, and the rare Feral that dies of old age has a comparable lifespan to that of a human.

ALIGNMENT. Ferals are used and abused by others, and with few friends they learn to put their needs first. It's the only way to survive. Most Ferals fall on the neutral axis, their outlook tempered by the circumstances of their upbringing.

BACKGROUNDS. Most Ferals have either The Experiment [see p.14] or The Freak [see p.16] backgrounds.

SIZE. Ferals come in all manner of sizes, standing 4 to 14 feet tall depending on their animal origins and their Mutations. Most Ferals are Medium size.

SPEED. Your base walking speed is dependent on the Size you choose when you pick your Mutations.

ANIMAL TYPE. There are 200 listed animal types that your Feral could come from, and millions more should you have something else in mind. Choose or roll d200 on the Random Animal Table on p4.

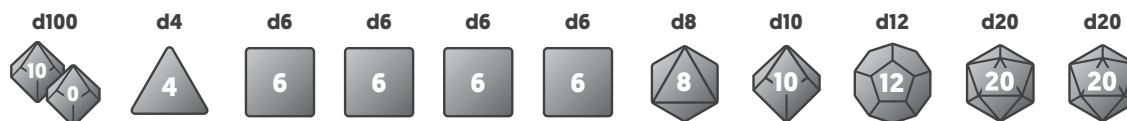
MUTATIONS. Once your character's animal type has been chosen you need to mutate them into something... almost human. You create your Feral by spending **Feral Mutation Points** (FP for short) to buy their mutations.

All characters start with 8 Feral Mutation Points that you can spend on changing their Size, acquiring Human Features, or developing your Animal Abilities and Animal Features. You can also gain more FP's by reducing your Size, or [with your GM's permission] by choosing a single Deformity.

You should look at your animal type as a guideline for the kinds of abilities you should choose. Your GM has final say as to whether your Mutations are appropriate. All Mutations are listed on p.6 to p.13. Should a random mutation be required, roll d100 on the Random Feral Mutation Table [see p.5].

SHOCK FACTOR. Most people find physical mutations quite confronting, and in some cases quite shocking to behold. Whenever a mutant who is clearly showing their mutations attempts to make any social skill check to influence typical strangers, the mutant's rolls are made with Disadvantage, except Intimidation, which is made with Advantage. These modifiers do not apply when dealing with seasoned medicos, battle-hardened veterans and other jaded souls, and nor does it apply to other mutants. It's hard to be scared by the monsters when you're one as well.

LANGUAGES. You can speak your local human language and if your Intelligence is greater than 5 you can read and write it as well.



FERAL ANIMAL TABLE

D200 ANIMAL TYPE [ROLL D100, AND D6. IF D6 = 4,5, OR 6, ADD 100 TO THE D100 RESULT]

1	Aardvark	51	Deer	101	Lion	151	Robin
2	Alligator	52	Dog	102	Lizard	152	Salamander
3	Allosaur	53	Dolphin	103	Lobster	153	Sauropod
4	Amoeba	54	Dragonfly	104	Lynx	154	Scorpion
5	Ankylosaur	55	Dromaeosaur	105	Magpie	155	Seahorse
6	Ant	56	Duck	106	Manta Ray	156	Sea Lion
7	Anteater	57	Eagle	107	Marten	157	Sea Turtle
8	Antelope	58	Echidna	108	Mastodon	158	Seal
9	Armadillo	59	Eel	109	Megatherium	159	Shark
10	Baboon	60	Elephant	110	Mole	160	Sheep
11	Badger	61	Elk	111	Mongoose	161	Skunk
12	Bandicoot	62	Emu	112	Moose	162	Sloth
13	Bat	63	Falcon	113	Mosquito	163	Slug
14	Bear	64	Fish	114	Moth	164	Smilodon
15	Beaver	65	Flamingo	115	Mountain Lion	165	Snail
16	Bee	66	Fly	116	Mouse	166	Snake
17	Beetle	67	Fox	117	Muskrat	167	Snow Leopard
18	Bluejay	68	Frog	118	Narwhal	168	Sparrow
19	Boar	69	Gecko	119	Newt	169	Spider
20	Bobcat	70	Gibbon	120	Numbat	170	Spinosaur
21	Brontosaur	71	Gila Monster	121	Octopus	171	Squid
22	Buffalo	72	Giraffe	122	Opossum	172	Squirrel
23	Butterfly	73	Glaucus	123	Orangutan	173	Stegosaur
24	Buzzard	74	Glyptodon	124	Otter	174	Sugar Glider
25	Camel	75	Goanna	125	Owl	175	Swallow
26	Cardinal	76	Goat	126	Pachycephalosaur	176	Swan
27	Carnivorous Plant	77	Goose	127	Panda	177	Tardigrade
28	Cassowary	78	Gorilla	128	Pademelon	178	Tarsier
29	Cat	79	Grouse	129	Paraceratherium	179	Tasmanian Devil
30	Caterpillar	80	Gull	130	Parrot	180	Thorny Devil
31	Centipede	81	Hadrosaur	131	Peacock	181	Thylacine
32	Ceratosaur	82	Hamster	132	Pet Bird	182	Tiger
33	Chameleon	83	Hawk	133	Pheasant	183	Toad
34	Cheetah	84	Hedgehog	134	Phorusrhacidon	184	Trilobite
35	Chicken	85	Heron	135	Pig	185	Turkey
36	Chimpanzee	86	Hippopotamus	136	Pigeon	186	Turtle
37	Cicada	87	Horse	137	Platypus	187	Tyrannosaur
38	Civet	88	Hummingbird	138	Pony	188	Vulture
39	Coati	89	Hyaenodon	139	Porcupine	189	Walrus
40	Cockroach	90	Hyena	140	Possum	190	Wasp
41	Condor	91	Hypsilophodon	141	Prairie Dog	191	Weasel
42	Coot	92	Ibex	142	Preying Mantis	192	Whale
43	Coral	93	Jackal	143	Pronghorn	193	Wolf
44	Cow	94	Jellyfish	144	Pterosaur	194	Woolly Rhino
45	Coyote	95	Kangaroo	145	Rabbit	195	Wolverine
46	Crab	96	Kinkajou	146	Raccoon	196	Wombat
47	Cricket	97	Koala	147	Raccoon Dog	197	Woodpecker
48	Crocodile	98	Komodo Dragon	148	Rat	198	Worm
49	Crow	99	Lemur	149	Red Panda	199	Yak
50	Cuscus	100	Leopard	150	Rhinoceros	200	Zebra



RANDOM FERAL MUTATIONS TABLE

D100 RANDOM FERAL MUTATION (FERAL MUTATION POINTS COST)	
1	Deformity: Allergic Reaction [-1, -2, or -3]
2	Deformity: Contagion [-2]
3	Deformity: Deformed Arm [-1]
4	Deformity: Deformed Leg [-1]
5	Deformity: External Organs [-2]
6	Deformity: Misshapen Skull [-2]
7	Deformity: Oversized Arm [-1]
8	Deformity: Rearranged Face [-2]
9	Deformity: Rearranged Limbs [-1, -2, or -3]
10	Deformity: Sensitivity to Sunlight [-1]
11	Deformity: Sensory Deprivation: Hearing [-1 or -2]
12	Deformity: Sensory Deprivation: Pain [-2]
13	Deformity: Sensory Deprivation: Sight [-2 or -3]
14	Deformity: Sensory Deprivation: Smell [-1]
15	Deformity: Sensory Deprivation: Touch [-1]
16	Deformity: Skinless Horror [-1]
17	Deformity: Vulnerability [-1, -2, or -3]
18	Deformity: Weakened Healing [-2]
19	Deformity: Weakened Immune System [-1]
20	Deformity: Wounded [-3]
21	Ability: Agile [1]
22	Ability: Ambusher [1]
23	Ability: Amoebic [1]
24	Ability: Beastspeak [1]
25	Ability: Bleeder [1]
26	Ability: Builder [1]
27	Ability: Burrower [1]
28	Ability: Climber [1]
29	Ability: Gouter [1]
30	Ability: Howler [1]
31	Ability: Hauler [1]
32	Ability: Leaper [1]
33	Ability: Pouch [1]
34	Ability: Resilient [1]
35	Ability: Runner [1]
36	Ability: Savage [1]
37	Ability: Silkspinner [Cocoon] [1]
38	Ability: Silkspinner [Silkstrand] [1]
39	Ability: Silkspinner [Web] [1]
40	Ability: Sprinter [1]
41	Ability: Stalker [1]
42	Ability: Swimmer [1]
43	Ability: Waterbreather [1]
44	Appendage: Long Necked [1]
45	Appendage: Long Armed [1]
46	Appendage: Long Legged [1]
47	Appendage: Prehensile Tail [1]
48	Appendage: Prehensile Tongue [1]
49	Appendage: Hexapedal [2]
50	Appendage: Octopedal [3]
51	Appendage: Centipedal [4]
52	Armor: Light Armor [1]
53	Armor: Medium Armor [2]
54	Armor: Heavy Armor [3]
55	Armor: Extreme Armor [4]
56	Armor: Defensive Ball [5]
57	Bite & Beak: Small [1]
58	Bite & Beak: Medium [2]
59	Bite & Beak: Large [2]
60	Bite & Beak: Huge [2]
61	Camouflage: Basic [1]
62	Camouflage: Good [2]
63	Camouflage: Excellent [3]
64	Camouflage: Incredible [4]
65	Camouflage: Mimic [5]
66	Claws: Small [1]
67	Claws: Medium [2]
68	Claws: Large [3]
69	Claws: Huge [4]
70	Claws: Retractable [1]
71	Flight: Glider [1]
72	Flight: Clumsy Flier [2]
73	Flight: Graceful Flier [3]
74	Flight: Incredible Flier [4]
75	Horns & Tusks: Small [1]
76	Horns & Tusks: Medium [2]
77	Horns & Tusks: Large [3]
78	Horns & Tusks: Huge [4]
79	Senses: Darkvision [1]
80	Senses: Echolocation [1]
81	Senses: Farsense [1]
82	Senses: Keen Hearing [1]
83	Senses: Keen Sight [1]
84	Senses: Keen Smell [1]
85	Senses: Keen Taste [1]
86	Senses: Keen Touch [1]
87	Spikes & Spines: Small [1]
88	Spikes & Spines: Medium [2]
89	Spikes & Spines: Large [3]
90	Spikes & Spines: Huge [4]
91	Stingers: Small [1]
92	Stingers: Medium [2]
93	Stingers: Large [3]
94	Stingers: Huge [4]
95	Toxin: Mild [1]
96	Toxin: Moderate [2]
97	Toxin: Severe [3]
98	Toxin: Deadly [4]
99	Toxin: Necrotic Bite [1]
100	Toxin: Poisonous Skin [1]



FERAL MUTATIONS

- The Mutations listed from p.6 to p.11 are available to Feral characters during character creation.
- The cost for each mutation is listed in **Feral Mutation Points (FP)**. Feral characters have **8 FP** to spend during character creation.
- Deformities give bonus FP to be spent on other mutations. No more than 1 Deformity can be chosen during character creation.

SIZE

- Most Ferals as assumed to be Medium sized. Increasing or decreasing your Feral's Size affects their ability modifiers, speed, Hit Points, reach, and Armor Class.

SIZE:	ABILITY MODS*	HP MOD**	REACH	BASE SPEED	AC MOD
Tiny (-2 FP):	-2 Str, +2 Dex, +2 Con	-2 hp/level	none	20ft./rnd	+2 Armor Class
Small (-1 FP):	-1 Str, +1 Dex, +2 Con	-1 hp/level	none	25ft./rnd	+1 Armor Class
Medium (0 FP):	+2 Con	—	none	30ft./rnd	+0 Armor Class
Large, (2 FP):	+1 Str, -1 Dex, +2 Con	+2 hp/level	5'	35ft./rnd	-1 Armor Class
Huge (4 FP):	+2 Str, -2 Dex, +2 Con	+4 hp/level	10'	40ft./rnd	-2 Armor Class

* No ability can be increased above 20 during character creation. ** Minimum of 1 Hit Point gained each level.

FORM

- Your Feral's Form is a measure of how much they have transformed from an animal to a human.
- This transformation is measured in four areas: **Hands** (how your Feral holds things and how good they are at fine motor skills), **Looks** (how bestial or human your Feral appears), **Speech** (how difficult it is for your Feral to communicate verbally) and **Stance** (how easy it is for your Feral to move around bipedally; animals which already do can ignore this category).

FORM:	LOOKS	HANDS	SPEECH	STANCE
Animal (0 FP):	Animal	Animal	Partial	Animal
Beastly (1 FP):	Animal	Animal	Human	Partial
Hybrid (2 FP):	Animal	Partial	Human	Human
Humanoid (3 FP):	Partial	Human	Human	Human
Human (4 FP):	Human	Human	Human	Human

- **HANDS:**
 - Animal:** appendages are unchanged from the original animal; no fine motor skills possible
 - Partial:** clumsy humanoid hands, opposable thumbs; Disadvantage on fine motor skills
 - Human:** fully human hands capable of nuanced control and fine motor skills
- **LOOKS:**
 - Animal:** has the features and appearance of the original animal
 - Partial:** animal features are reduced but looks human from a distance
 - Human:** looks human unless closely examined
- **SPEECH:**
 - Animal:** animal noises and growls, but can communicate with own species
 - Partial:** gruff animalistic voice; Disadvantage on verbal communication skills
 - Human:** completely human voice with local accent
- **STANCE:**
 - Animal:** has the stance of original animal
 - Partial:** can stand bipedally, but ½ Move speed and Disadvantage on movement skills when doing so
 - Human:** fully bipedal stance

8

d20

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d20

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d12

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d8

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d6

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d6

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d6

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d6

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d4

4

d100

100

ABILITIES

Your Feral has retained one or more animal abilities that are considerably superior or remarkably different to a human's normal abilities. Each ability can only be gained once unless stated otherwise:

Agile (1 FP):

Move along narrow edges and precarious passages at full Speed/rnd. Gains Advantage to Dexterity [Acrobatics] skill checks to balance and move in high places.

Ambusher (1 FP):

Gains Advantage to Initiative skill checks during the first round of combat.

Beastpeak (1 FP):

Retain the ability to communicate with your original species even if your Speech is partial or human.

Bleeder (1 FP):

One of your attacks also causes Bleed damage of 1 hp/rnd/4 levels until healed.

Builder (1 FP):

Gains Advantage to any skill checks related to construction.

Burrower (1 FP):

Burrow into earth at ¼ base speed.

Climber (1 FP):

Climb at full Speed/rnd. Gains Advantage to Strength [Athletics] skill checks to climb.

Cutie (1 FP):

Your cute appearance dispels any fears others might have of you. You no longer have the Shock Factor feature.

Gouter (1 FP):

May use a reaction to produce a large quantity of ink-spray, body-slime or a stream of blood as a defensive mechanism. While the assailant is momentarily distracted by the spray the gouter may immediately Disengage as part of their reaction.

