

The Young and the Brave

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Table of Contents

An Introduction to the Game and the Rules

The Game Master

Time, Space, and the Battle Grid

Attributes

Health Points

Dice

Rolling

Bonuses and Penalties for Attribute Rolls

Rounds, Turns, and Actions

Combat Initiative

Line of Sight

Combat, Attacking, and Dodging

Bonus and Penalty to Hit

Damage

Base Melee Damage

Armor

Critical Rolls

Attack of Opportunity

Cover – Full and Partial

Flanking

Running Away from Combat

Running While Not in Combat

Climbing

Carrying Capacity and Lifting

Throwing

Jumping

Falling

Death and Unconsciousness

Experience Points

Back to Life

Searching

Detecting Motives or Lies

Status Effects

Traps

Character Creation

Experience Point Pool for Character Creation

Assigning Attribute Points

Experience Point Cost of Raising Attributes

Money

Spells and Abilities

Skills

Choose a Guild

Bonded Pets and Creatures

Animal Pets

Dolls and Toys

Flame Salamander

[Imps](#)

[Traits](#)

[Positive Traits](#)

[Negative Traits](#)

[Fears](#)

[Magic](#)

[Types of Spells](#)

[Spell Listing Guide](#)

[Duration Base](#)

[Cool Down Base](#)

[Spell Book Intelligence Cap](#)

[Spell Books](#)

[Animator](#)

[Chalker](#)

[Cloud Reader](#)

[Elemental Magic](#)

[Earth](#)

[Air](#)

[Flame](#)

[Water](#)

[Hula Hoop Kid \(Hooper\)](#)

[Paper Fortune Teller](#)

[Stringer](#)

[Rhyme Singer](#)

[Rocker](#)

[Shaper](#)

[Spirit Companion](#)

[Taunting Magic](#)

[Forbidden Spell Books](#)

[Carver](#)

[Light Magic](#)

[Shadow Magic](#)

[Abilities](#)

[Skills](#)

[Builder](#)

[Climber](#)

[Coder](#)

[Computers](#)

[Concealment](#)

[Driver](#)

[Fixer](#)

[Forger](#)

[Gadgets](#)

[Gymnast](#)

[Hacker](#)

[Karate](#)

[Knowledgeable](#)

[Lock Picking](#)

[Magical Defense](#)

[Magic Melee](#)

[Pickpocket](#)

[Stealth](#)

[Trapper](#)

[Water Craft](#)

[Weapon Specialization](#)

[The Guilds](#)

[The Admin](#)

[The Anarchists](#)

[The Badgers](#)

[The Blue Devils](#)

[The Guv'nors](#)

[The Fist](#)

[The Fools](#)

[The Lightfoot](#)

[The Mages](#)

[The One](#)

[The Secret Keepers](#)

[The Tinkers](#)

[The Guildless](#)

[The Traders](#)

[The Outlaw Guilds](#)

[The Blades](#)

[The Shade](#)

[The Supers](#)

[The Technos](#)

[Non-Affiliated Neighborhoods](#)

[Clubhouses](#)

[Types of Clubhouses](#)

[Clubhouse Add-ons](#)

[Weapons, Armor, and Other Items](#)

[Melee Weapons](#)

[Ranged Weapons](#)

[Thrown Weapons](#)

[Armor](#)

[Accessories](#)

[Legendary Weapons and Items](#)

[General Items](#)

[Consumables](#)

[Hacking Tools](#)

[Traps](#)

[Transportation Vehicles](#)

[Animal Caps](#)

[Keys and Magic Gateways](#)

[A Bestiary of Races, Creatures, Monsters, and Gods](#)

[Intelligent Races](#)

[Billy Goat Kids](#)

[The Buck](#)

[Giant Spiders](#)

[Gremlins](#)

[Grey](#)

[Hill People](#)
[Humans](#)
[Leprechaun](#)
[The G-Men](#)
[Mole People](#)
[Vampires](#)
[Vent Goblins](#)
[Werewolves](#)

[Monsters](#)

[Monster Bonuses](#)

[The Babysitter](#)
[Bandersnatch](#)
[Bees, Wasps, and Hornets](#)
[Bogie](#)
[Bullies](#)
[Cockatrice](#)
[Dogs](#)
[Doll Golem](#)
[Evil Clowns](#)
[Flame Salamander](#)
[Golem](#)
[Jabberwock](#)
[Leaf Pile](#)
[Leech](#)
[Magic Cymbal Monkey](#)
[Mirror People](#)
[Nesting Dolls](#)
[Normals](#)
[The Old Lady/Man that Lives in the Big House](#)
[Older Kids](#)
[Sewer Gators](#)
[The Shadows](#)
[Shield Bearers](#)
[Spirit Defender](#)
[Sprites](#)
[Swarm of Gnats](#)
[Televisions](#)
[The Whispering Terrors](#)
[Zombies](#)

[Myths and Legends, Heroes and Gods](#)

[The Beginning of All Things](#)
[Baba Yaga](#)
[The Dungeon Keeper](#)
[The Forest Lady](#)
[The Huntsman](#)
[Ileana Cosanzeana](#)
[The Kids Who Came Before](#)
[The Mall Santa](#)
[The Skinny](#)
[The Spider Queen](#)

[The Stories Our Parents Told Us](#)

[TV](#)

[Victor the Vile – Boy Genius](#)

[The Wolf](#)

[Thoughts, Ideas, and Suggestions for the Game Master](#)

[Extremely Abridged Rules](#)

[The Young and the Brave Character Sheet](#)

An Introduction to the Game and the Rules

The Young and the Brave

The Young and the Brave is a game inspired by the mythologies and beliefs of children. It is meant to capture the feel of a world as seen through the eyes of overly-imaginative kids. In this world children's play stops being make-believe, and takes on very real properties. Their activities aren't just the idle adventures of children, but rather their desperate battles against the forces of darkness and evil.

All human children have a handful of years in which they are initiated into the magical world around them. For this brief period in their lives, they have access to great supernatural powers and abilities. Along with their powers comes the realization that significant forces in the supernatural world are on the cusp of destroying humanity, and possibly all life on the planet forever. They must use this time to hone their powers, and deploy them in a global effort amongst their peers to save humanity from a desperate and grim fate.