Howler (1 FP):

Has an animal howl or roar that can be heard over great distances (up to a couple of miles away).

Hauler (1 FP):

Calculate weight restrictions to lift and carry as though the mutant animal was one size larger.

Leaper (1 FP):

Gains Advantage to Strength [Athletics] skill checks to jump. Double the distance for all jumps.

Pouch (1 FP):

You retain your marsupial pouch, with the same carrying capacity of a backpack suitable for your size.

Resilient (1 FP):

When reduced to 0 hp but not killed outright, you can drop to 1 hp instead. 1/Long Rest.

Runner (1 FP):

Increase your base speed by 10'/rnd.

Savage (1 FP):

When a critical hit is scored with melee or natural weapon roll an additional crit die and add it to the damage.

Silkspinner (see below)

You retain the ability to create silk out of a pair of spinnerets. You may create one of the following effects with your silkspinning, and may purchase different Silkspinner abilities if appropriate to the base animal:

— **Cocoon (1 FP):** You can create a cocoon like structure that provides shelter from the outside environment. It has an AC of 13 + Proficiency Bonus and has 5hp/level. It takes you one hour to create a shelter big enough for one person. You must take a short rest before creating another cocoon.

— **Silkstrand (1 FP):** As a bonus action you can create a single 30' length of rope made from strands of silk. If you wish it can be sticky, granting advantage to any climbing or binding skill checks. You can make a number of strands equal to your Proficiency Bonus, then must take a short rest before creating more.

— **Web (1 FP):** You can create a large web, with the same effects as the spell of the same name. It takes you an hour to create it but it lasts until destroyed. You must take a long rest before creating another web.

Sprinter (1 FP):

May use bonus action to Dash. If the Feral also gains the Dash feature from a class ability, increase their base Speed by 10'/rnd.

Stalker (1 FP):

Gains Advantage to Dexterity [Stealth] skill checks to close with target.

Swimmer (1 FP):

Swim at twice base Speed/rnd. Gains Advantage to Strength [Athletics] skill checks to swim.

Waterbreather (1 FP):

Retain the ability to breathe while underwater. You can also breath above water just fine.



■ APPENDAGES

The Feral has very long appendages or extra limbs it can use. They retain the same manipulative ability equal to what has been purchased from the Human Features: Hands category.

■ Long Necked (1 FP):

You have an exceptionally long neck that grants you 5' reach with any bite or head butt attacks.

■ Long Armed (1 FP):

You have exceptionally long arms that grant you 5' reach with any melee weapon or claw attacks.

■ Long Legged (1 FP):

You have exceptionally long legs that grant you +5' Move and Advantage on Strength [Athletics] checks to jumping.

■ Prehensile Tail (1 FP):

You have a prehensile tail which you can use to hold or interact with [but not attack].

■ Prehensile Tongue (1 FP):

You have a long prehensile tongue, so long that it effectively has reach. It is also slightly adhesive — not enough to hold your weight, but enough to pick up items weighing 3lb or less. It is not strong enough to use weapons, but it can be used to make a reach touch attack.

■ Hexapedal (2 FP):

Gain two extra limbs which you can use to hold or interact with. You gain Advantage on Strength [Athletics] skill checks to grapple any creature your size or smaller with less appendages than you, and to Strength [Athletics] checks to climb.

■ Octopedal (3 FP):

Gain four extra limbs which you can use to hold or interact with. You gain Advantage on Strength [Athletics] checks to grapple any creature up to one size larger than you with less appendages than you. You gain Advantage on Strength [Athletics] checks resist shove attacks, and to Strength [Athletics] checks to climb.

■ Centipedal (4 FP):

Gain many extra limbs which you can use to hold or interact with. You gain Advantage on Strength [Athletics] checks to grapple any creature up to one size larger than you with less appendages than you. You gain Advantage on Strength [Athletics] checks resist shove attacks, to overrun, and to Strength [Athletics] checks to climb. You may also use a bonus action to make an additional attack each round.

■ ARMOR

The Feral has a rough hide, armored plates or exoskeleton that protect it. Natural armor does not stack with any armor the Feral is wearing. Instead, calculate the highest Armor Class and use that as the Feral's Armor Class:

■ Light Armor (1 FP):

Natural AC bonus +2 + Dex Mod (up to 3)

■ Medium Armor (2 FP):

Natural AC bonus +4 + Dex Mod (up to 2)

■ Heavy Armor (3):

Natural AC bonus +6 + Dex Mod (up to 1)

■ Extreme Armor (4 FP):

Natural AC bonus +8

■ Defensive Ball (5 FP):

You can curl up into a near impregnable defensive ball that provides a Natural AC bonus +10 [no Dex Mod bonus]. In this position you cannot move. When you are not curled up and moving about you have a Natural AC bonus of +5 [no Dex bonus].

■ BITE & BEAK

A bite or beak attack is a melee attack that uses the Feral's Strength Modifier to hit and damage. Unless the animal has a long neck it cannot use reach with its bite or beak attack.

■ Small (1 FP):

Bite or beak attack does 1d4 piercing damage + Str Mod.

■ Medium (2 FP):

Bite or beak attack does 1d6 piercing damage + Str Mod. Must be at least Small size.

■ Large (3 FP):

Bite or beak attack does 1d8 piercing damage + Str Mod. Must be at least Medium size.

■ Huge (4 FP):

Bite or beak attack does 1d10 piercing damage + Str Mod. Must be at least Large size.

CAMOUFLAGE

The Feral retains its species' natural prowess at remaining hidden:

Basic (1 FP):

Choose one hunter terrain. Gain Advantage to Dexterity [stealth] skill checks to remain hidden while completely still.

Good (2 FP):

Choose one hunter terrain. Gain Advantage to Dexterity [stealth] skill checks to remain hidden while completely still or moving at walking speed.

Excellent (3 FP):

Choose one hunter terrain. Gain Advantage to Dexterity [stealth] skill checks to remain hidden while completely still, moving at walking speed or using a Dash action.

Incredible (4 FP):

Use a bonus action to change color and texture to match any surrounding environment. You can attempt to hide even when in plain sight, and gain Advantage on any disguise based skill checks.

CLAWS

A claw attack is a finesse melee attack that uses either the Feral's Strength or Dexterity Modifier to hit and damage [whichever is better]. Claw attacks can be made using reach:

Small (1 FP):

Claw attack does 1d4 slashing damage + Str or Dex Mod.

Medium (2 FP):

Claw attack does 1d6 slashing damage + Str or Dex Mod. Must be at least Small size.

Large (3 FP):

Claw attack does 1d8 slashing damage + Str or Dex Mod. Must be at least Medium size.

Huge (4) FP:

Claw attack does 1d10 slashing damage + Str or Dex Mod. Must be at least Large size.

Retractable (1/2 Cost of Claws round up FP):

The Feral's claws can be sheathed within the ends of its fingers, toes or paws, providing Advantage on Dexterity [Stealth] rolls to conceal them.

FLIGHT

The Feral has retained the ability to fly. If an attack hits the Feral's wings they must make a Con Save DC 5+(half damage received) or the wing is disabled and the Feral falls from the sky. If the attack is made with a piercing weapon, the Feral has Advantage on the Con Save.

■ Glider (1 FP):

Can turn 30° each round, and glide at the Feral's base speed each round.

■ Clumsy Flier (2 FP):

Can turn 60°/climb 30° each round, and fly at the Feral's base speed each round.

■ Graceful Flier (3 FP):

Can turn 120°/climb 60° each round, and fly at the Feral's base speed x2 each round.

■ Incredible Flier (4 FP):

Can move in any direction each round, and fly at the Feral's base speed x3 each round.

HORNS & TUSKS

A horn or tusk attack is a melee attack that uses the Feral's Strength Modifier to hit and damage. If the attack is made from a standstill, the damage roll is made at Disadvantage [roll damage dice twice and take the lowest result], if the attack is a charge with a move of at least 10' prior to the attack, the damage roll is made at Advantage [roll damage dice twice and take the highest result]. Unless the animal has a long neck it cannot use reach with its horn or tusk attack:

■ Small (1 FP):

Horn or tusk attack does 1d4 bludgeoning or piercing [choose one] damage + Str Mod.

■ Medium (2 FP):

Horn or tusk attack does 1d6 bludgeoning or piercing [choose one] damage + Str Mod. Must be at least Small size.

■ Large (3 FP):

Horn or tusk attack does 1d8 bludgeoning or piercing [choose one] damage + Str Mod. Must be at least Medium size.

■ Huge (4 FP):

Horn or tusk attack does 1d10 bludgeoning or piercing [choose one] damage + Str Mod. Must be at least Large size.

SENSES

The Feral has one or more senses that are considerably superior to a human's normal senses. This ability can be taken multiple times to gain different senses:

■ Darkvision (1 FP):

Superior vision in dark and dim conditions in shades of grey up to 60'.

■ Echolocation (1 FP):

Blindsight up to 60'.

■ Farsense (1 FP):

Double range of one type of perception. Can be taken multiple times for different senses or to increase the range of one type of perception.

■ Keen Hearing (1 FP):

Advantage to aural-based Wisdom [Perception] skill checks.

■ Keen Sight (1 FP):

Advantage to visual-based Wisdom [Perception] skill checks.

■ Keen Smell (1 FP):

Advantage to scent-based Wisdom [Perception] skill checks.

■ Keen Taste (1 FP):

Advantage to oral-based Wisdom [Perception] skill checks.

■ Keen Touch (1 FP):

Advantage to tactile-based Wisdom [Perception] skill checks.



■ SPIKES & SPINES

Body spikes and spines can be used defensively or offensively. They can be used as a reaction after a successful melee attack against the Feral to make an opportunity attack with a spike bash. Alternatively they can be used to make a spike bash as a melee attack that uses the Feral's Strength Modifier to hit and damage. Spike bash attacks can be made using reach.

■ Small (1 FP):

Spike or spine bash does 1d4 piercing damage + Str Mod.

■ Medium (2 FP):

Spike or spine bash does 1d6 piercing damage + Str Mod. Must be at least Small size.

■ Large (3 FP):

Spike or spine bash does 1d8 piercing damage + Str Mod. Must be at least Medium size.

■ Huge (4 FP):

Spike or spine bash does 1d10 piercing damage + Str Mod. Must be at least Large size.

■ STINGERS

A stinger attack is a finesse melee attack that uses the Feral's Dexterity Modifier to hit and damage. Unless the character has a long neck it cannot use reach with its stinger attack. Having a stinger reduces the cost of purchasing Toxins by one.

■ Small (1 FP):

Stinger attack does 1d4 piercing damage + Str Mod.

■ Medium (2 FP):

Stinger attack does 1d6 piercing damage + Str Mod. Must be at least Small size.

■ Large (3 FP):

Stinger attack does 1d8 piercing damage + Str Mod. Must be at least Medium size.

■ Huge (4 FP):

Stinger attack does 1d10 piercing damage + Str Mod. Must be at least large size.

■ Shooter (1 FP):

You can shoot your stinger at nearby targets as a ranged attack, with a range of 20/60.

■ TOXINS

The Feral is poisonous to touch or has a venomous bite, claws or stinger. If the Feral is venomous, they must make a successful melee attack with the natural weapon to deliver their venom.

■ Mild (1 FP):

Once the target has been successfully hit, they must make a Con Save vs DC 12 or creature is Poisoned for 1d12 rounds. Can use 1/Short Rest.

■ Moderate (2 FP):

Once the target has been successfully hit, they must make a Con Save vs DC 13 or creature is Stunned for 1d12 minutes. Can use 1/Short Rest.

■ Severe (3 FP):

Once the target has been successfully hit, they must make a Con Save vs DC 14 or creature is Paralysed for 1d12 hours. Can use 1/Long Rest.

■ Deadly (4 FP):

Once the target has been successfully hit, they must make a he target must make a Con Save vs DC 15 or creature is reduced to 0 HP and is dying. Can use 1/Long Rest.

■ Necrotic bite (2 FP):

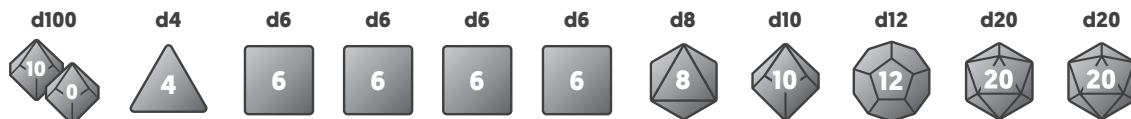
In addition to any bite damage from a successful attack the target must make a Con Save vs DC 12 or suffer 1d4 necrotic Con damage [Save every 8 hours until successful].

■ Poisonous Skin (2 FP):

The Feral is able to deliver their poison via direct skin contact with the target. The skin contact must be between exposed flesh; any clothing or armor will block the attack.

■ OTHER FEATURES

It's impossible to provide detailed rules for every animal feature out there; eventually the Game Master will want to create their own, or a player will ask to play an animal not listed here with its own unique abilities. To decide how many Feral Mutation Points the new Feature will cost, use your judgement on how powerful the feature is. A low powered feature should only cost 1 Feral Mutation Point, while an exceptionally powerful Feature should cost 4 or more.



DEFORMITIES

There is something very wrong with the Feral's mutations. Only a single Deformity can be chosen during character creation. You receive extra Feral Mutation Points to spend on other mutations, as listed next to each entry below:

Allergic Reaction [-1,-2, or -3 FP]:

You have a debilitating allergy. When you are exposed to the source of your allergy you are at disadvantage to all skill checks and attacks. The number of extra Mutation Points received depends on how common the source of your allergies is. If it is rare or very hard to acquire [meteoric rock from a distant shattered world] you gain 1 Mutation Point. If it is unusual or tricky to acquire [cold iron, a holy book blessed by a priest] it is worth 2 Mutation Points. If it is common [wood, metal, salt, meat, something that people encounter almost every day] it is worth 3 Mutation Points.

Contagion [-2 FP]:

You are a carrier of virulent mutating disease that can cause terrible mutation among others. Whenever another non-mutant creature comes into physical contact with your blood for the first time they must make a successful Constitution Save [DC 5+half your level round up] or undergo a permanent transformation that takes 2d12 hours to complete. When finished the victim rolls 1d12 to see what has happened to them:

D12	AMOUNT OF MUTATION
1	3 points of Deformity
2	3 points of Deformity, 1 point Mutation
3	3 points of Deformity, 2 points Mutation
4	3 points of Deformity, 3 points of Mutation
5	2 points of Deformity
6	2 points of Deformity, 1 point Mutation
7	2 points of Deformity, 2pt Mutation
8	2 points of Deformity, 3 points of Mutation
9	1 point of Deformity
10	1 point of Deformity, 1 point Mutation
11	1 point of Deformity, 2 points Mutation
12	1 point of Deformity, 3 points of Mutation

The Game Master should decide whether the deformities and mutations caused by the contagion are the same or different for every victim [the first option is less work]. Once exposed, a creature does not need to make another Constitution Save again.

Deformed Arm [-1 FP]:

You have a misshapen arm that is of little use to you. Any skill checks or attacks made with this limb are at disadvantage.

Deformed Leg [-1 FP]:

You have a malformed leg that slows you down. Reduce your Base Speed by 10'/rnd, and you have disadvantage on Athletics skill checks that require the use of this limb.

External Organs [-2 FP]:

Your deformity has left some of your vital organs exposed due to flaws in your bone structure, or simply lying just under the skin and plain to see. All attacks against you increase their Critical Range by 1.

Misshapen Skull [-2 FP]:

Your skull is massive, warped and twisted to house your oversized brain. Your eyes are misaligned; any Perception checks are at disadvantage. Your horrible visage means you gain Disadvantage on all social skill checks with strangers, save for Intimidation, for which you gain advantage. But you are a savant with a particular intellectual skill. Chose one, and gain advantage on all skill checks with it.

Oversized Arm [-1 FP]:

One of your arms much larger than it should be; a whole size category larger. Clothes and armor cost twice as much to accommodate this disparity, and Dexterity [Acrobatics] skill checks made to balance are at disadvantage. Using your oversized arm you can wield one-handed melee weapons that are one size category larger than normal.

Rearranged Face [-2 FP]:

Your eyes, nose, ears, and mouth are not where they are supposed to be on your face, giving you a horrifying visage. You gain Disadvantage on all social skill checks with strangers, save for Intimidation, for which you gain advantage.

Rearranged Limbs [-1, -2 or -3 FP]:

Your extremities are not where they are supposed to be. You are hideous to behold. You gain Disadvantage on all social skill checks with strangers, save for Intimidation, for which you gain advantage. If this deformity affects your legs [granting 2 Mutation Points] reduce your Base Speed by 10', and you have disadvantage on Athletics skill checks involving full body movement. If this deformity affects your arms [granting 1 Mutation Point] you may not use two handed weapons or tools, and a shield only grants +1 AC instead of +2. If both your legs and arms are rearranged your gain 3 Mutation Points.

■ Sensitivity To Sunlight (-1 FP):

Your nocturnal or cthonic origins betray you: whenever you are exposed to the brilliant warmth and dazzling light of the sun you are overwhelmed, suffering disadvantage to all skill checks and attacks. Additionally, for every hour your skin or eyes are directly exposed to sunlight you must make a Constitution Save [DC 10+1 per hour exposed] or suffer from 1 level of exhaustion due to sunburn.

■ Sensory Deprivation [-1,-2, or -3 FP]:

One of your senses is weakened or completely non-functional:

Hearing (-1 or -2 FP):

You are partially deaf (for 1 Mutation Point), giving you disadvantage to aural-based Wisdom (Perception) skill checks, or you are completely deaf (for 2 Mutation Points), which means you automatically fail all aural-based Wisdom (Perception) skill checks.

Pain (-2 FP):

You have no sense of pain. You are immune to any penalties derived from pain, but you have no sense of your own injuries. The Game Master keeps track of your hit points and you have no indication of how close you are to 0 Hit Points.

Sight (-2 or -3 FP):

You are partially blind, or completely blind in one eye (for 2 Mutation Points), giving you disadvantage to vision-based Wisdom (Perception) skill checks and ranged attack rolls; or you are completely blind (for 3 Mutation Points), which means you automatically fail all visual-based Wisdom (Perception) skill checks and ranged attacks, and disadvantage on melee attacks. Attack against you gain advantage. If you have a heightened alternate sense such as echolocation or hearing, these penalties can be overcome at the Game Master's discretion.

Smell (-1 FP):

You have no sense of smell, giving you disadvantage to scent-based Wisdom (Perception) skill checks and any skill checks where a sense of smell would be important.

Touch (-1 FP):

You have no sense of touch, giving you disadvantage to tactile-based Wisdom (Perception) skill checks and any skill checks where a sense of touch would be important.

■ Skinless Horror (-1 FP):

Your skin is completely transparent, revealing all your inner workings. You gain Disadvantage on all social skill checks with strangers, save for Intimidation, for which you gain advantage. Anyone making Medicine skill checks involving your body (including yourself) gains Advantage.

■ Vulnerability [-1,-2, or -3 FP]:

You have a weakness to a particular form of damage. Whenever you receive this type of vulnerability you double the amount of damage you deduct from your Hit Points. The number of Mutation Points gained depends on how common or rare the source of damage is, as listed below:

TYPE OF DAMAGE	FERAL MUTATION POINTS GAINED
Acid	1 Feral Mutation Point
Bludgeoning	3 Feral Mutation Points
Cold	2 Feral Mutation Points
Fire	2 Feral Mutation Points
Force	1 Feral Mutation Point
Lightning	1 Feral Mutation Point
Necrotic	1 Feral Mutation Point
Piercing	3 Feral Mutation Points
Poison	2 Feral Mutation Points
Psychic	1 Feral Mutation Point
Radiation	1 Feral Mutation Point
Slashing	3 Feral Mutation Points
Thunder	1 Feral Mutation Point

Some types of damage may be non-existent in the Game Master's campaign setting (such as psychic damage) so check with them first.

■ Weakened Healing (-2 FP):

Your body suffers from a weakened healing system. Whenever you recover hit points from a short or long rest or receive medical treatment you only regain half the total indicated (round up).

■ Weakened Immune System (-1 FP):

Your body suffers from a weakened immune system. Whenever you make a Constitution Save vs Poison or Disease your roll is made with disadvantage.

■ Wounded [-3 FP]:

You suffer from a permanent wound that reduces your total hit points. At the start of each day, you must roll 1d4 per Hit Dice and subtract the total from your Hit Points. If this reduces you to 0 Hit Points you have succumbed to your injury and must make Death Saves. The lost Hit Points can be healed normally, but every new day you must roll to see how many Hit Points you lose to the wound.

THE BADGE

You're a cop, or at least you were one. You might have been a good cop, or one of the bad ones, or maybe you just kept your head down and just did your job as best you can. Either way you're out of the force now. Maybe a hit you took in the line of duty knocked the job out of you. Maybe you quit in disgust at the corruption around you. Maybe you were one of the corrupt, and did time for all your crooked dealings, or maybe you made it to retirement. Or maybe you got sick of the real bad guys getting away, and want to bring justice unfettered by the restraints of the law.

Whatever it was that led you to hand back your badge, you know things aren't what they seem on the TV. On the edge of society, in the cesspools of scum and vice... things move in the shadows, things that aren't... human. And even though you've moved on from being a cop, you can't help but want investigate those unsolved mysteries. That uncracked case about those missing kids and the demon cult, those file photos of that monstrous thing that vanished overnight, those weird blood samples that the guys down in forensics couldn't match with anything in the database... they all call to you in unquiet dreams, begging to be solved.

You will find the truth. Even if it kills you. And only then will you rest easy.

Skill Proficiencies: choose two from Animal Handling, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Stealth, or a Vehicle proficiency.

Lifestyle: d6: 1: Poor. 2-4: Modest. 5-6: Comfortable

Equipment: pistol, lockpick kit, crowbar, torch, a police pension (if you're lucky), a set of common clothes, and wallet with Lifestyle Roll x \$100.

FEATURE: LONG ARM OF THE LAW

During your time on the streets you built up a pretty decent network of connections and informants. You've still got a few friends on the force and in other departments. Whenever you need information concerning criminal activities, you can call on them to help you find what you're looking for. They don't always have the answers you're after, but they'll help you as best they can. Just don't lean on them too hard or too often, or they might lean back on you.

SUGGESTED CHARACTERISTICS

Ex-cops tend to go one of several ways: they either want to forget all about what they saw on the job and move on; they end up in a similar job that makes the most of their skill set; or they can't let go and cling to their suspicions and vigilance. Just cause you don't carry a badge no more don't mean you'll ever stop being a cop.

d8 Personality Trait

- 1 Rigorous planning and meticulous notes win every case. You best write that down. Here, you can borrow my pencil.
- 2 I've seen it all. Plenty I wish I hadn't. Ain't nothing you can do that's gonna freak me now.
- 3 Every person I've ever met is just three missed meals from being a savage killer. Including you. And me.
- 4 Sure there's scum out there, but plenty of good folks too. I expect the best out of people, till they prove me wrong.
- 5 You really want to know what I think? Nuhuh, you really don't. Best I keep my feelings on the matter to myself.
- 6 You, ah, weren't followed, were you? They're watching us right now, I can feel it. You're not one of them, are you?
- 7 Hey look, we all did what we had to do. Everyone's just trying to get by. Sometimes you make mistakes, even when you meant to do what's right. I know I did.
- 8 I gave everything I had to do my duty. I played by the rules. Everyone else should do the same, too.

d6 Ideal

- 1 Justice. The law is what binds our society together, stops us from tearing each other apart. [Lawful]
- 2 Vengeance. Plenty of bad guys who got away. I'm gonna give them exactly what they deserve. [Lawful]
- 3 Power. I can break you if I want to. [Evil]
- 4 Loyalty. Ain't no-one knows what it's like to be a cop, cept another cop. We got each other's backs. [Neutral]
- 5 Piety. I went looking for justice. Instead I found God. [Good]
- 6 Protection. I'm here for the victims of crime, the innocents who deserve so much better than what they get. [Good]

d6 Bond

- 1 I killed in the line of duty. I see their faces every night.
- 2 Cleaned up my act, free of vice now, but still got debts to pay.
- 3 Yeah I was one of the bad ones. I did time in the slammer. Hard to find a straight job when you're a crooked ex-cop.
- 4 I quit, so what? My family needs me more than the scum out there. Find someone else to do your shitty job.
- 5 I lost my partner on the job. I swore I'd look after their family. I mean, what else could I do?
- 6 I mighta "borrowed" a few things from the evidence locker.

d6 Flaw

- 1 Back in narcos I went deep under cover. Maybe too deep, catch my drift? Crime is a fat circle. Got a beer?
- 2 Donuts and twinkies, man. I mean, who knew?
- 3 We do it by the book. Always.
- 4 We all got vices. We all need something to help us cope.
- 5 Let's just say I'm pretty thorough about home security.
- 6 I always think about all the lives I coulda saved, all the ways I coulda made the world a better place, if only I did my job.



THE NOBODY

You ain't nothing special. You're just an average guy or gal or whatever, trying to get by, trying to make ends meet. Just trying to survive. Your troubles... sure they ain't gonna bring the world to its knees, but it's the stuff that millions and millions have to overcome every damn day. You know the trials and tribulations of the common man. The little people. The plebs.... the nobodies.

Skill Proficiencies: choose any two skills or toolkit proficiencies that are relevant to your day to day living.

Languages: None.

Lifestyle: d6: 1: Squalid. 2: Poor. 3-5: Modest. 6: Comfortable.

FEATURE: JUST A FACE IN THE CROWD

Being one of the masses does have advantages. It's far easier for you to pass anonymously through society, as long as you don't cause a scene, though the time will come when our surveillance society will have a tighter hold on you. But for now you can easily slip into any large crowd and hide within the herd. And that herd mentality is something you can call on. Cause you're just like the rest of them, you can count on some within that crowd to come to your aid if you really need it. They might fear the badge, or cower in the spotlight, but when it really matters, when no-one is looking, nobodies can be the true heroes of our world.

SUGGESTED CHARACTERISTICS

Nobodies like to keep their heads down and stay out of trouble. Sure, they have feelings and opinions about the important stuff, and they'll help out others when they're down, but they don't like to get involved with anything serious if they can help it... sometimes though life just has other plans...

d8 Personality Trait

- 1 Screw the system and everything that's wrong with it!
- 2 I am so grateful for everything I have earned in my life, unlike *those* lazy people over *there*.
- 3 We all gotta work together. I make sure that everyone gets along.
- 4 There's no law against having fun! Always time to party!
- 5 I am deeply, deeply concerned that what you are doing is *wrong* and I will make it *my* business to stop you.
- 6 Seen it all. Nothing changes. Nothing. Why should I care?
- 7 I'm gonna make it big some day — just gotta work harder!
- 8 Just when you think it can't get any worse... it does. Just like I said it would.

d6 Ideal

- 1 Duty. We all have a part to play. I'll do my part as best I can. [Lawful]
- 2 Freedom. I just wanna have a good time and get loaded. Make the most of the time I've got. [Chaotic]
- 3 Self. No-one else is going to look out for me, so I do what I can to look after my self. [Neutral]
- 4 Family. Look after the ones who love you and raised you. [Good]
- 5 Friends. Can't choose your family. Can choose your friends though. They got my back, I got theirs. [Neutral]
- 6 Greed. Only one way outta this rat race, and I'll do whatever it takes to get to the top of the pile. [Evil]

d6 Bond

- 1 Someone's gotta work hard to feed all these mouths, and that someone is me.
- 2 Someone I love... they're dying... slowly. It's the worst, but I gotta look after them as best I can.
- 3 I broke the law once. Bad. It was an accident, couldn't pin it on me... but I'm sure they're watching me now.
- 4 I got debts to pay, big debts. So pay up or piss off.
- 5 These hours are killers! But if I'm not first in last out I'll lose my job. And that ain't gonna happen ever again.
- 6 Life can be a little rough, sometimes. I'm on the mend, but if I don't take these things daily it might get ugly again.

d6 Flaw

- 1 I'm an addict. Alcohol, drugs, sex, sport, anything. Just give me something to take my mind off the drudge.
- 2 I had my courage beaten out of me years ago.
- 3 I don't wanna die! I'll do whatever you ask! Anything!
- 4 [nom] I know it's [nom] bad for you, but [nom] it tastes so good. And anyway [nom] I can lose these pounds easy.
- 5 Nuh-uh. No way. I ain't sticking my neck out for nobody. Especially you. So get lost!
- 6 I'm as good as the next person. Better even. So gimme.



THE EXPERIMENT

You are the result of very deliberate pain-staking experiments — and the pain was all yours. The torturous transformation that you have suffered may have been an unintended side effect of other research, or the end goal of a long series of trial and error. Whatever it is, you were a prized possession of your masters and they will not have let you go lightly.

Skill Proficiencies: choose two from Athletics, Deception, Intimidation, or Survival

Tool Proficiencies: Vehicles [choose one, whatever you used to escape your creators]

Languages: the secret language of your masters

Lifestyle: d6: 1: Wretched. 2-4: Squalid. 5-6: Poor

Equipment: a heavy hooded cloak, scrounged common clothes, a small sack tied to a staff, and a wallet with \$100 x Lifestyle Funds.

FEATURE: I KNOW YOUR PAIN

The scars you have acquired as a result of the experiments run long and deep. You couldn't hide them even if you wanted to. Few truly understand the pain you have suffered, but those who do — torturers and their victims, those with medical backgrounds — are sympathetic to your plight and will do what they can to help you. As for those kindred souls who were scarred by the same hands, you know that a day of reckoning will come, and that they will be by your side when you face your old masters.