These children do this knowing that eventually, as they get older, they will lose their powers and all their memories of the world of magic. Their heroics will fade into vague memories of play with the other children in their neighborhoods, as their thoughts go to the banal world of adults. It is a heavy burden placed upon these kids' shoulders, and knowing all their efforts will be forgotten doesn't make it any easier. Children aren't easily brought down by such troubles however, and the vast majority will do what they can to make the most of this magical time in their lives.

As they age and lose their magic, humans become blind to the supernatural. Magic and monsters somehow don't seem to show up around human adults, and when they do, they almost never affect them in any discernible way. Thus this is a world where adults have no awareness of what their kids are trying to accomplish. They will stand in the way of the children's efforts, not knowing the value of their activities.

In the end though, The Young and the Brave is about the children and their adventures. It is a game that can be played with lighthearted themes of childhood play, or darker themes of ancient and malicious evil. Much of the content provided in this guide is meant to help flavor the game world and atmosphere. Readers are welcome to pick and choose which aspects of the game they want to use for their individual campaigns, and are encouraged to add to the game in any way that will help enhance the experience for everyone involved.

The game is intended to try to breach the gap between modern, rules-light tabletop role playing games, and the crunchier games of the past. It ultimately skews more toward crunch if played as is out of this guide, but game groups are encouraged to “hand wave” any rules or parts of the game they prefer to ignore.

Ultimately the goal of this game is to provide some imaginative fun for people who want to relive a childhood filled with magic and wonder.

The Young and the Brave is a game written for mature adults, despite its focus on children. Parts of the game can be removed or ignored however to accommodate younger players. It is left to parents to decide which aspects of the game they believe to be appropriate for their children.

Game Master

The game master (GM) is the person telling the story of the game. They will describe scenes, control non-player characters (NPC) and monsters, and decide the outcome of events based on the player's actions. The GM has the final say on what happens in the game world, though it is in the best interest of the group to work in harmony with each other so that the game is an experience enjoyed by all participants. GMs should be very familiar with the game rules.

Time, Space, and the Battle Grid

All instances of time referred to in this guide are in-game, unless otherwise stated. If an action can be used once every 5 minutes according to the game's rules, that is 5 minutes in-game, whether that's 1 second or 1 hour in real time.

The game will refer to feet and yards for distances. A yard is made up of 3 feet. A space or square on the battle grid is 1 yard across. Space, square, and yard are synonymous and will be used to signify the same thing in this text. A character that can run 3 yards per action can move 3 spaces or 3 squares per action. A space is a single square on the battle grid. The battle grid is where combat takes place in the game. It is a square-based grid that represents a bird's-eye-view of the area in which the player characters, NPCs, and monsters are engaged in combat. It can contain walls, obstacle, furniture, and anything else that might exist in the real world.

The battle grid is used as a way to visually and physically show character locations in relation to each other. Players and the GM move tokens or miniatures across these squares on a board or paper provided by the GM to indicate movement, cover positions, and so on.

GMs and players can choose to play without the use of battle grids if they so choose. This can speed up combat, but will greatly reduce the tactical aspects of combat. The game rules are written assuming the player group will be using a combat map grid for play.

Attributes

Attributes are the physical, mental, and emotional strengths and weaknesses of all in-game characters defined by a set of eight scores. The scores range from 3-18, and are assigned to the eight attributes: strength, dexterity, intelligence, grit, charisma, perception, imagination, and speed. Attributes are explained further in the character creation section.

Health Points

Health points (HP) determine how much physical punishment a character can take before they are knocked unconscious or killed. The more HP a character has, the more damage they can suffer before they fall. HP is determined by adding a character's strength and grit attributes plus an additional ten points.

Dice

Dice rolls are represented by the number of dice rolled, followed by the letter "d", and ending with the number of sides on the dice. A roll of 1 six-sided die is represented as 1d6, while a roll of 3 six-sided dice is represented as 3d6. Most rolls will require six-sided dice (d6).

Rolling

Whenever a character performs a non-trivial action with a chance of failure, they roll a 3d6 (3 six-sided dice) check based on their appropriate character attribute (determined by the game rules or GM). The success or failure of the action is determined by this roll. A roll below or equal to the attribute value is a success, whereas a roll above the attribute value is a failure. When the rules or the GM asks for an attribute check, the players rolls based on the attribute in question. So a dexterity check would require the player to roll against their dexterity attribute value, while a strength check would require them to roll against their strength attribute value

Example: When rolling on a strength of 12, a roll of 12 or less is a success, whereas a roll of 13 or more is a failure. The higher your attribute value, the less chance to fail a roll. An attribute value of 16 has a much smaller chance of failure than an attribute value of 10, since there is a smaller chance of rolling a 17 or 18 with 3d6 than there is of rolling an 11-18 with the same 3 dice.

The margin of success or the margin of failure is the number of points by which you succeed or fail a roll. A roll less than or equal to the attribute being rolled has a margin of success since a roll that is equal or less than the attribute is considered a success (see above). A roll greater than the attribute being rolled has a margin of failure since a roll that is greater than the attribute is considered a failure.

Example: When rolling against a strength 12, a roll of 12 has a margin of success equaling 0, a roll of 8 has a margin success equaling 4 (4 points lower than 12), and a roll of 15 has a margin of failure of 3 (3 points more than 12). Since a roll equal or lower than the attribute is considered a successful roll, we count the margin of success. And since a roll that is higher than the attribute is a failure, we count the margin of failure. The greater the margin of success or the margin of failure, the greater the positive or negative outcome of the roll.

When two characters are rolling in competition with each other, both players roll against the appropriate attribute. If one player succeeds in their roll while the other fails, the winner is obvious. If both players succeed, the player with the greater margin of success wins. If both players fail their roll, the player with the smallest margin of failure wins the roll. If both players roll the exact same margin of success or failure, the defending player wins the roll.