YOUR TERRIBLE PURPOSE

Your creators had plans for you before you fled them. Who knows if you are the embodiment of their goals, or a worthless byproduct? Pick or roll from the table below:

d12 Your Purpose

1 Personal Bodyguard	7 Slave Labor
2 Frontline Soldier	8 Weird Plaything
3 Organ-Donor	9 Pet for the Little Ones
4 Artistic Expression	10 Food Glorious Food
5 Genetic Paragon	11 Replica of The Enemy
6 Doppelganger Spy	12 Inscrutable Ends

THOSE THAT MADE YOU

The people that created you are usually [but not always] well funded, led by talented researchers operating out of cutting-edge facilities and protected by many able-bodied guards. Chose one or roll on the table opposite to determine who was responsible.

d20 Your Masters (d12 for Fantasy, d20 for Modern)

- 1 The **servants of an old pantheon of gods** eager to recreate the sacred hybrid creatures of their mythology
- 2 An **ancient cthonic race** looking for a biological agent to wipe out all surface dwellers before they return to claim their homelands of old
- 3 A **university-funded department of biologists** for whom the advancement of science and knowledge is all that matters
- 4 A **major international criminal gang** looking for an edge over their rivals
- 5 A **college of theologians** researching the presence of the soul in other creatures
- 6 A **curious arcane society** of distinguished and amoral gentlemen and ladies fighting against their old enemy Ennui
- 7 A **corrupt druidic circle** hellbent on bringing ruin to decadent civilization
- 8 A **heartless member of a shamed royal family** eager to regain prominence and reestablish their authority
- 9 A **jaded captain of industry** determined to create a new subservient species and corner the slave market
- 10 A **company of greedy alchemists** in search of new animal byproducts, serums and paraphernalia
- 11 A **fallen gladiatorial family** eager to create new monstrosities to slaughter for mass entertainment
- 12 An **underground demonic cult** devoted to the worship of the Beast in all its myriad forms
- 13 **Interfering alien spacefarers** eager to uplift a new species after that experiment with the monkeys didn't quite work out as planned
- 14 A **secret military laboratory** experimenting with super-soldiers on orders from a rogue general determined to win the war
- 15 A **clique of jaded epicureans** looking for new creatures to experience first contact with
- 16 **Beings from another dimension** eager to learn more about carbon-based lifeforms before they enslave us all
- 17 A **wealthy family funding private medical research** in a desperate attempt to find a cure for their dying child
- 18 A **league of supervillains** attempting to create a new nemesis to take down their heroic foes
- 19 A **bunch of meddling school kids** who took their science project too far
- 20 A **misguided company of heroes** in conflict with a terrible nemesis for whom the ends justifies the means

SUGGESTED CHARACTERISTICS

Those who survive experimentation share a fierce will to live, but are plagued by the memories of their suffering. Making peace with what was done to them and finding a way to heal their wounds is vital to their ongoing survival.



d8 Personality Trait

- 1 I lived through what they did to me; I can take anything the world throws at me. Bring it! That the best you got, huh?
- 2 I don't want to talk about my own suffering, but if I see or hear of others suffering like I did I must help them.
- 3 I seethe with rage at what happened. Just give me a reason to go crazy. Gotta let off some steam.
- 4 The pain made me what I am. Let me make something out of you.
- 5 I am so ashamed at what they did to me. I try so hard to forget... but I can't. Can you help me forget? Please?
- 6 I survived. Others did not. I make sure I live my life to the fullest. Not for just for me, but for them too.
- 7 I got problems with people who abuse their authority. You want to take advantage of someone? I'll stop you.
- 8 I lived through hell, and I'll do my damndest to make sure no-one will go through it again.

d6 Ideal

- 1 Justice. Those bastards will pay for what they did. [Lawful]
- 2 Freedom. No-one should have power over anyone else. [Chaotic]
- 3 Survival. There's only one person who's gonna make sure I get out of here alive — me. [Neutral]
- 4 Hope. Even in my darkest hours it was there to help me get through. [Good]
- 5 Revenge. I will do what was done to me. [Evil]
- 6 Destiny. There is a reason I survived: there is something I must do. [Any]

d6 Bond

- 1 During the escape my friend got left behind; that will never happen again.
- 2 Those who did this to me need me to complete their experiments, and will stop at nothing to bring me back.
- 3 My escape wasn't without outside help. I owe a great debt to those who freed me.
- 4 I was created to do terrible things, and I fight every day to stop myself from doing them.
- 5 I had a friend when I was prisoner, and they died so I could be free. I will protect their family as best I can.
- 6 Those who created me have a power over me, and I still call them master. One day I will be free.

d6 Flaw

- 1 You really don't want to point that weapon at me. Ever.
- 2 Every night my dreams are filled with nightmares.
- 3 I got the jitters real bad, but a stiff drink calms me down.
- 4 There's no way I'm gonna trust anyone ever again.
- 5 I'm never going back, and I'll do anything to make sure of it.
- 6 I get flashbacks at the worst time and can freak out.

THE FREAK

You are a mutant creature. You could have been born this way, some mad god's gamble with your scrambled genetics; or your transformation is the result of a random string of circumstances that led to the (un)happy accident that is you. You are unique, part human, part animal, all freak. You can survive for a time in the wild, but it is a lonely existence, and you are constantly called to the cities and towns of the humans. It is a dangerous place for you, but there on the fringes and in the shadows you find others like you. If you Oare lucky, you might even find someone to call your friend.

Skill Proficiencies: choose two from Athletics, Nature, Stealth, or Survival

Languages: There is a nameless code used by hobos and vagrants that looks like graffiti to the untrained eye. To those that do know it, the code conveys vital information regarding the safety and contents of various buildings and the disposition of its inhabitants. It can also pass secret messages between vagrants and warn travelers of danger. You know the code and use it well.

Lifestyle: d6: 1: Wretched. 2-4: Squalid. 5-6: Poor

Equipment: knife, hooded cloak or poncho, a sling bag of nicknacks, a set of common clothes, and a wallet with \$100 x Lifestyle Funds.

FEATURE: YOU ARE NOT ALONE

You maybe unique, but you are not the only one. You are aware that there are other freaks out there, living on the edges of civilization, and the nameless code you know can be used to contact other mutants in any region to visit. Most are doing their best to simply survive unnoticed and may not take kindly to being disturbed, but there are others who actively seek out mutant company, and dream of uniting together for protection and power.

SUGGESTED CHARACTERISTICS

Freaks have had to learn to survive on their own. Wary of strangers and slow to trust, once earned it is a friendship for life. Some ponder the meaning of their existence, others strive to learn the cause of their change, but most are focused on the day to day struggle just to survive.

FREAKISH ORIGINS

d10 How you came to be:

- 1 You were born this way: a castaway child of the wild. You were driven away from your animal kin for they sensed you were different, but you survived thanks to your superior intellect. Eventually you made your way to the fringes of human society, where you have thrived.
- 2 You were born this way: a one in a billion chance, but you were in close contact with humans from the day of your birth, either as a pet, a farm animal, worshipped by them, or even hunted by them. Seeing how different you were they took you in and raised you as best they could, teaching you all that they knew... but all creatures must leave the nest, and now it is time for you to find your own way in the world.
- 3 You were an animal once, but you stumbled upon an outcrop of pure Pandemonium as tasty as it was strange. You ate it all... then your metamorphosis began.
- 4 You were an animal once, but strayed too close to one of the human cities. There, in a sewer, a junkyard, or a slick of pollution flowing out to sea, you were exposed to some hazardous industrial waste that began your transformation.
- 5 You were an animal once, hunted down and mortally wounded by a heartless human. You thought you'd died, but when you awoke, you and your killer had become one. The human side of you wonders: was it a joke of the gods? A curse? A blessing? Whatever the answer, you are certain that it was to teach you how it felt to be hunted.
- 6 You were an animal once, but one night while foraging you saw a brilliant light in the sky that shone down on you. Was it cosmic radiation? Aliens? Gods? Who knows, but when you awoke that dawn you found that you were forever changed.
- 7 You were human once, but went on a crazy drug-fueled astral journey to find your spirit animal. You found it, or maybe it found you, and it followed you back to this reality and left you totemically transformed.
- 8 You were human once, but were bitten by a strange creature that passed on some of its animal abilities and appearance. Your transformation was swift, and horrified at what you had become you fled your human kin. Now you live on the fringes of society, desperate to learn more about your fate, and what it would take to reverse it.
- 9 You were human once, but were exposed to a quantity of pure Pandemonium and transformed into the part-man, part-creature you are now.
- 10 You come from another world: the distant future, or the ancient past, or another dimension in the Echaverse, but your journey here was an accident. Thrust into this world by temporal anomalies, exposure to the energies of the transdimensional vortex transformed you into something unique. Will you make the most of this new world, or desperately try to find a way back home?



d8 Personality Trait

- 1 I... try use your words, your manners... but beast is strong in me. Always circling. Always calling.
- 2 To think that I was once a mere animal! Look at how far I have come, how much I have learned!! I am a unique and wondrous thing, heed my words!
- 3 I'm cautious. Always check my lines of exit, always have my bag packed to go. Never know when you gotta flee.
- 4 I was king of my litter. What's mine is mine, and I fight tooth and claw for my share. You wait your turn.
- 5 Feed me and I am your friend.
- 6 You wanna play? Huh? How bout a rumble then? Eh? I'm good for it! Let's go! C'mon! Yeah!
- 7 Go away, til I find a use for you. Then be here without delay. My demands must be met.
- 8 I don't wanna stand out or anything. I keep my head down, always go with what the group wants to do.

d6 Ideal

- 1 Secrets. Never let them know the truth [Chaotic].
- 2 Civility. Turn your back on the beast within [Lawful]
- 3 The Beast. Embrace your true self. [Evil]
- 4 Loyalty. Once a friend, a friend for life. [Good]
- 5 Instinct. Always go with your gut feelings. [Neutral]
- 6 Survive. Stay alive, no matter what it takes. [Neutral]

d6 Bond

- 1 There is a hunter tracking me. He wants to claim my hide... and display it with the rest of his freak trophies.
- 2 Someone showed me kindness when I was a danger. Now I protect them as best I can.
- 3 I can't bear to see animals in cages and will free every imprisoned creature I find.
- 4 Someone got hurt bad, real bad. I think I did it and so do the cops... only I can't remember what happened.
- 5 I can't shake some these animal behaviours, sorry, and I really just need to sniff your butt.
- 6 Animals are terrified of me. They can smell I'm wrong.

d6 Flaw

- 1 If it's not nailed down I'll take it and add it to my hoard. Never know when I might need it.
- 2 I make sure everyone knows this is my territory.
- 3 I get... distracted... by food. The smells... so good!
- 4 When I was still just an animal I killed humans... and ate them. Even now I still like the taste.
- 5 I still clean myself like an animal: tongue bath in all the nooks and crannies. Don't like it? Don't watch!
- 6 I, ah.... I tend to howl when I get excited. Sorry.

EQUIPMENT

RATING	QUALITY	COST	SKILLS	COMBAT	RANGE	AC	DON/DOFF	NOTES
—	Crap	-\$	-1	-1	-25%	-1	+25% time	breaks on nat 1
★	Standard	—	—	—	—	—	—	—
★★	Good	+\$	+1	+1	+25%	+1	-10% time	DC 10 to find
★★★	Excellent	+\$	+2	+2	+50%	+2	-25% time	DC 15 to find
★★★★	Amazing	+\$	+3	+3	+75%	+3	-50% time	DC 20 to find
★★★★★	Legendary	+\$	+4	+4	+100%	+4	-75% time	DC 25 to find

EQUIPMENT QUALITIES

The quality of the equipment you purchase for your character is totally dependant on how much you're willing to spend. If you're willing to fork out big, then the item should perform much better than some cheapass cornerstore massproduced piece of crap. To reflect this, equipment can be bought with variable Quality, as shown in the table below.

Rating: The 5 star rating is a visual shorthand way to convey the quality of the equipment.

Quality: A verbal description of the quality of the equipment.

Cost: This modifier is applied to the base cost of the equipment.

Skills: This modifier is applied to any skill checks made with the item. This is only applied when you use the item for its intended purpose.

Combat: This modifier is applied to attack and damage rolls made if the item is a weapon.

Range: This modifier is applied to the attack range of a missile weapon. It can also be applied to items that have a range effect, such as the reception on communication devices or the mileage on vehicles.

Armor Class: This modifier is applied to the wearer's Armor Class if the item is armor.

Don/Doft Modifier: This modifier is applied to the time to put on or remove the armor.

QUALITY DESCRIPTIONS

No Stars: Crap: Items that are hastily made, or of terrible quality control, mass produced to make a quick buck. Their poor quality is easy to see, but sometimes a crap item is all you need to get the job done. Crap weapons and items break on a roll of natural 1, and crap armor breaks whenever it receives a critical hit.

★ Standard: Most items shown in equipment lists are assumed to be standard items: reasonably made and reliable, but nothing fancy.

★★ Good: Good items are of superior design and materials, built to last. They are not hard to find, requiring a DC 10 search to locate a dealer.

★★★ Excellent: Excellent items are the work of master crafters using the finest commercially available materials and built to last a lifetime. They are hard to find, requiring a DC 15 search to locate a dealer.

★★★★ Amazing: Amazing items are top of the line creations combining visual appeal with great ergonomics and user interface. Amazing items are rare, requiring a DC 20 search to locate a dealer.

★★★★★ Legendary: Legendary items are exquisitely rare and beautiful. They are equally functional, and usually made to order by elite customers. Internationally renowned, those who trade in Legendary items are also terribly hard to contact, requiring a DC 25 search to locate a willing dealer.

LIFESTYLE *(based on mid-1980s incomes in the United States)*

TYPE	FUNDS	DAILY CASH	ANNUAL INCOME	NOTES
Wretched	—	≤ \$1 /day	≤ \$500 /year	You have nothing and can barely eat
Squalid	\$	≤ \$5 /day	≤ \$2500 /year	You live in extreme poverty
Poor	\$\$	≤ \$10 /day	≤ \$5000 /year	You struggle below US poverty line
Modest	\$\$\$	≤ \$50 /day	≤ \$25,000 /year	You rent
Comfortable	\$\$\$\$	≤ \$100 /day	≤ \$50,000 /year	Average; you own a mortgaged home
Wealthy	\$\$\$\$\$	≤ \$500 /day	≤ \$250,000 /year	You own your home outright
Affluent	\$\$\$\$\$ \$	≤ \$1000 /day	≤ \$500,000 /year	You own several homes and companies
Rich	\$\$\$\$\$ \$\$	≤ \$5000 /day	≤ \$2,500,000 /year	You own international properties
Opulent	\$\$\$\$\$ \$\$\$	≤ \$10,000 /day	≤ \$5,000,000 /year	You own international companies
Sumptuous	\$\$\$\$\$ \$\$\$\$	≤ \$50,000 /day	≤ \$25,000,000 /year	You mingle with heads of state
Ridiculous	\$\$\$\$\$ \$\$\$\$\$	≤ \$100,000 /day	≤ \$50,000,000 /year	You are named in the Forbes 400

Lifestyle is a measure of your character's wealth, funds and equipment; it is used to determine what they can afford to buy from the equipment lists. Your character's starting lifestyle level is determined by their background.

Rating: The 5 star rating is a visual shorthand way to convey the quality of the equipment.

Funds: Every piece of equipment listed has a cost shown in \$ signs. If this is equal or less than the \$ number of your lifestyle level, then you can get one, no problem.

If you want an item that's beyond your means you can lower its \$ cost by 1 \$ if you purchase a version of the item with the Crap quality. You can also buy one single item that is one \$ above your lifestyle, but doing so lowers your lifestyle by one level.

Daily Cash: The amount of cold hard cash you can scrounge up on any given day.

Annual Income: A rough estimate of how much you earn over a year.

EQUIPMENT PACKS

Equipment packs are a quick way of dealing with long equipment lists. Instead of detailing every single item, each pack provides characters with a nebulous possibility of items.

When the character with the pack needs a particular item, they check with the game master if the item is likely to be in the pack, then make a Wisdom Save to see if the item is available. For obvious items don't even roll, for unusual or

slightly obscure items make the Save DC5, through to DC20 for rare but still plausible items.

Packs contain a set number of items listed below. Players should write down each item as they come into play. GM discretion is advised to ensure this option is not abused, but do give a little leeway if that obscure item does turn up. As long as it is useful but doesn't break the game it's fine.

NAME	COST	WT	PROPERTIES
EQUIPMENT PACKS			
Assassin's Pack	\$\$\$\$	££	Contains 6 items suitable for surveillance and getting away with murder.
Everyday Pack	\$\$	££	Contains 6 items suitable for most average people.
Hunter's Pack	\$\$\$	££££	Contains 9 items suitable for hunters, trappers and wilderness explorers.
Investigator's Pack	\$\$\$	££	Contains 6 items suitable for urban investigation.
Medic's Pack	\$\$\$\$	£££	Contains 9 items suitable for first aid and medical emergencies.
Ninja's Pack	\$\$\$\$	££	Contains 6 items suitable for ninja action.
Operative's Pack	\$\$\$\$	££	Contains 6 items suitable for espionage.
Scientist's Pack	\$\$\$\$\$	££££	Contains 9 items suitable for portable experiments and collection.
Soldier's Pack	\$\$\$\$	£££££	Contains 12 items suitable for modern soldiers.
Tech's Pack	\$\$\$\$\$	££££	Contains 9 items suitable for technical pursuits and repair.



TRADITIONAL OCCIDENTAL WEAPONS

NAME	COST	WT	DAMAGE	PROPERTIES
■ SIMPLE MELEE WEAPONS				
Brass knuckles	\$	—	1d3 bludgeon	light
Chain	\$	£	1d4 bludgeon	2-H, entangle
Club	—	£	1d4 bludgeon	light
Dagger	\$	£	1d4 pierce	finesse, light, thrown (range 20/60)
Greatclub	\$	££	1d8 bludgeon	2-H
Hammer	\$	£	1d4 bludgeon	light, thrown (range 20/60)
Handaxe	\$	£	1d6 slash	light, thrown (range 20/60)
Mace	\$	£	1d6 bludgeon	—
Quarterstaff	\$	££	1d6 bludgeon	versatile (1d8)
Sickle	\$	£	1d4 slash	light
Spear	\$	££	1d6 pierce	thrown (range 20/60), versatile (1d8)
Unarmed strike	—	—	1 bludgeon	—
■ SIMPLE RANGED WEAPONS				
Crossbow, Light	\$\$	££	1d8 pierce	ammo (range 80/320), reload, 2-handed
Dart	\$	—	1d4 pierce	finesse, thrown (range 20/60)
Shortbow	\$\$	£	1d6 pierce	ammo (range 80/320), 2-handed
Sling	\$	—	1d4 bludgeon	ammo (range 30/120)
■ MARTIAL MELEE WEAPONS				
Battleaxe	\$\$	£££	1d8 slash	versatile (1d10)
Flail	\$\$	£££	1d8 bludgeon	entangle
Greataxe	\$\$\$	££££	1d12 slash	heavy, 2-handed
Greatsword	\$\$\$	££££	2d6 slash	heavy, 2-handed
Greatflail	\$\$\$	££££	1d10 bludgeon	heavy, entangle
Halberd	\$\$\$	££££	1d10 slash	heavy, reach, 2-handed
Harpoon	\$\$	£££	1d8 pierce	thrown (range 20/60), versatile (1d10)
Longsword	\$\$\$	£££	1d8 slash	versatile (1d10)
Machete	\$\$	££	1d6 slash	finesse, light
Morningstar	\$\$	£££	1d8 pierce	—
Pike	\$\$\$	££££	1d10 pierce	heavy, reach, 2-handed
Rapier	\$\$\$	££	1d8 pierce	finesse
Scimitar	\$\$\$	££	1d8 slash	finesse
Shortsword	\$\$	££	1d6 piercing	finesse, light
Warhammer	\$\$\$	£££	1d8 bludgeon	versatile (1d10)
Whip	\$\$	£	1d4 slash	finesse, reach
■ MARTIAL RANGED WEAPONS				
Crossbow, Hand	\$\$\$	£	1d6 pierce	ammo (range 25/100), light, loading
Crossbow, Heavy	\$\$\$	£££	1d10 pierce	ammo (range 100/400), heavy, loading, 2-handed
Longbow	\$\$	£££	1d8 pierce	ammo (range 150/600), heavy, 2-handed
Longbow, Composite	\$\$\$	£££	1d8+Str pierce	ammo (range 150.600), heavy, 2-handed
Net	\$	££	—	special, thrown (range 5/15)
Shortbow, Composite	\$\$	££	1d6+Str pierce	ammo (range 80/320), 2-handed



TRADITIONAL ORIENTAL WEAPONS

NAME	COST	WT	DAMAGE	PROPERTIES	NINJA?
■ ORIENTAL MELEE WEAPONS					
Bisento (<i>bladed polearm</i>)	\$\$\$	£££	1d10 slash	heavy, 2-handed	
Bo (<i>long staff</i>)	\$	££	1d6 bludgeon	versatile (1d8)	Y
Jo (<i>short staff</i>)	—	£	1d4 bludgeon	versatile (1d6)	Y
Kama (<i>sickle</i>)	\$	£	1d4 slash	disarm	Y
Katana (<i>long sword</i>)	\$\$\$	£££	1d8 slash	versatile (1d10)	Y
Kawanga (<i>rope grapple</i>)	\$\$	£££	1d4 pierce	entangle, climb	Y
Kusari-gama (<i>sickle chain</i>)	\$\$	£££	1d6 slash	entangle, climb	Y
Makibishi (<i>caltrops</i>)	\$	£	1d2 pierce	special, thrown (range 20/60)	Y
Manriki-gusari (<i>weighted chain</i>)	\$	£££	1d6 bludgeon	entangle	Y
Naginata (<i>long bladed polearm</i>)	\$\$\$	££££	1d10 slash	heavy, reach, 2-handed	
Ninja-to (<i>ninja's long sword</i>)	\$\$\$	£££	1d8 slash	climb, versatile (1d10)	Y
No-dachi (<i>great sword</i>)	\$\$\$	££££	1d12 slash	heavy, 2-handed	
Nunchaku (<i>chained batons</i>)	\$\$	££	1d6 bludgeon	entangle	Y
Sai (<i>pronged short blade</i>)	\$	£	1d4 bludgeon	+1 Armor Class, disarm	Y
Shikomi-zue (<i>staff blade</i>)	\$\$	£££	1d4 slash	concealed	Y
Tanto (<i>dagger</i>)	\$	£	1d4 slash	—	Y
Tessen (<i>war fan</i>)	\$\$	£	1d3 slash	+1 Armor Class	Y
Tetsubo (<i>great iron club</i>)	\$\$\$	££££	1d12 bludgeon	heavy, 2-handed	
Tonfa (<i>forearm club</i>)	\$	££	1d4 bludgeon	+1 Armor Class	Y
Wakizashi (<i>short sword</i>)	\$\$	££	1d6 slash	—	Y
■ ORIENTAL RANGED WEAPONS					
Dai-kyu (<i>great bow</i>)	\$\$\$	££££	1d10 pierce	ammo (range 150/600) heavy, 2-handed	
Fukiya (<i>blow gun</i>)	\$	££	1 pierce	ammo (range 25/100), loading	Y
Han-kyu (<i>short bow</i>)	\$\$	££	1d6 pierce	ammo (range 80/320), 2-handed	Y
Shuriken (<i>throwing star</i>)	\$	—	1d2 slash	thrown (range 20/60)	Y
Yumi (<i>long bow</i>)	\$\$\$	£££	1d8 pierce	ammo (range 150/600) heavy, 2-handed	

TRADITIONAL AMMUNITION

NAME	COST	WT	DAMAGE	PROPERTIES
■ RANGED WEAPON AMMUNITION (BOWS & CROSSBOWS)				
Standard arrow/bolt	\$	£	as listed	
Armor piercing	\$\$\$	£	as listed	Halves (round down) AC from Armor worn
Barbed	\$\$	£	as listed	DC15 Medicine check to remove or 1d6HP
Explosive	\$\$\$	£	+1d10 force	Force damage in 10' radius around target.
Flaming	\$\$	£	+1d6 fire	On a damage roll of 6, add an extra +1d6 fire.
Flesh cutter	\$\$	£	as listed	x2 dam. vs no armor, 1/2 x dam. vs armor.
Humming Bulb	\$\$	£	—	
Rope Cutter	\$\$	£	1d4 slash	
Smoke	\$\$	£	—	
Thethered Line	\$	££	—	Reduce range by 25%



MODERN WEAPONS

FIREARMS

CALIBER	COST	WT	DAMAGE*	COVER	%	DEFENSE BONUS
Small Caliber	-\$	£	1d6 pierce	Half Cover	50%	+2 AC and Dex Saves
Medium Caliber	—	£	1d8 pierce	Three-Quarters Cover	75%	+5 AC and Dex Saves
Large Caliber	+\$	£	1d10 pierce	Total Cover	100%	Cannot be hit by line-of-sight weapons.
Xtra-Large Caliber	+\$	£	1d12 pierce			

TYPE	COST	WT	CALIBER	RELOAD	RANGE	ATTACK TYPES	NOTES
Revolver	\$\$\$	£	S, M, L	1 round	40/160 ft.	A, S, SB	
Single-shot Pistol	\$\$	£	S, M, L	1 round	30/120 ft.	A, S	
Semi-Automatic Pistol	\$\$\$	£	S, M	1 action	30/120 ft.	A, S, DT, SB, LB, SF	
Submachine Gun	\$\$\$\$	££	S, M	1 action	30/120 ft.	A, S, SB, LB, FC, SF	
Shotgun - Shot Ammo	\$\$\$	££	S, M, L	1 round	30/120 ft.	A, S, SS	
- Slug Ammo	\$\$\$	££	S, M, L	1 round	30/120 ft.	A, S	
Carbine	\$\$\$	££	S, M	1 round	200/800 ft.	A, S, SB, LB, SF	
Single-shot Rifle	\$\$	££	S, M, L	1 round	300/1200 ft.	A, S	
Repeating Rifle	\$\$\$	££	S, M, L	1 action	300/1200 ft.	A, S, SB	
Assault Rifle	\$\$\$\$	£££	M, L	1 action	300/1200 ft.	A, S, DT, SB, LB, FC, SF	
Battle Rifle	\$\$\$\$	£££	L, XL	1 action	400/1600 ft.	A, S, DT, SB, LB, FC, SF	
Sniper Rifle	\$\$\$\$	£££	M, L, XL	1 round	600/2400 ft.	A, S	
Machine Gun	\$\$\$\$	££££	M, L	1 round	800/3200 ft.	S, SB, LB, SF	+1 dice damage
Heavy Machine Gun	\$\$\$\$	£££££	L, XL	1 round	800/3200 ft.	S, SB, LB, SF	+1 dice damage

ATTACK TYPE	% OF CLIP	DAMAGE*	AREA	NOTES
A: Aimed Shot	10%	as listed	Target	Spend 1 round aiming to gain Advantage on single shot attack roll.
S: Single Shot	10%	as listed	Target	Standard attack roll.
SB: Short Burst	20%	+1 dice [Line] as listed [Arc]	Line, Arc	Standard attack roll. All hit may make Dex Save DC attack roll for half damage. Cover protects.
LB: Long Burst	50%	+2 dice [Line] +1 dice [Arc]	Line, Arc	Standard attack roll. All hit may make Dex Save DC attack roll for half damage. Cover protects.
FC: Full Clip	100%	+3 dice [Line] +2 dice [Arc]	Line, Arc	Standard attack roll. All hit may make Dex Save DC attack roll for half damage. Cover protects.
SS: Shotgun Shot	100%	+2 dice	Line	Standard attack roll. All hit may make Dex Save DC attack roll for half damage. Cover protects.
SF: Suppressive Fire	50%	—	Line, Arc	See below.

Any opponents who wish to move or attack in the area of suppressive fire must make a Wisdom Save DC 10 + attack bonus of the enemy laying down suppressive fire, or be pinned down for 1 round, unable to move or take aggressive actions. If successful, they must then make a Dex Save DC 10 + the attack bonus of the enemy laying down suppressive fire prior to their move or attack, or take the suppressive weapon's base damage.

AREA AFFECT

Target	Weapon affects a single target within range.
Line	Straight line from the attacker, 5 ft. wide, extending to maximum range. Weapon affects all targets within this area.
Arc	Circular sector with an angle of 90°, extending out to maximum range. Weapon affects all targets within this area.

* "+X dice" means add the base damage dice to the damage roll "X" times. So a Large Caliber Machine Gun (1d10, +1 dice) firing a long burst in a line [+2 dice] becomes +3 dice — in this case 4d10 — and if a critical is scored [double the dice], it becomes 8d10.



MODERN AMMUNITION

NAME	COST	WT	DAMAGE	PROPERTIES
■ RANGED WEAPON AMMUNITION (MODERN FIREARMS)				
Standard Ammunition	\$ £		as listed	
Armor Piercing	\$\$\$ £		as listed	halves [round down] AC bonus from armor worn
Full Metal Jacket	\$£ £		as listed	If damage > target's Con, apply x 1/2 damage to anyone behind the original target that is in line with attacker.
Hollow Point	\$£ £		special	+1 dice damage if target not wearing armor
Incendiary	\$\$\$ £		+1d6 fire	On a damage roll of 6, add an extra +1d6 fire.