Example: Gregg has a strength of 14 while Luke has a strength of 10. Their characters are struggling with each other, trying to force the other to the floor. Both players roll 3d6 against their strength. Gregg rolls a 10 and Luke rolls a 9. Both players succeed in their roll, since Gregg's roll of a 10 is 4 points below his 14 strength and Luke's roll of 9 is 1 point below his 10 strength. However Gregg wins the contest because he had a 4 point margin of success (the 4 point difference between his roll of 10 and his strength attribute of 14) compared to Luke's 1 point margin of success (his roll of 9 compared to his strength of 10). Should both Gregg and Luke have rolled 15s, Gregg would still win since his margin of failure is only 1 point whereas Luke's margin of failure is 5 points. If both players had the same margin of success or the same margin of failure, the player who initiated the roll loses since the defender always wins on a tie.

Higher attribute scores allow for a greater chance of a 3d6 roll lower than the attribute total. The higher the attribute score, the lower the chance of failing a roll, and the greater the chance of a better margin of success or failure.

Example: A character with an intelligence of 17 has a much smaller chance of rolling higher than their intelligence attribute than a character with an intelligence of 8. Since you win rolls by rolling lower than your attribute, it is preferable to keep your attribute scores high. All player characters begin with a limited

pool of points to distribute into their eight attributes, but can raise their scores further by expending experience points.

Bonuses and Penalties for Attribute Rolls

Any time a character receives a bonus to an attribute roll, that attribute is considered to have that bonus applied to its point value, up to a maximum of 18 attribute points. A character with a strength of 12 who receives a +2 strength bonus rolls as though they have a strength of 14.

Any time a character receives a penalty to an attribute roll, that attribute is considered to have that penalty applied to its point value, down to a minimum of 3 attribute points. A character with a strength of 12 who receives a -2 strength penalty rolls as though they have a strength of 10.

Rounds, Turns, and Actions

Combat is broken down into rounds, turns, and actions. All combatants get one turn per round. Characters are allowed two actions per turn (unless specified otherwise). Both actions must be used at the same time (same turn). You cannot save actions for later use. Actions include movement, attacks, reloading, and so on. Some spells may require multiple actions. A round ends when all combatants have taken their turns. Turn order is determined by combat initiative.

Combat Initiative

Combat initiative determines the order in which combatants take their turns once combat begins. Characters' turns alternate between player characters and opponents controlled by the GM. The order in which character acts on either side's turn is determined by the player group for their side, and the GM by theirs. Each character in a given group gets one turn which they can use at any point, but all characters must take their turns before the round is over and a new initiative order is determined.

If the opposing groups have a different number of combatants, both sides continue taking turns until one side runs out of combatants, at which point the opposing group keeps taking their turns without interruption from the other side. Once all characters have taken a turn, the round is over and everyone's turn allotment is refreshed, allowing both sides pick a new initiative order for their characters. Initiative order does not need to be defined at the beginning of a round of combat, but can be changed turn-by-turn depending on what the group or the GM determines to be the best tactical decision.

Determining which side gets the first turn depends on the situation. If one side initiates combat against the other, or in some way surprises their opponents in combat (ambush, unexpected attack, diversions used as distractions before attack, so on) that side gets the first turn of combat. If both sides enter combat simultaneously, with neither side getting the jump on the other, then the characters on each side with the highest speed attribute roll speed vs. speed against each other to determine who goes first. The side that gets the first turn on the initial round of combat keep that advantage, and get the first turn in all further rounds of combat of that fight.

Example: Three players enter combat with an evil clown and its shadow creature ally. Both sides went into the fight prepared, and thus neither gets the drop on the other. To determine which side gets the first turn, Luke (who has the highest speed attribute at 15 points) rolls against the evil clown (who has a speed attribute of 16, one more than the shadow creature's 15). Luke wins the roll which means the players get the first turn of combat initiative. At this point, it is up to them to determine who goes first. The players

decide Mike should go first, and he takes his turn. The GM now decides to send the evil clown after Mike's character, to which the players respond with Gregg going next, followed by the shadow creature. The GM cannot use the clown again because the clown has already taken their turn this round. Finally, Luke takes his turn and ends the first round of combat. If the players had more characters on their side, they would be able to continue taking turns until everyone in their party takes a turn, with the GM's monsters unable to take actions until the combat round ends and a new round begins.

Line of Sight

Line of sight simply refers to what a character on a combat map is able to see visually. This should be left up to GM discretion to expedite combat and keep it flowing. If the situation calls for it however, line of sight is drawn between any of the outer edges of a character's current square, lining up with the center of their target's square. This allows a character to “peer around a corner” and see what's happening in a hallway, while still keeping themselves hidden from those in the hall. A string or similar object can be used to determine if actual line of sight is present if needed.

Line of sight can also be used to determine if an attacker is able to get around their target's cover (see *cover* below).

Combat, Attacking, and Dodging

When one character attacks another, they announce who they wish to attack and with what sort of attack. The attacker rolls a dexterity check (a roll based on their dexterity attribute) for melee attacks and a perception check for ranged attacks. If the attack is successful, then damage is determined based on the type of attack.

The target of the attack has a chance to try to avoid the attack if they wish, provided they have dodges left to use. The number of times a character can dodge per combat encounter is their dexterity attribute divided by 3 (rounded down). So a character with a dexterity of 14 can dodge 4 times per encounter ($14/3=4.67$), while a character with a dexterity of 7 can only dodge 2 times per encounter.

If a character chooses to attempt to dodge an attack, they let their attacker know they are dodging before the attacker rolls their attack to hit. At this point, the attacker rolls their attack (dexterity or perception based on attack type) and the defender rolls their dexterity (regardless of attack type), and the attack's success depends upon which combatant wins the roll.

If both rolls are successful, the player with the greatest margin of success wins. If both rolls fail, the player with the lowest margin of failure wins the roll. If both sides tie on a combat roll, the defender always wins. If an attack hits, damage is determined based on the type of attack. Combat continues until either side runs out of health points (HP), runs away, or surrenders.