EXPLOSIVES

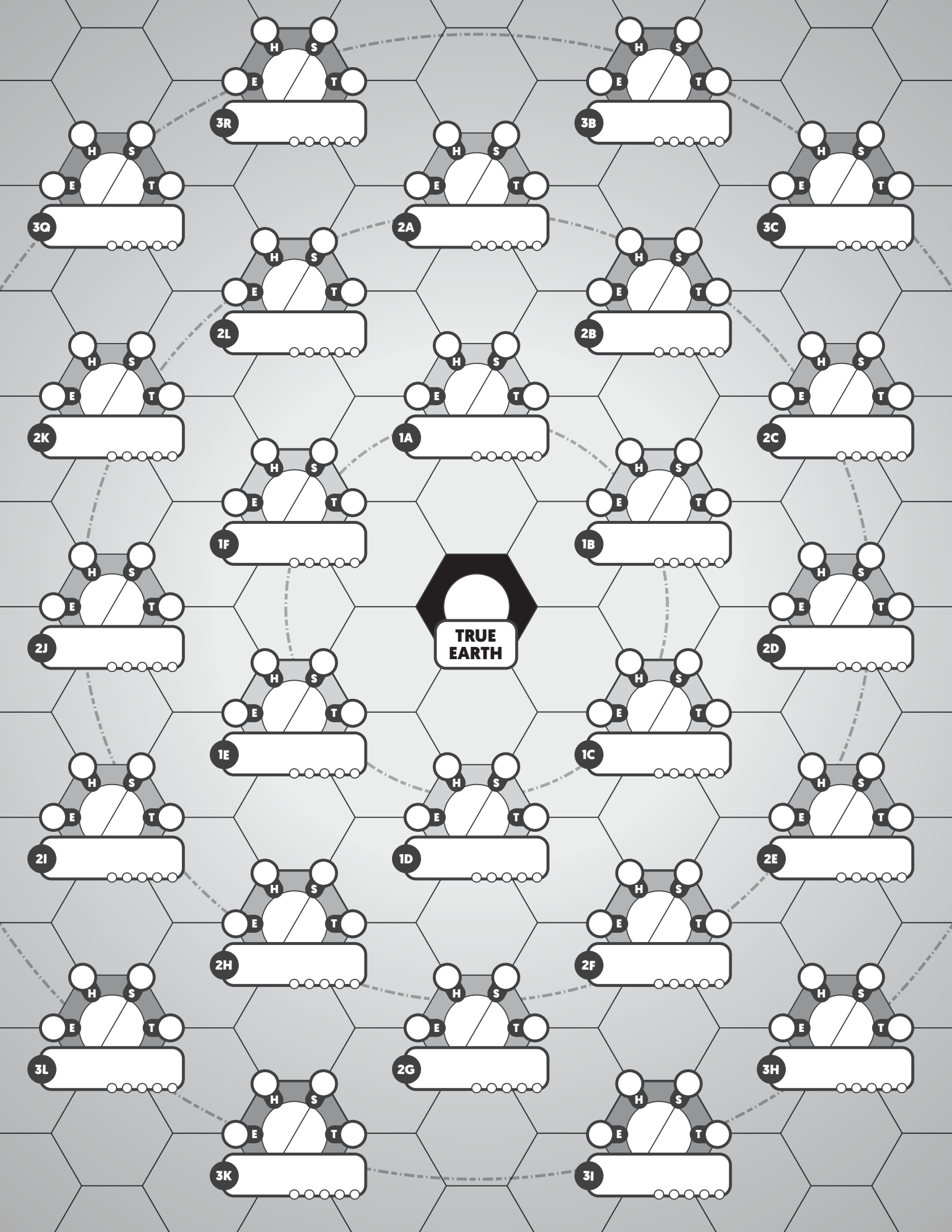
NAME	COST	WT	RANGE	AREA	DAMAGE
■ EXPLOSIVES					
Concussion Grenade	\$£ £		40/160 ft.	10 ft. r. sphere	Con Save DC 15 or unconscious for 1d6 rounds.
Flash Grenade	\$£ £		40/160 ft.	10 ft. r. sphere	Dex Save DC 15 or blinded for 1d6 rounds.
Frag Grenade	\$£ £		40/160 ft.	10 ft. r. sphere	6d6 [exploding*] pierce damage.
IED	\$£ ££		—	20 ft. r. sphere	10d6 [exploding*] pierce damage.
Incendiary Grenade	\$£ £		40/160 ft.	10 ft. r. sphere	3d6 [exploding*] fire damage.
Molotov Cocktail	\$ £		30/120 ft.	5 ft. r. sphere	1d6 [exploding*] fire damage.
Riot Grenade	\$£ £		40/160 ft.	10 ft. r. sphere	Dex Save DC 12 or stunned for 1d6 mins or till treated. Wearing gas mask ignores this effect.
Stick Grenade	\$£ ££		50/200 ft.	10 ft. r. sphere	6d6 [exploding] pierce damage.

*Exploding dice: on a roll of 6, roll an additional exploding d6 and add it to the damage total, rerolling repeatedly for every 6.

ARMOR

NAME	COST	WT	DEFENSE	NOTES
■ SUITS				
Light Armor	\$£ £		AC 12 + Dex mod (max 4)	Don/Doff 6 +1d6 rounds.
Medium Armor	\$£ ££		AC 14 + Dex mod (max 3)	Don/Doff 12 +2d6 rounds.
Heavy Armor	\$\$\$ £££		AC 16 + Dex mod (max 2)	Disadvantage to Stealth. Don/Doff 18 +3d6 rnd.
Ultra Armor	\$\$\$\$ ££££		AC 18 + Dex mod (max 1)	Disadvantage to Stealth. Don/Doff 24 +4d6 rnd.
Mega Armor	\$\$\$\$\$ £££££		AC 20 (no Dex mod)	Disadvantage to Stealth. Don/Doff 30 +5d6 rnd.
■ SHIELDS				
Light Shield	\$£ £		+2 AC	
Medium Shield	\$\$\$ ££		+3 AC	Disadvantage to Stealth.
Heavy Shield	\$\$\$\$ ££££		+4 AC	Disadvantage to Stealth.
■ HELMS				
Light Helm	\$£ £		+1 AC	20% ignore crits.
Medium Helm	\$\$\$ ££		+1 AC	35% ignore crits. Disadvantage to Stealth.
Heavy Helm	\$\$\$\$ £££		+1 AC	50% ignore crits. Disadvantage to Stealth.
Masked Helm	+\$\$ £		—	Disadvantage to Perception. Advantage to Intimidation.





TRUE EARTH AND THE ECHOVERSE

Understand this: every moment of every day, a multitude of universes are born. Every moment where you face a decision and chose one option over all others, new dimensions appear containing the outcomes where you chose one of the alternatives. An echo of this universe from a moment now past.

How many decisions do you make in a day? About 3,000 conscious decisions if you're a kid, and around 35,000 if you're an adult... every damn day. Multiply that number of decisions by the number of alternatives you could have chosen... and that's how many new dimensions you are personally responsible for creating, each and every day.

Nice work. Have a beer.

Take that number then, and multiply it by the number of humans on the planet. In 1985, that number is about 4.9 billion. So even if every decision had only one of two outcomes, that's roughly 170 trillion every day. About 2 billion every second. Really much more than that.

That's a lot of dimensions. A gargantuan reality resounding with the echoes of trillions of choices.

Now understand this: every moment of every day, a multitude of dimensions are destroyed.

Almost every new dimension is indistinguishable from one another. The differences between them are inconsequential. Identical echoes save for the most minute differences, they are unable to stand apart either from each other or the universe that birthed them. Lacking the individuality to form a true universe, they are mindless realities, unaware of their uniqueness for there is so very little to make them unique.

So they are destroyed. There is a hungry, idiosyncratic predator that fuels its existence by consuming its idiotic children. This is the True Earth. It kills you at least 2 billion times a second. You just don't know it, because you're inside it. You're part of it.

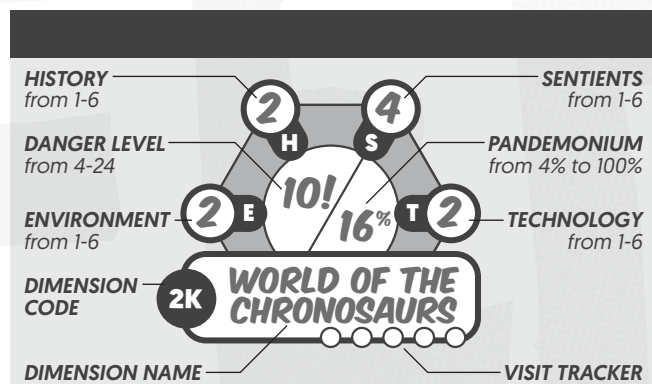
Only... sometimes instead of the susurrus whispers that give birth to dead echoes, sometimes the True Earth screams. A monumental global event or galactic cataclysm gives birth to howling alternative protodimension, born different to all its momentary kin. So different that it can sense its uniqueness, so different that it is self-aware.

These wary protodimensions can sense that deep within them is an alternative to the True Earth worth preserving. They are unique enough to survive and grow and form their own universe, and give birth to their own echoes which they, too, feast on.

This is the echoverse.



CREATING A DIMENSION



1. DETERMINE THE DIMENSION'S LOCATION:

The most important aspect of the Dimension's location in the Echoverse [see the map of the Echoverse, p.XXX] is its distance from True Earth. This distance is given in Rings, from the 1st Ring [usually the most similar to True Earth, of which there are up to 6 dimensions] to the 6th Ring [wild and chaotic dimensions of which there are dozens].

The GM should decide which Ring the Dimension is found in, but if a random Ring location is required roll 1d6. If the result indicates that the dimension lies on a Ring that is already full, move the dimension out further to the next Ring with available space for it.

2. DETERMINE THE DIMENSION'S ASPECTS:

Roll 4d6, which gives Dimension's four Aspects:

Dice 1: The Dimension's **Environment** [scale of 1-6]

Dice 2: The Dimension's **History** [scale of 1-6]

Dice 3: The Dimension's **Sentients** [scale of 1-6]

Dice 4: The Dimension's **Technology** [scale of 1-6]

If the dice result is lower than the Ring that the Dimension is located in, increase the result to equal the Ring's value. The further away from True Earth the weirder and more dangerous it gets out there.

Environment is a measure of the dimension's astronomy, geography, climate and ecology and how similar or different it is compared to the environment of True Earth.

History is a measure of the dimension's timeline, and how similar or divergent it is compared to the timeline of the True Earth universe.

Sentients is a measure of the dimension's dominant inhabitants, and how similar or different they are to the humans of our world.

Technology is a measure of the dimension's astronomy, geography, climate and ecology.

3. DETERMINE THE DIMENSION'S DANGER:

Add the four Dimension Aspect scores together to get a result between 4–24 which is the Dimension's **Danger** score. This score represents how difficult and dangerous the dimension is to non-natives.

This score is the minimum DC to all skill checks in this dimension. Each completed visit to this dimension reduces the Danger by 5 next time the visitors return.

4. DETERMINE THE DIMENSION'S PANDEMONIUM:

Add together the Dimension's Environment, Sentients and Technology scores, then multiply the total by the Dimension's History score [with a maximum of 100].

This is the Dimension's **Pandemonium** score. This is the percentage chance of randomly encountering Pure Pandemonium while visiting the dimension.

As the score for the Dimension's Aspects are raised the further away the dimension lies from True Earth, the more chaotic and wild it becomes, indicating the increasing of Pandemonium in the farther dimensions.

5. DETERMINE THE DIMENSION'S CONNECTIONS:

Look at the Dimension's Aspects and see if there are any doubles, triples, quadruples, or form a straight.

Refer to the table opposite for how each result affects the connection between the two dimensions, and the dangers encountered travelling between them.

As the score for the Dimension's Aspects increase the further away the dimension lies from True Earth, the more unstable and ill-defined it becomes, which makes it easier to traverse between the further dimensions.

If you need to determine the connection between two dimensions that have already been created, roll 4d6, raising the lowest rows to the Ring of the outermost of the two dimensions, and refer to the table opposite.

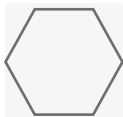





6. DETERMINE THE DIMENSION'S NAME & CODE:

A random name generator is provided on p.XXX; pick or roll d200 five times to create a Name, Place and Things as needed. For maximum variety in the names, strike each entry off as it is rolled, choosing the next available entry.

The dimension code includes the number of the Ring it is located in, plus a letter to differentiate it from other dimensions. With over 100 possible dimensions, this code makes for useful shorthand when needed.

DIMENSION GENERATOR

1 Identical	Geography, ecology, climate, cosmology all precisely the same as True Earth.	All events the same where possible given variations in other aspects of dimension.	Completely human appearance and physiology. Cultures are identical.	Technology is equal in development, design and operation.
2 Subtle Differences	Slight geographical differences causing variations in climate and ecology.	All major events the same, minor events slightly different but with few ramifications.	Human appearance, but different internally, and/or minor cultural differences.	Equal in operation, possibly slightly more advanced or primitive designs and energy.
3 Minor Differences	Geography different but still quite habitable, some different animal species.	Most major events are the same with a few exceptions, but many small changes.	Mutant human biology and appearance, and/or notable cultural differences.	Alternate but plausible energy sources, likely to be more advanced or primitive.
4 Moderate Differences	Geography very different and fairly hostile, many different animal species.	Some major events are the same, with many minor divergences and variations.	Humanoid biped, but no longer human, and/or cultures with little in common.	Notable differences in technological development; unusual energy sources.
5 Major Differences	Very dangerous: toxic air, alien ecology and geography, more or less suns or moons.	Only a few global events are the same, with the rest of history being quite different.	Carbon-based alien non-bipedal biology, and/or extremely different cultures.	Very different tech levels but still logical, utilising theoretical energy sources.
6 Vast Differences	Deadly: lethal air, very alien geography and ecology, insane astronomy.	Entirely different history completely unrelated to the history of True Earth.	Utterly alien form and of non-carbon biology, and/or culture incomprehensible.	Completely different technologies using impossible designs and energy sources.

If all of the dice are different...	There is no connection between the dimensions. Any previous connection between the dimensions was a singular event. It is possible to create a new connection and travel between the dimensions but extremely difficult and exceptionally dangerous to do so [DC25].	
If two of the dice are the same...	The connection between the dimensions is weak. Either a connection was made long ago and faded over time, or a more recent connection has been made but rarely used. It is possible to open the connection and travel between the dimensions but very difficult and very dangerous to do so [DC20].	
If three of the dice are the same...	The connection between the dimensions is moderate. Either a connection was established long ago and has faded over time, or a more recent connection was made but only rarely used. It is possible to open the connection and travel between the dimensions but difficult and dangerous to do so [DC15].	
If all of the dice are the same...	The connection between the dimensions is strong. The connection is often used to travel by entities from both dimensions. It is possible to open the connection and travel between the dimensions, and is only slightly difficult and not very dangerous to do so [DC10].	
If all of the dice form a sequence...	The connection between the dimensions is permanent. A stable gateway has been established in both dimensions. The connection between the dimensions is always open unless great effort is made to close it; travel between the dimensions is easy and poses little danger [DC5].	
If there's two pairs of the same dice...	The connection between the dimensions is weak as a proto-dimension has formed in the link. It is possible to open the connection and travel between the two dimensions but the proto-dimension must be traversed when traveling between the two main dimensions [DC20].	

DIMENSION NAME GENERATOR

D200	NAME 1	NAME 2	PLACE	of the	THING 1	THING 2
1	A	acia	Academy	of the	Aberr	ash
2	Ab	adia	Aeon	of the	Abomna	beasts
3	Abnor	adu	Age	of the	Abyssa	blades
4	Addis	akkis	Anarchy	of the	Acido	blight
5	Aden	alanar	Annihilation	of the	Aether	bloods
6	Ank	alia	Arena	of the	All	bloom
7	Ant	alypse	Ark	of the	Alpha	bolts
8	Ar	ameer	Armageddon	of the	Apoca	bombs
9	Arc	ance	Ashram	of the	Arachna	borgs
10	Ard	andi	Assault	of the	Archo	born
11	Arden	andu	Autarchy	of the	Arma	bots
12	Ash	antor	Barbarians	of the	Astro	boys
13	At	apoor	Barrens	of the	Augur	brains
14	Atl	ara	Bastion	of the	Aura	brood
15	Atlan	arch	Battlefield	of the	Auto	call
16	Bal	aret	Birthplace	of the	Axe	cants
17	Ban	aria	Blasphemy	of the	Bane	cats
18	Bek	arna	Breach	of the	Battle	caul
19	Bi	arr	Cage	of the	Blitzer	child
20	Blok	arta	Carnage	of the	Bone	clans
21	Bloss	arth	Carnival	of the	Bore	core
22	Bor	artha	Castle	of the	Bronto	crats
23	Cal	ator	Cataclysm	of the	Bruto	creed
24	Cant	au	Cathedral	of the	Bullet	cross
25	Cen	auster	Caverns	of the	Burn	crown
26	Char	axine	Chalice	of the	Bushi	crows
27	Chastur	brae	Chasm	of the	Butcher	crux
28	Craw	ca	Church	of the	Canto	cudas
29	Dar	cantar	Circus	of the	Carna	cults
30	Der	cha	Citadel	of the	Centi	curs
31	Dest	chiss	City	of the	Cephla	cyst
32	Dho	core	Clash	of the	Chain	dame
33	Djak	cos	Cliffs	of the	Chakra	dark
34	Djen	cross	Cloud	of the	Char	dead
35	Dyr	da	Coming	of the	Chrono	demons
36	E	dan	Conflict	of the	Cosmo	devas
37	En	deer	Coronation	of the	Cthoni	dogs
38	End	dia	Corpse	of the	Cutter	drakes
39	Er	din	Cradle	of the	Death	dream
40	Erk	dire	Crypts	of the	Decapa	dregs
41	Essen	doom	Crystals	of the	Demi	duel
42	Ex	down	Dance	of the	Descinti	duke
43	Exil	du	Danger	of the	Devil	fangs
44	Fal	dun	Dearth	of the	Devoura	father
45	Fan	ean	Desert	of the	Dino	fax
46	Faun	earth	Desolation	of the	Djakka	feast
47	Fen	end	Despot	of the	Doom	fell
48	For	endor	Devastation	of the	Dread	fex
49	Frag	eon	Discord	of the	Eater	fists
50	Fy	er	Domain	of the	Echo	flayers

D200	NAME 1	NAME 2	PLACE	of the	THING 1	THING 2
51	Gand	era	Dome	of the	Electro	fleet
52	Gash	erak	Dominion	of the	Empyri	flesh
53	Glom	erath	Dreamlands	of the	Ephemri	gangs
54	Gnaw	erica	Drift	of the	Ever	gash
55	Gnen	ethyst	Duel	of the	Exo	gaunts
56	Gol	eyr	Dystopia	of the	Extermi	ghost
57	Gon	eyre	Eclipse	of the	Eye	girls
58	Gor	eyrie	Empire	of the	Fire	glass
59	Gren	fast	Execution	of the	Flail	god
60	Grond	fell	Exile	of the	Freaka	gods
61	Gygan	firm	Extermination	of the	Fury	gorms
62	Hack	forma	Eyrie	of the	Future	gors
63	Har	gahn	Fall	of the	Galacto	gouge
64	Hark	galore	Fastness	of the	Gamma	guards
65	Hax	gawn	Feud	of the	Gargan	guns
66	Heret	ginia	Folly	of the	Ghurka	hammers
67	Hex	gore	Forest	of the	Glamor	hand
68	Hima	gotha	Fortress	of the	Gore	hawks
69	Hos	grire	Fountain	of the	Gyganto	hax
70	Huth	grunn	Galaxy	of the	Harpi	heads
71	I	grunt	Games	of the	Harro	helm
72	Ind	gyn	Garden	of the	Hell	hives
73	Irkal	gyr	Gathering	of the	Hexa	horde
74	Jac	gyre	Genocide	of the	Hollow	host
75	Jahr	heim	Grave	of the	Holo	hounds
76	Jeth	hell	Halls	of the	Horror	hulks
77	Jez	henge	Haunt	of the	Hydra	jar
78	Jormag	home	Haven	of the	Hyper	jinn
79	Joro	hymn	Heart	of the	Hypno	jinx
80	Jur	idan	Heaven	of the	Infecto	junks
81	Kah	idia	Hecatomb	of the	Infini	kami
82	Kludg	iet	Holocaust	of the	Insecto	kids
83	Knorr	inder	Home	of the	Jacker	kill
84	Knull	ine	Horde	of the	Jugger	killers
85	Krok	io	Howl	of the	Lazer	kin
86	Kron	ion	Hunt	of the	Levia	king
87	Kulkan	istan	Husk	of the	Luna	kings
88	Kull	jord	Illusion	of the	Machete	knight
89	Kyth	ka	Incursion	of the	Mael	kongs
90	Lark	khun	Inferno	of the	Magna	kreig
91	Mak	krys	Invasion	of the	Mali	krul
92	Mal	ku	Island	of the	Mandar	kull
93	Mand	landia	Junkyard	of the	Mecha	lads
94	Mangal	lash	Junta	of the	Mechano	lancer
95	Mank	laya	Kingdom	of the	Mega	lash
96	Met	leen	Labyrinth	of the	Meta	lord
97	Mig	li	Lair	of the	Methusela	lords
98	Mor	liltor	Land	of the	Miasma	mada
99	Mut	lishe	Legacy	of the	Militari	mage
100	Nar	lorn	Legends	of the	Mirror	mancers



[ROLL D100, AND D6. IF D6 = 4,5, OR 6, ADD 100 TO THE D100 RESULT]

D200	NAME 1	NAME 2	PLACE	of the	THING 1	THING 2
101	Nemin	mareen	Lunacy	of the	Mist	mare
102	Nen	mark	Lure	of the	Mocker	maw
103	Neris	marr	Madness	of the	Monstro	mechs
104	Nev	mere	Maelstrom	of the	Moon	men
105	Never	mir	Massacre	of the	Morbidi	minds
106	Nier	mire	Mausoleum	of the	Morto	mongers
107	Non	mond	Maw	of the	Motor	monks
108	O	monde	Maze	of the	Murder	mother
109	Ol	moor	Menace	of the	Muto	naughts
110	Ondor	mund	Menagerie	of the	Myrmi	nauts
111	Oron	mundo	Metropolis	of the	Mytho	neers
112	Oz	myn	Monarchy	of the	Nada	nids
113	Pak	naan	Moon	of the	Nano	packs
114	Peth	naar	Moons	of the	Necro	pact
115	Pin	narara	Myth	of the	Needle	pedes
116	Pinter	neen	Nadir	of the	Nega	phages
117	Pol	neer	Nebula	of the	Never	punks
118	Pos	nurr	Necropolis	of the	Nova	pyre
119	Pranto	nyn	Nest	of the	Oblivi	queen
120	Prin	nyrn	Nexus	of the	Obscura	queens
121	Proto	nyx	Nightmare	of the	Omega	raths
122	Psy	o	Onslaught	of the	Omni	riders
123	Pyne	odoom	Opera	of the	Oni	saur
124	Quag	oidia	Orb	of the	Ophidi	saw
125	Quar	ongo	Orgy	of the	Ordo	scales
126	Quen	onna	Overlords	of the	Over	scalps
127	Quinn	ool	Palace	of the	Para	scars
128	Ral	oor	Parliament	of the	Plasma	scour
129	Ravar	opa	Peril	of the	Plunder	scrapers
130	Rog	orbris	Phophets	of the	Pulver	scum
131	Rott	ordia	Phropecy	of the	Pyra	shards
132	Sal	ordon	Pillars	of the	Rail	sharks
133	Samman	orika	Pinnacle	of the	Ravna	shiekhs
134	Scar	orobe	Pit	of the	Reich	shock
135	Scrap	orra	Plane	of the	Repugna	shuggs
136	Scupper	oster	Planet	of the	Repuslor	sin
137	Sess	pand	Prison	of the	Retro	skins
138	Skel	pash	Queendom	of the	Rift	skulls
139	Skin	peen	Rage	of the	Rippen	slayers
140	Sky	pire	Raiders	of the	Ripper	slugs
141	Soar	poda	Ravage	of the	Robo	smith
142	Star	rada	Reach	of the	Sacra	snails
143	Sul	rakka	Realm	of the	Scalpel	snakes
144	Tark	reev	Refuge	of the	Scaven	song
145	Tend	ria	Reign	of the	Scintilla	soul
146	Tesh	rica	Relic	of the	Scorpi	spawn
147	Then	ring	Reverie	of the	Serrato	spores
148	Thok	rope	Rift	of the	Shado	ssiah
149	Thric	sekai	Rings	of the	Shaka	star
150	Thulsa	shar	Ruin	of the	Shatter	steeds

D200	NAME 1	NAME 2	PLACE	of the	THING 1	THING 2
151	Thund	shiji	Rule	of the	Shifter	stings
152	Tolk	sia	Sanctuary	of the	Shiro	storm
153	Trak	song	Schism	of the	Shunter	strom
154	Tran	tann	Shackles	of the	Sky	sulk
155	Tred	teren	Shadow	of the	Slake	swords
156	Tren	terra	Ship	of the	Slaughter	tarat
157	Twin	thada	Shogun	of the	Slave	taurs
158	Typhor	thé	Showdown	of the	Slumber	tecs
159	U	thern	Siege	of the	Solar	thief
160	Ul	tica	Sign	of the	Spectra	things
161	Uni	tier	Slaughter	of the	Spindle	thorn
162	Ur	tir	Sojourn	of the	Spine	throne
163	Vac	tissa	Solace	of the	Spiro	thugs
164	Van	tor	Soul	of the	Splinter	toads
165	Vash	toria	Spawn	of the	Stalker	tox
166	Venn	trak	Sphere	of the	Star	trax
167	Vict	trakka	Spoils	of the	Stella	tribes
168	Vil	trek	Stain	of the	Stone	trix
169	Vinter	trica	Star	of the	Stray	trolls
170	Vorpal	trunn	Strife	of the	Sun	trons
171	Vulga	u	Stronghold	of the	Super	tzar
172	Vulk	ule	Suppression	of the	Swindle	vamps
173	Wan	und	Supremacy	of the	Techno	vargs
174	Wand	undar	Temple	of the	Tecto	vats
175	Wander	under	Thaumaturge	of the	Termina	verm
176	Wend	uul	Throne	of the	Terror	vids
177	When	uun	Time	of the	Thauma	viles
178	Whym	veldt	Tomb	of the	Theta	weave
179	Wild	vish	Torment	of the	Titano	weeds
180	Wilder	vorn	Tower	of the	Tomorro	whips
181	Wyr	xax	Tragedy	of the	Tyranno	wings
182	Wyrd	ya	Travesty	of the	Ultra	wizards
183	Wyver	yard	Treasure	of the	Umbra	wolf
184	X	yasten	Tyranny	of the	Un	women
185	Xan	ye	Underworld	of the	Valkyr	works
186	Xandur	yell	Usurper	of the	Vaunter	wounds
187	Xex	yen	Utopia	of the	Video	wrath
188	Xur	yi	Vault	of the	Viper	wrights
189	Xych	yo	Veil	of the	Void	wyrms
190	Xyl	yord	Vision	of the	Vulga	wytch
191	Y	yore	Void	of the	Vulture	yama
192	Yal	ysis	War	of the	War	yarks
193	Yor	yu	Warp	of the	Wido	zaurs
194	Yr	yx	Wasteland	of the	Wilder	zelds
195	Zam	zarr	World	of the	Xeno	zerks
196	Zan	zax	Wrath	of the	Xyla	zillas
197	Zen	zeme	Wreckage	of the	Yester	zins
198	Zok	zenn	Xenocide	of the	Yore	zoids
199	Zon	zone	Zenith	of the	Zeta	zor
200	Zuul	zorr	Zone	of the	Zombie	zuras



1980

Chinese Year of the Metal Monkey

NUKE TESTS: USA: 14 USSR: 24 France: 12 China: 1

CULTURE

World Population: 4,439,632,465

FILM: *The Empire Strikes Back*, *The Shining*, *Elephant Man*, *Airplane!*, *Raging Bull*, *The Blues Brothers*, *Flash Gordon*, *Friday the 13th*, *Altered States*, *Xanadu*, *Blue Lagoon*, *Superman II*, *Cannibal Holocaust*, *Caddyshack*, *Alligator*

MUSIC: *Remain in Light*, Talking Heads; *Scary Monsters*, David Bowie; *Fresh Fruit for Rotting Vegetables*, Dead Kennedys; *The River*, Bruce Springsteen; *Get Happy!*, Elvis Costello; *Sound Effects*, The Jam; *S.O.S.*, The S.O.S. Band

TV: *Magnum P.I.*; *Yes, Minister*; *That's Incredible*

GAMES: Atari 2600; *Pac Man*; *Centipede*; *Rubik's Cube*

SCIENCE & TECH: 1st long-distance solar flight; Voyager I reaches Saturn; US Supreme Court rules gene engineered organisms can be patented; Post-It Notes; fax machines; camcorders; dinosaur extinction by asteroid theorised; Walkman released in US; smallpox eradicated

CULTURE: Olympic Games in Moscow; boycott by USA, China, and 63 other countries protesting USSR in Afghanistan. CNN begins 24 hour broadcast; John Lennon assassinated

DISASTERS

Global Deaths: 45,577,266

NATURAL: **May:** Mount St. Helens erupts in Washington, killing 57 and raining ash on 11 US states. **Jun-Sept:** Heatwave in USA kills 1,700+. **Aug:** Hurricane Aline kills 272 in Caribbean and USA. **Oct:** Earthquake in Algeria kills 2,600+, injures 9,000. **Nov:** Earthquake in southern Italy kills 2,900+, injures 7,700+.