Example: Mike is attacking Gregg. Gregg chooses to try to dodge the roll, and makes a note that he has used one of his dodges for the combat encounter. Mike swings a baseball bat at Gregg. Since this is a melee attack, both parties roll on their dexterity scores. Mike rolls a 14, two points higher than his dexterity score of 12. He fails his roll. Gregg rolls a 6, a whopping eight points below his dexterity score of 14. Gregg's roll is successful, and his character deftly dodges the bat. In retaliation, Gregg takes aim at Mike with his slingshot. Gregg now rolls on his perception attribute instead of his dexterity since the slingshot is a ranged weapon. He rolls a 6, four points below his perception score of 10. Mike dodges by rolling his dexterity to see if he can avoid the projectile. He rolls a 10, one point below his score of 11. Both players

have rolled successfully, but Gregg wins the round because his margin of success is greater than Mike's.

Bonus and Penalty to Hit

If an ability, spell, skill, or action provides a bonus to hit, it will be represented as “[point value] to hit” (+1 to hit, +2 to hit, and so on). This means that for the sake of this roll, the attacker's hit attribute acts as though it has that many extra points. So if an ability grants a character a +2 to hit with a melee attack, that character's dexterity is considered two points higher than normal. If an ability grants the character a +1 to hit with a ranged attack, that character's perception is considered one points higher than normal.

Adversely, if something provides a penalty to hit, it will be represented as “[point value] to hit” (-1 to hit, -2 to hit, and so on). This means that for the sake of this roll, the attacker's hit attribute acts as though it has that many fewer points. So if a condition penalizes a character a -2 to hit with a melee attack, that character's dexterity is considered two points lower than normal. If an ability grants the character a -1 to hit with a ranged attack, that character's perception is considered one points lower than normal.

Damage

The amount of damage an attack does is determined by a number of factors, including whether the attack is melee or ranged, and the particular weapon, spell, or ability being used to attack. All melee attacks include base melee damage. Base melee damage is determined by a character's strength. Unarmed attacks do base melee damage unless the character has formal training in [unarmed combat](#) (in which case they receive a bonus to their attack damage). Melee weapons can add to the base damage. Ranged weapons have fixed damage rolls determined by the weapon type, and are not affected by a characters' strength value. See individual weapons for their damage value.

Base Melee Damage

The table below lists base damage rolls for melee attacks based on the attacker's strength attribute. If the resulting roll is lower than 0 (falls into negative numbers) the amount is reduced from the weapon damage (if a weapon is being used).

<u>Str</u>	<u>Damage</u>
3	1d6 - 3
4	1d6 - 3
5	1d6 - 2
6	1d6 - 2
7	1d6 - 1
8	1d6 - 1
9	1d6
10	1d6
11	1d6
12	1d6 + 1
13	1d6 + 1
14	1d6 + 2
15	1d6 + 2
16	1d6 + 3
17	1d6 + 3
18	1d6 + 4

Armor

Player characters, NPCs, and monsters all can have an armor rating. While some people (humans, intelligent races) can wear armor to help bolster their physical defenses, many supernatural monsters have a per-defined natural armor rating.

Armor is very straight forward in how it works. Each point of armor deducts one point of damage from an attack against the armored target. So if a character with 2 points of armor is attacked for 8 points of damage, they would subtract 2 points from the damage, reducing the 8 to a 6. Armor does not deplete, and works for every attack unless stated otherwise in an attack's description.

Critical Rolls

Critical rolls occur when a character does something either exceptionally well, or exceptionally poorly. If a player rolls a 3 or a 4 on a 3d6 roll, they get a critical success. This means that not only do they succeed, but they succeed spectacularly at whatever they were attempting to do. If a player rolls a 17 or 18 however, it is considered a critical failure. Not only do they fail, but they fail miserably.

Furthermore, if a character succeeds in their roll by 7 or more points, it also counts as a critical success. If a character fails their roll by 7 or more, it is considered a critical failure.

In combat, if the attacker wins with a critical success, or the defender fails with a critical failure, the attack does 1.5x damage rounded up. If both the attacker rolls a critical success and the defender rolls a critical failure, the attack does 2x damage. Critical rolls are ignored when both characters roll a critical success or a critical failure on the same roll. If the attacker rolls a critical failure, the GM can dictate the outcome – anything from the attacker dropping their weapon, getting it stuck in something, or even hurting themselves accidentally.

Attack of Opportunity

Anytime a character engaged in combat with another character adjacent to them tries to move out of melee range, their opponent gets an attack of opportunity. For an attack of opportunity, the attacker rolls their dexterity against their opponents dexterity, just like in a normal melee attack. A success means the attacker gets to roll for melee damage based on their equipped weapon. A failed roll means they miss and their target escapes the area without taking damage. Characters armed with ranged weapons do not get attacks of opportunity against their opponents. A character must have a melee weapon, or be fighting without weapons (still a melee attack) in order to attempt an attack of opportunity against their opponents.

A character may also incur an attack of opportunity against them when they move directly through a square adjacent to a melee opponent. They only incur the attack if the character both enters, and attempts to leave the threatened square. They do not incur an attack if they enter the square and stay there. So a character moving through a space adjacent to an enemy on their way to another space still incurs an attempt at an attack of opportunity against them. If they wish to avoid this potential attack, they should steer clear of their opponents while moving around the combat grid.

When an attack of opportunity is incurred, first resolve the attack's outcome (chance to hit and potential damage resulting from a successful hit), then determine if the defending character finishes their movement or escape attempt. A character moving 5 squares that lands on a space adjacent to a melee opponent must stop mid-move, and wait for their opponent's attempt at an attack of opportunity before completing their

movement. Once the attack of opportunity is resolved, that character can continue their movement. Should their opponent successfully attack them, and damage them to the point of reducing their health to 0 or less, the moving character falls on the spot in which they were attacked, and cannot complete their movement.

Example: Luke has taken a lot of damage in combat against Mike, and thinks it's time to run away. He uses his first action to move out of range of his melee opponent. Mike rolls to see if he can hit Luke before he can escape the square he occupied. The roll is a success, and the attack does enough damage to knock Luke unconscious. Luke falls unconscious on that square. He is no longer able to complete his move action, and must end his turn because he was knocked out. If the attack against him missed, or didn't do enough damage to knock him out, he'd be able to continue his turn at that point.