MANMADE: **Jan:** Corralejas Bullring collapses in Colombia, killing 200. **Mar:** Polish Airlines Flight 007 crash near Warsaw kills 87. Rocket explosion at Plesetsk Cosmodrome, USSR kills 50. Norwegian oil platform collapse in North Sea kills 123. **April:** Dan-Air Flight 1008 crash at Tenerife kills 146. **June:** Aerolinee Itavia Flight 870 crashes killing 84. **Aug:** Saudia Flight 163 catches fire, killing 301. **Nov:** Fire at the MGM Grand Hotel and Casino in Las Vegas kills 85.

INTERNATIONAL

Doomsday Clock: 7 mins to midnight

POLITICS: USSR's 1979 invasion of Afghanistan condemned worldwide resulting in trade sanctions, boycotts and foreign support for the Afghan Mujahideen resistance. Indira Ghandi re-elected in India. USA launches Operation Eagle Claw using Delta Force for the first time to rescue citizens from Iran hostage crisis, mission fails due to technical difficulties. Mariel boatlift sees 125,000 Cubans seek asylum in USA. Gwangju Uprising against incoming president Chun Doo-hwan in S. Korea sees over 600 students and protesters killed.

WAR: Spanish Embassy burned down during Guatemala Civil War, killing 36. Iran-Iraq War begins. Saffre massacre in Lebanese civil war kills 83. Soccer War ends. Civil war breaks out in El Salvador, coups in Suriname, Turkey, Rwanda, Liberia.

TERROR: Saudi Arabia publicly beheads 68 insurgents who took part in the Grand Mosque seizure in '79. Station bombing at Bologna, Italy by neo-fascists kills 85, injures over 200.

WEIRD

"A dingo took my baby!" Azaria Chamberlain disappears at Uluru, Australia. Russian cannibal Metal Fang captured. Series of UFO sightings by numerous witnesses in Argentina. Hundreds witness UFO over Kirksville, Missouri. Dozens observe UFOs over SE London and Rendelsham, UK. Batsquatch fist sighted in Washington. Yeren footprints found on Mt. Qiangdao, China.

1981

Chinese Year of the Metal Rooster

NUKE TESTS: USA: 16 USSR: 21 France: 12

CULTURE

World Population: 4,518,602,042

FILM: *American Werewolf in London*, *Chariots of Fire*, *Raiders of the Lost Ark*, *Halloween II*, *On Golden Pond*, *Mad Max 2*, *Escape from New York*, *For Your Eyes Only*, *Evil Dead*, *Clash of the Titans*, *Cannonball Run*, *Time Bandits*, *Stripes*

MUSIC: *Autoamerican*, Blondie; *Ghost in the Machine*, The Police; *Physical*, Olivia Newton-John; *Moving Pictures*, Rush; *Computer World*, Kraftwerk; *Dare*, Human League; *Non-Stop Erotic Cabaret*, Soft Cell

TV: MTV; *Dynasty*; *Hill Street Blues*; *The Smurfs*

GAMES: IBM PC; *Donkey Kong*; *Frogger*; *Galaga*; *Ultima*; *Castle Wolfenstein*; *Moldvay red box D&D*.

SCIENCE & TECH: 1st IBM PC with MS-DOS; mobile phones in Nordic countries; AIDS identified; aspartame approved; first "test-tube baby" born; Sarawak Chamber found

CULTURE: Valspeak; moonwalking; *Strawberry Shortcake*; marriage of Prince Charles and Lady Diana; *My Little Pony*

DISASTERS

Global Deaths: 45,674,029

NATURAL: **Jan-Mar:** Heavy snows in Japan kill 152. **Jan:** Earthquake in Sichuan, China kills 150. Flash flood wipes out Lainsburg, South Africa, kills 104. Earthquake in Irian Jaya kills 305. **June:** Earthquake in Golbaf, Iran kills 3000, injures 800+. **July:** Earthquake in Sirch, Iran kills 1,500, injures 1,000. **June-Dec:** a series of typhoons kill 975 in the Philippines. **Aug:** Typhoon Agnes kills 159 in S. Korea and Taiwan. **Oct:** Tropical storm Lidia in Mexico kills 73. Mine explosion in Japan kills 93.

MANMADE: **Jan:** Indonesian ship catches fire, sinks killing 580. **Feb:** Fire in Stardust Club, Dublin kills 48, injures 214. **June:** Train derailment, India, kills 500-800. **July:** Walkway collapse in Missouri kills 114, injures 216. **Aug:** Mine explosion in Japan kills 93. **Sept:** Mine explosion in Czechoslovakia kills 65. Sobral Santos capsizes on the Amazon, kills 300+. **Dec:** IAA Flight 1308 crashes into a Corsican mountain, kills 180.

INTERNATIONAL

Doomsday Clock: 4 mins to midnight

POLITICS: Iranian hostage crisis ends; all freed. Ronald Reagan becomes 40th President of USA. Augusto Pinochet re-elected in Chile. Pope John Paul II survives assassination attempt, as does Reagan and Queen Elizabeth II. USA begins covert support for the Contra rebels in Nicaragua. President Marcos ends state of siege in the Philippines.

WAR: Lebanese Civil War. Israel bombs PLO targets, kills 300 civilians. Salvadoran army kills 1,200 civilians in El Mozote massacre. Insurgencies in Nicaragua and Honduras, coup in Ghana, failed coups in Bangladesh, Seychelles and Spain.

TERROR: Car bomb planted by Syrian agents explodes in Beirut, kills 31. Bomb kills 74 government officials in Tehran.

WEIRD

Propaganda Due secret society discovered in Italy, brings down the government. Psychic Tamara Rands predicts assassination of Reagan. Two miles of Louisville KY streets destroyed in sewer explosions. Yorkshire Ripper captured. Polybius arcade game released in Oregon; highly addictive, induces psychosis in players; all units vanish a month after release. UFO encounter in Trans-en-Provence documented by authorities. UFO contacts cosmonauts onboard Soyuz T-4. Wave of UFO sightings begin in Hudson Valley, NY. Children begin seeing phantom clowns across the USA.



1982

Chinese Year of the Water Dog

NUKE TESTS: USA: 18 USSR: 20 France: 10 China: 1

CULTURE

World Population: 4,599,003,374

FILM: *Blade Runner*, *The Thing*, *Poltergeist*, *E.T.*, *Fast Times at Ridgemont High*, *Conan the Barbarian*, *48 Hrs.*, *Tootsie*, *Tron*, *An Officer and a Gentleman*, *Star Trek II: Wrath of Khan*, *First Blood*, *Annie*, *Gandhi*, *The Dark Crystal*, *Creepshow*

MUSIC: *Thriller*, Michael Jackson; *1999*, Prince; *Picture This*, Huey Lewis & the News; *Rio*, Duran Duran; *Avalon*, Roxy Music; *Combat Rock*, The Clash; *10 to 1*, Midnight Oil; *English Settlement*, XTC; *Too-Rye-Ay*, Dexys Midnight Runners; *Pornography*, The Cure

TV: *Family Ties*; *Cagney & Lacey*; *Tales of the Golden Monkey*; *Knight Rider*

GAMES: Commodore 64; Joust; Moon Patrol; Choplifter; Trivial Pursuit

SCIENCE & TECH: CD Players; fully operational flight of the Space Shuttle; GMO food sold publicly; artificial heart transplant; syzygy of all 9 planets; first wild computer virus; USSR spacecraft *Venera 14* lands on Venus.

CULTURE: 1st issue of *USA Today*; *Times Man of the Year* is the Computer; *Cabbage Patch Kids*; China population 1 billion.

DISASTERS

Global Deaths: 46,095,810

NATURAL: Mar: Typhoon Nelson kills 288 in the Philippines.

May: Tropical storm Aletta kills 308 in Honduras and Nicaragua. **July:** Typhoon Bess kills 95 in Japan. Torrential rain destroys bridge in Nagasaki, kills 299. **Sep-Dec:** Floods in Parana River, Paraguay kill 170, force 600,000 to evacuate.

Oct: Typhoon Nancy kills 128 in the Philippines. **Dec:** Earthquake in North Yemen kills 2,800, injures 1,500.

MANMADE: Jan: Air Florida Flight 90 crash in Washington DC kills 78. **Feb:** Oil rig sinks off coast of New Foundland, kills 84. **Apr:** CAAC Flight 3303 crash in Yangshuo, China, kills 104. **June:** Vasp Flight 168 crash in Brazil kills 137. **July:** Pan Am Flight 759 crash in Louisiana kills 153. Traffic accident in France kills 53. **Oct:** Human crush at football match in Luzhniki, USSR kills 66. **Nov:** Petrol tanker explodes in Afghanistan, kills 176+.

INTERNATIONAL

Doomsday Clock: 4 mins to midnight

POLITICS: Helmut Kohl becomes chancellor of Germany. Unemployment in UK reaches 3 million. US Pentagon begins planning for nuclear war with USSR, begins conducting nuclear war games. Reagan declares War on Drugs. Falklands War ends Argentinian government. Drug War in Thailand.

WAR: Syrian army kills 20,000+ in Hama massacre, ending Islamist insurgency. Falklands War between Argentina and UK begins with Argentine invasion and ends with UK victory. Israel invades Lebanon, sparks war. Lebanese president elect is assassinated, christian militia retaliates and massacres 760-3,500 Palestinian refugees. Insurgency in Somalia, coups in Bangladesh, Guatamala, Central African Republic.

TERROR: Suicide bombings in Tyre, Lebanon kill 162, injure 95. Wave of attacks in France by Carlos the Jackal. IRA bombings.

WEIRD

Syzygy of all 9 planets predicted to cause major catastrophies. Lawnchair Larry uses 42 helium balloons to rise to 16,000'. Numerous witnesses see huge UFO over ballistic missile base in Ukraine, momentarily seizes control of nukes, preps them for launch. Soviet military divers in Lake Baikal encounter 3-meter tall aquatic humanoids.

1983

Chinese Year of the Water Pig

NUKE TESTS: USA: 19 USSR: 27 France: 9 China: 2

CULTURE

World Population: 4,681,210,508

FILM: *Return of the Jedi*, *Scarface*, *Superman III*, *The Hunger*, *Risky Business*, *Flashdance*, *Terms of Endearment*, *National Lampoon's Vacation*, *WarGames*, *Trading Places*, *The Keep*, *The Outsiders*, *The Big Chill*, *Splash*, *Cujo*, *Videodrome*

MUSIC: *Syncronicity*, The Police; *Kill 'em All*, Metallica; *Power*, *Corruption & Lies*, New Order; *Rebel Yell*, Billy Idol; *Violent Femmes*, Violent Femmes; *War*, U2; *The Hurting*, Tears for Fears; *Let's Dance*, David Bowie, *Pyromania*, Def Leppard

TV: He-Man and the Masters of the Universe; The A-Team; Black Adder; Young Ones; Manimal; Automan; Fraggles Rock

GAMES: Dragon's Lair; Lode Runner; Warhammer; Talisman

SCIENCE & TECH: Internet created; mobile phones available in USA; Pioneer 10 passes orbits of Neptune, Pluto, leaves solar system; Microsoft Word; lowest natural temp. ever recorded on Earth -89.2°C, Vostok, Antarctica; GPS made public.

CULTURE: Swatch watches; anorexia; moonwalking; furies

DISASTERS

Global Deaths: 46,910,410

NATURAL: Mar: Earthquake in Columbia kills 267. **May:** Earthquake in Sea of Japan kills 100. **July:** Typhoons kill 274 in the Philippines. Heavy rain, mudslides in Japan kill 117. **Oct:** Hurricane Tico kills 141 in Mexico. Tropical storm Kim kills 200+ in SE Asia.

MANMADE: Feb: Fire in Turin cinema kills 64. Ash Wednesday bushfires kill 75 in Australia. **May:** Fire in Nassameer, Egypt kills 357. **May:** Fire in Nassameer, Egypt kills 357. **June:** Aleksandr Suvorov crashes in Ulyanovsk, USSR kills 177. **July:** Black July anti-Tamil riots in Sri Lanka kill 400-3,000. TAME 737-200 crash in Ecuador kills 119. **Aug:** Aeroflot Flight 5463 crash in USSR kills 90. **Sep:** USSR warplane shoots down KAL Flight 007 when it enters Soviet airspace, kills 269. 7-storey building collapse in Bangalore, India, kills 123. **Nov:** Angola Airlines Flight 462 crash in Angola kills 130. Colombia Avianca Flight 11 crash near Madrid kills 181. **Dec:** Two planes collide in fog on Madrid runway, kills 90. Disco fire in Madrid kills 83.

INTERNATIONAL

Doomsday Clock: 4 mins to midnight

POLITICS: Bob Hawke elected Prime Minister of Australia. USA launches Strategic Defense Initiative to shoot nukes from space. Margaret Thatcher re-elected in UK. Yuri Andropov appointed leader of USSR. NATO Operation Able Archer believed by Soviets to be ruse for war, placed on high alert.

WAR: Sri Lankan Civil War. Soviet Lt. colonel Stanislav Petrov averts nuclear war by ignoring alarm on his faulty missile warning system. France invades Algeria. USA invades Grenada after coup. Coups also in Guatamala, Upper Volta,

TERROR: USA Embassy bombing in Beirut kills 63. Argentine government declares all 15-30,000 missing persons dead. Gulf Air Flight 771 bombed, kills 117. Beirut barracks bombings kill 306. Bomb attack on Israeli HQ in Lebanon kills 63. Nellie Massacre sees 2191 Bengali Muslims killed in India.

WEIRD

Parts of a nuclear Soviet satellite crash back to earth in the Indian and Atlantic oceans. Oldest human skeleton aged 80,000 years found in Egypt. UFOs sighted by hundreds on several occasions over Wales. UFO accosts diesel train in Bolivia. Ed and Lorraine Warren exorcise a werewolf demon. Montauk Project shut down after the Beast is released from Id.



FERAL

NAME

SPECIES

CLASS

BACKGROUND

ALIGNMENT

CHARACTERISTICS

INSPIRATION

LEVEL XP

LIFESTYLE

PROFICIENCY BONUS

MUTATIONS

SIZE FORM

HANDS

LOOKS

SPEECH

STANCE

ABILITIES

SCORE

MOD

SAVING THROWS



SKILLS



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

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FEATURES

COMBAT

INITIATIVE



ATTACK



DEFENSE



HEALTH

MOVE

ATTACKS PER ROUND

PASSIVE PERCEPTION

PASSIVE INSIGHT

MELEE

FINESSE

RANGED

THROWN

AC

WORN

MAX HP

HIT DICE

DEATH ○ ○ ○

SAVES ○ ○ ○

HIT POINTS

WEAPONS

ATTACK



RANGE

DAMAGE

NOTES

AMMO

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EQUIPMENT

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d4

4

4-sided die

d6

6

6-sided die

d8

8

8-sided die

d10

10

10-sided die

d12

12

12-sided die

d20

20

20-sided die

d100

10 0

2 x 10-sided dice

ADVantage

20 +

2 x d20, take high

DISadvantage

20 -

2 x d20, take low

Inspiration!

lose DIS/gain ADV