Example 2: Gregg is trying to run across the battle grid to reach Mike. His character is allowed to move 5 spaces per action. As he crosses the map, he lands adjacent to Luke on his third square. Before he is able to move across the final 2 spaces, Luke gets an attempt at taking an attack of opportunity against Gregg. Luke rolls his dexterity against Gregg's dexterity (as per a normal melee attack) to see if he successfully hits Gregg. His attack is successful, and he is able to follow it up with a damage roll. Once the damage is resolved, Gregg is able to complete his action. Should Luke reduce Gregg's HP to 0 or fewer points, Gregg falls on the space, and must end his turn.

Cover – Full and Partial

If a character is next to a large enough object in their environment, they may announce that they are taking either full or partial cover at the start of their turn, or after their first action. Characters cannot take cover after their second action (the end of their turn). Moving in and out of cover does not use an action, and is immediate. Once cover is taken, the character may not move out of cover or switch between full and partial cover until their next turn. Cover is only applicable if the object being used as cover is between the character and their attacker. If a character hides behind a trash bin, but their attacker comes around to the other side of the bin and flanks them, it no longer functions as cover. The GM determines which objects on the combat map can be used for cover, and announces this to the players at the start of combat.

Cover can be either full or partial. Full cover means the character is focused on keeping their full body behind the obstruction. While in full cover, the character cannot be hit by ranged weapons or spells. A spread spell can only affect the character if its point of origin is in a position that gets around the covering obstruction (thus flanking the character in cover). A character in cover may attempt to attack with ranged weapons or throw an object, but suffers a -5 penalty to hit because they are firing blind. Throw distance is reduced to $\frac{1}{4}$ the character's strength rounded up instead of the usual $\frac{1}{2}$ space per strength rounded up (see *throwing* below).

Partial cover means the character is using something for cover, but is still revealing part of their body to allow them to shoot, cast a spell, or throw something. When in partial cover, the character can still be attacked. Ranged attacks and spells are at a -3 penalty for the attacker to hit a target in partial cover. Seeker spells ignore cover as they can move around the obstruction (see *seeker* spells in the *types of spells* section on this text).

Flanking

A character is flanked when they have enemies positioned on any two opposite sides of that character on the combat map. When in doubt, flanking can be determined by drawing a line between the center point of

the spaces occupied by the two attackers. If the line crosses through the opposite sides (or corners) of the target's space, that target is flanked.

Any time a character is flanked, attackers receive a +1 bonus to hit that target. Flanking bonuses only apply to melee combat attacks. All melee attacks against a flanked target get this bonus regardless if the attacker is responsible for the flanking or not.

Running Away from Combat

A character may attempt to run away by leaving the combat area (moving to the edge of the combat grid). Running away counts as a full turn (2 actions). When a character tries to run away, they roll a speed check to see if they are successful. A success means they exit combat and cannot act until combat is over. A failed roll suffers one of the penalties listed below based on the outcome of a 1d6 roll.

- 1- Nothing happens. Character remains on border grid space and may re-attempt running away the next round.
- 2- Slip and fall. Knocked down status applied to character.
- 3- Twisted ankle. Character suffers -2 movement for remainder of combat.
- 4- Disoriented. Character becomes confused in the heat of battle, and runs 3 yards away from combat grid edge, moving around obstacles when necessary. GM determines movement.
- 5- Fumble weapon. Character takes 1d6 damage.
- 6- Drop weapon. Character drops their weapon and must use 1 action to pick it back up and equip it. Weapons left behind while running away are lost to the enemy unless the character's remaining party successfully defeats their enemy, or picks up the weapon while making their own escape. Characters may attempt to retrieve their weapons from enemies after combat if the GM and opportunity allow for it.

Running While Not in Combat

There are no rules to govern running out of combat. If a character is physically strong, assume they can run better than a character who is frail or sickly. The GM gets final say in just how long and how far a character can run before exhaustion. Strength does not affect movement speed (a cat has a low strength attribute compared to a human, but can still move quickly relative to humans with greater strength).

Climbing

All kids can climb things. Trees, fences, so on. Some things are harder to climb however, such as a smooth pole or a sheer rock wall. When the GM believes something is hard to climb, character's can roll a dexterity check to determine success. Particularly hard to climb surfaces, distractions while attempting to climb, or forces working against a character can lead to penalties to a roll. The GM determines when these penalties apply, and how severe the penalty is against the character's dexterity attribute.

Carrying Capacity and Lifting (optional)

Characters can carry 2x their strength plus 1/2 their grit in their inventory. A character with strength 12 and grit 14 can carry 38 pounds $(12 \times 2) + 14$.

Characters can lift 4x their strength, and can carry the weight as many yards (squares) as their strength attribute. Players can lift items in a group, adding their lift total together, but are limited in the distance they can carry the weight by the strength of the weakest character. Example: Gregg has a strength of 16, Luke

has a strength of 12, and Mike has a strength of 10. Multiplying each of their strengths by four and adding them together means they can lift a total of 152 pounds while working together. However they can only carry the item 10 yards (squares) because of Mike's strength 10.

Ultimately, players shouldn't worry too much about carrying weight and lifting abilities. This information is provided in case it comes up, or as a framework if needed to curb overly enthusiastic players ("I will lift and carry this boulder for future use!"). The GM decides just how much carrying rules should play into any given situation or game.

Throwing

Characters can throw designated throwable objects as many spaces as half their strength attribute rounded up. These objects are listed under the thrown category in the weapons section. If a character attempts to throw something bulky and non-aerodynamic, they can throw it as many spaces as $\frac{1}{4}$ their strength (rounded up) provided it's within their carrying capacity. Thrown weapons behave like ranged weapons in terms of rolling to hit.

Jumping

Characters' jumping distance scales with their dexterity. See the chart below for specific jump distances. If the GM determines the jump to be difficult (bad terrain, climate, and so on), roll against dexterity to see if you land on your feet. A failed roll means the character is knocked down upon landing (see *knocked down status effect* below). A critical failure means the character failed to reach their destination, and fell to whatever is between them and their goal. Characters can attempt an additional dexterity check should they fall down a hole to attempt to grab onto a ledge, branch, or other available handhold.

<u>Dexterity</u>	<u>Jump Distance</u>
1-3	0 yards
4-6	1 yard
7-9	2 yards
10-12	3 yards
13-15	4 yards
16-18	5 yards

Falling

Characters take falling damage for each yard after the first two that they fall. Damage from falls is 2 HP per yard. Any fall greater than 10 yards will cause a character's HP to fall to 0, and they will die if they don't receive immediate medical attention.

Death and Unconsciousness

When a character's HP falls to 0, they will fall unconscious and cannot take any actions until they are revived or combat ends. A character will remain unconscious but alive as long as their HP does not fall below -10. If a character's HP falls below -10, the character is dead and cannot be revived. If the full party falls unconscious, it is up to the GM whether they survive the experience or not.

Unconscious characters do not get a defense roll against attack. All melee attacks automatically hit. Ranged attackers still need to roll a successful perception check, but the unconscious character does not get a roll

to avoid the shot.

Experience Points

Experience points (XP) are the currency players use to improve their character. They are used to buy higher attribute points, new abilities, spells, and skills, and a number of other perks.

Experience points can also be used to re-roll any time a dice roll goes bad. This includes all the dice in the roll (rather than a single die). One experience point can be traded in for one re-roll, with the player choosing whether to keep the new roll, or stick with the original roll. This is a great way to save a horribly botched roll at a critical point in the adventure. Players should use this sparingly however, so as to not stunt their character's growth too much.

Experience points are awarded by the GM at the end of a gameplay session. All players should receive 1-5 experience points per play session, averaging 3 per session unless the GM feels they deserve more or less. Players who role play their character well, come up with particularly good ideas in-game, or successfully overcome a significant challenge should receive more experience points at the end of a gameplay session. Players who don't bother to role-play, or are generally disruptive and not helpful to the group should receive less experience points. Players should be awarded extra experience points when they successfully complete a major campaign (a full story arc). Ultimately, it's up to the GM to decide how they will reward players with experience in their games.

When creating a new character, players get $70 + 3d6$ XP for [attributes](#), 10 XP for [abilities](#), [spells](#), and [bonded animals](#), 9 XP for [skills](#) and [positive traits](#), and any additional XP gained from negative traits to be spent freely. Left over XP from any category can be used to increase the character's starting money supply. Any unspent XP is lost.

Back to Life

If a player's character dies and the player really wants to hold onto them, they can trade in 5 experience points to be brought back from the brink of death after combat (or when safe outside of combat). Once revived in this manner, players roll 1d6 to determine how much HP they come back with. Characters who are revived from death in this fashion also suffer a permanent -1 to their grit. They can regain this point of grit in the usual way of spending the appropriate amount of experience points to bring it up by 1 attribute point.

Searching

If characters want find something hidden or not immediately obvious, they can make a perception check to search the area. Characters can make as many perception checks as they want, provided the situation allows for multiple searches. If characters have a limited amount of time to search, they can make a new search roll every three minutes.

Detecting Motives or Lies

If a player wants to try to figure out an NPC's motives, or whether they are making false claims, they can attempt a perception check against the NPC's charisma attribute. A successful roll means they have some sense of the NPC's motive, or whether they are being truthful. This is not a definite answer, but a suggestion by the GM concerning the true nature of the encounter. Should the character roll a critical

success, they will have much better insight about the situation. A failed roll means they are unable to discern the NPC's true motive. Only one attempt can be made per encounter to check an NPC's motive. All players are allowed to check an NPC's motive at the same time, with each player rolling a perception check. The NPC makes a single charisma roll against the player's perception check.

Status Effects

Sometimes a character is hit by a status effect. These are effects that can last multiple combat turns, and provide penalties to the character's rolls, damage them over time, debilitate them, knock them out, grant invisibility or allow a player's character to be controlled by the GM for a limited time. Counters are applied to a character to determine how long they experience these effects and/or how severely they are affected. Each counter lasts one turn, unless specified otherwise.

Darkness

Darkness affects characters who are prevented from seeing in some way. Characters in dark areas automatically suffer -5 to all rolls that are aided by sight to achieve successfully. If a darkness status effect is inflicted on a character through magic or other means, the character will accumulate darkness counters. Each darkness counter lasts for 1 full turn of the afflicted character. Any character affected by darkness suffers a -5 to all rolls to hit. Combat movement is reduced by 50% (rounded up) while a character is affected by darkness.

Knocked Down

Whenever a character is knocked down in combat, they lose 1 full turn (per counter). Melee attackers get +1 to hit against a character that is knocked down.

Poison

Each poison counter applied to a character causes that character to lose 1 HP per combat turn. Characters gain poison counters when they are attacked with poisoned weapons or poisonous spells. Poison counters stay in effect until the end of combat unless a spell or antidote is administered, or unless otherwise stated.

Invisible

An invisible character cannot be seen by the naked eye. As long as they remain silent, an invisible character can remain completely undetected. All attackers suffer a -4 to hit on all rolls against an invisible opponent. An invisible character can only be attacked if their general location (the space they occupy) is known to their opponent. An invisible person or object can be revealed in a variety of ways, including spraying them with paint, tar or similar substances. They would also be easy to spot in fog or smoke or water as they would still displace the substance, thus losing their invisibility bonus.

Burn

Each burn counter lasts 1 round, and does 1d6 damage. If multiple burn counters are applied, they work as though in a queue, with each counter doing 1d6 damage then disappearing per round. Characters do not take more than 1d6 damage per turn, regardless of the number of burn counters. Instead, they continue to suffer the status effect for a greater number of rounds.

Sick

Sickness can be any number of debilitating illnesses from the common cold to nausea. Sickness is not usually contracted through combat like most status effects, but rather from story telling elements, or seasonal illness. Whenever a contagious illness is present, such as the flu hitting the local school, the GM can have the players roll 1d6 at the beginning of each day to see if they contract the illness. A result of 1 means the character has become sick. Anyone suffering from sickness takes -1 to strength and grit for 1d6

days. On the bright side, they can usually get out of going to school during that time.

Traps

Traps can be placed on single spaces to damage, slow down, or apply status effects to characters who unwittingly spring them. Characters can search for traps within 5 spaces of their location by announcing they are searching for traps. To search for traps, roll a perception check. A successful search will reveal all traps within 5 spaces from the character. Searching for traps during combat requires two actions, or a full turn. Characters with the [Trapper skill](#) can disable or even retrieve traps for later use.

If a character steps on a space that contains a trap, they must roll a successful dexterity check or trigger the trap. A success means the trap is not triggered, it is revealed to the party, and the characters can continue on their way. If the dexterity roll results in failure, the character must end their current action on the spot where they triggered the trap, and suffer the effects of the trap.

Character Creation

Experience Point Pool for Character Creation

When creating a new character, players get $70 + 3d6$ XP for attributes, 15 XP for abilities, spells, and bonded animals, 15 XP for skills and positive traits, and any additional XP gained from negative traits to be spent freely on any category. Left over XP from any category can be used to increase the character's starting money supply. Any unspent XP is lost.

Assigning Attribute Points ($70 + 3d6$)

To create a character, distribute $70 + 3d6$ points between the eight primary attributes. The average kid has 10 points in each attribute. While creating a character, no attribute can exceed 14 points, or be lower than 5. You can later raise attributes further with experience points. The maximum attribute score for a character is 18 points.

Strength - Determines physical power, damage for melee attacks, and carrying and lifting capability. Strength is the raw physical force a character possesses. Strength also helps determine a character's maximum HP. It is an important attribute for characters focusing on melee combat.

Dexterity - Determines ability to dodge attacks and the chance to hit a target with melee attacks. It is a character's ability to be light on their feet, climb trees, duck and roll, hit a ball with a bat, and so on. Dexterity is great for any character who excels at physical activity or athletics.

Intelligence - Determines spell power and the number of times a spell can be cast. It is a character's ability to think through problems and draw logical conclusions. Characters who use a lot of magic should focus on intelligence.

Grit - Ability to resist or endure both physical and mental assault. Fear of monsters, the effects of pain, and the effects of mind control can all be resisted with strong grit. Grit also helps determine a character's maximum HP. Grit is largely a defensive attribute that can benefit most characters, but is particularly useful for characters who jump into combat head on.

Charisma – Charisma determines how cool a character appears to others. The cooler you are, the more people like you. Character with lots of charisma will find it easier to get others to like them, to trust them, or to want to help them. Charisma rolls do not define success or failure on social interaction, but rather the disposition of the NPC before the actual conversation begins. From there, it's up to a player to convince the person they are speaking with toward their position through role playing. Charisma can also help characters get a slightly better (or worse) deal from a trader if they roll a charisma check (against the merchant's charisma roll) before engaging in trade.

Perception - Awareness of oncoming dangers or of things not in plain view. Determines chance to hit with ranged weapons. It is a character's awareness of their surroundings. Perception is a must for characters who want to use ranged combat weapons. Perception can also be rolled to try to determine an NPC's motives or whether they are being honest with the player characters.

Imagination - Determines whether a spell works correctly or fails, and helps resist spell effects. It is a character's ability to suspend their disbelief, or to simply ignore it in favor of a more fantastic reality of their own creation. Characters who use a lot of magic should focus on imagination.

Speed - Determines how quickly you can run or walk, and your initiative in combat. A character's speed, divided by three and rounded down determines how many spaces they can move per action.

See the table below to understand what attribute scores mean in a general sense.

<u>Skill Value</u>	<u>Quality</u>
5 or less	crippling
6-8	bad
9-11	average
12-13	good
14-15	fantastic
16-18	ridiculously good

Distribute points with your character in mind. By reading the descriptions of the attributes, you should be able to determine the attributes on which to focus.

Once you have assigned your attribute points, determine your health points (HP) by adding ten to your strength and grit value. HP can be raised by raising strength or grit with experience points.

Experience Point Cost of Raising Attributes

The experience point cost of attributes scales based on the hierarchical value of the next number up. The higher the value of a character's next increase in attribute score, the greater the experience point cost. Refer to the list below to see how much each new point will cost for a character to raise their score to that attribute value listed.

<u>Attribute Value Purchased</u>	<u>Experience Cost</u>
6	2
7	2
8	2
9	3
10	3
11	4
12	4
13	5
14	5
15	6
16	7
17	8
18	9

Money (\$100 + 1 XP per additional \$15)

All new player characters begin the game with \$100 in cash or equipment. They can use this money to better outfit their character during character creation, or save it for use in-game. All kids also get \$10 per

week from their parents or guardians in allowance and lunch money. Certain traits (chosen during character creation) can change this amount. Players can use starting experience points during character creation to add an additional \$15 per experience point to their character.

Spells and Abilities (15 XP)

New characters get 15 experience points with which they can purchase [spells](#) and [abilities](#). These 15 XP can also be used to purchase [bonded companions](#).

Spells and abilities make up the bulk of a character's combat options. Unlike many table top role playing games, there is no character class system. Instead, players are able to choose from a wide range of abilities and spell books. All spells and abilities are available to any character provided they don't exceed their [spell book intelligence cap](#) (see below). When assigning attribute points, take the time to look through the spells and abilities and figure out what kind of character you want to play. A character who focuses on spell casting would want more points in intelligence and imagination. A character who runs into combat blindly, weapon raised high and a battle cry ringing through the air would want plenty of dexterity, grit, and strength to make sure they survive their full frontal assault. Characters focusing on ranged attacks should pay attention to dexterity and perception. All characters can benefit from charisma and speed.

Characters aren't limited to the classic warrior, mage, rogue templates. With proper development, a character can excel at a variety of areas, and mix up physical combat with magic, or use their magical abilities to augment their ranged combat abilities.

Characters are limited in the number of spell books or schools from which they can purchase spells based on their intelligence attribute. The greater a character's intelligence, the more spell books become available from which to choose.

Skills (15 XP)

New characters get 15 experience points with which they can purchase [skills](#). These 15 XP can also be used to purchase positive traits.

Skills are defined by a character's knowledge and expertise in a specific field. Skills are used outside of combat in specific situations, like the driving and computer skills. Others are passive abilities that provide bonuses for a character in and out of combat, such as weapon specialization.

Choose a Guild

Most kids who are part of the Initiated belong to a guild. The guilds are similar to political parties in a multi-party government, with each guild representing a different ideology or philosophy. See the section on [guilds](#) for further information.

Bonded Pets and Creatures (Can use XP from Abilities and Spells Pool)

Players can choose to allocate some points from their abilities and spells pool (of which they have 10) to instead get a bonded pet or creature. Characters can only have one bonded pet or creature at a time.

Bonded pets or creatures are intelligent beings that work to aid the child in their day-to-day struggle against evil. Whether pet or spirit creature, the kid will form a psychic bond with the creature that enables

them to communicate simple ideas to each other without speaking, and a bond of friendship that cannot exist with an ordinary pet. Creatures that don't normally speak will not gain the ability upon being bonded, and most don't work well as spies or for reconnaissance purposes due to their inability to sufficiently convey to their human companions what they saw or heard. They can however understand human speech and the language of their human companion once the psychic bond is established.

This bond is the exchange of a small bit of either party's magical essence with each other. The bond is so powerful that one will know if the other is hurt across great distances. Should a bonded creature die, its human companion suffers a permanent -1 to their intelligence. Should the human die, the animal companion reverts to its pre-bonded form, losing its magical properties. While any character can have normal pets, having a bonded pet requires an expenditure of experience points to be used at character creation, or when they take on the bonded companion during their adventures.

Each animal type has its own experience point cost for bonding. Players can use their experience points to improve their bonded companion's attributes just as they would for their own characters. A character cannot have more than one bonded companion at a time, and should they lose their companion, they will have to wait at least 6 months before they are ready to bond with a new creature.

Characters with the Spirit Companion spell book cannot have a bonded animal companion. Bonded pets that engage in combat get their own initiative and are controlled by the player.

Animal Pets

Creature from this category are normal animals or pets that gain supernatural powers once bonded with a character.

Cat

Though not nearly as common as dogs due to their natural aloofness, cats are still used as bonded pets by many initiates. Cats will not participate in combat, and when forced, can do 1d6 -3 HP damage with their claws. Cats are great for sending notes or small objects across a few miles or through environments inhospitable to humans (thick forests, heavily cluttered environments, so on). They move silently, and can fit into small spaces. They know how to avoid detection, and can move quickly if spotted. Their usefulness in this regard has diminished since the smart phone, but they are still fairly popular regardless. After all, your phone wont come and find you should you get captured by the bad guys.

Str 6
Dex 16
Int 8
Grit 8
Cha 10
Per 15
Img 8
Spd 16

HP 24
Armor 0
Experience Point cost: 2

Dog

Pet dogs bonded with human children are among the most common type of bonded companion. Their already loyal and intelligent nature makes them an ideal candidate, and their athletic capability makes them easy to take along on adventures. Although a bonded dog is incapable of human speech, it can communicate basic thoughts and feelings with its human companion through the psychic link the two form within a few months of bonding. They can be somewhat useful in combat as well, but their low HP means they shouldn't tangle with anything too tough.

Small Dog

Str 8
Dex 13
Int 7
Grit 8
Cha 12
Per 14
Img 8
Spd 15

HP 26

Armor 0

Experience Point cost: 3

The small dog can bite someone for 1d6 -1 + melee as its normal attack.

Medium Sized Dog

Str 12
Dex 12
Int 8
Grit 12
Cha 12
Per 14
Img 8
Spd 13

HP: 34

Armor: 1

Experience Point cost: 4

The medium sized dog can bite someone for 1d6 + melee as its normal attack.

Large Dog

Str 15
Dex 12
Int 9
Grit 15
Cha 12
Per 14
Img 8

Spd 12

HP: 40

Armor: 1

Experience Point cost: 7

The large dog can bite someone for 1d6 +2 + melee as its normal attack.

Drag Down

A large dog is able to grab its target with its powerful jaws, and drag them to the ground. Roll the dog's strength vs. the targets dexterity to determine if the attack hits. A successful attack does 1d6 damage and applies the knocked down effect. This attack can be used every other turn.

The large dog is capable of carrying a small child (weighing less than 60 lbs) on its back. It cannot be harnessed and the child would need to ride low, clutching the dog by its fur. A few intelligent races use large dogs as regular mounts, and have even developed armor for the animals.

Rats

The binding of a pet rat increases the rodents' already considerable intelligence, making them very cunning and helpful bonded pets. They can get around silently and explore places inaccessible to most other pets. Rats do not engage in combat, and can't do more than base melee damage +1. Rats are great at hiding and can be easily sneaked into places other pets would not be allowed.

Str 4

Dex 14

Int 12

Grit 6

Cha 10

Per 14

Img 10

Spd 15

HP: 20

Armor: 0

Experience Point Cost: 2

Dolls and Toys

Dolls or toys that a child is particularly attached to can be converted into bonded creatures. By bonding with the figure, the child grants it life and intelligence, along with some basic abilities to help the kid out. The figure must be of a humanoid or animal form, such as action figures, animal dolls, and so on. Toy cars, plastic weapons, balls, jump ropes, and so on cannot be bonded.

Once the bond is formed, the child can grant the creature one basic ability from the list below. The cost of the bonding is equivalent to the ability granted. Only one ability per bonded creature is allowed.

Battle Spirit

Experience Point Cost: 3

The creature grants its human companion a +1 boost to their attribute of choice. This attribute is chosen during the bonding, and cannot be changed.

Flight

Experience Point Cost: 2

The creature has limited flight capabilities, allowing it to fly for a couple of hours before needing to rest, at a height of about 30 feet. The flight is magical in nature, and the creature does not need wings to fly.

Lie Catcher

Experience Point Cost: 3

Once per day, the creature is able to tell if someone is lying. They must be within hearing distance of the claim being made, and their human companion must ask them specifically to tell if the person is lying or telling the truth. Their power does not work on recordings or audio transmissions. They must be near the speaker.

Speech

Experience Point Cost: 2

The creature can speak in the language of its human companion.

Tiny Caster

Experience Point Cost: 6

The creature is able to cast one elemental spell of the players choosing worth 3 experience points or less.

Ultimate Protector

Experience Point Cost: 5

The ultimate protector is able to lay down its own life to save that of its human companion. Should their human suffer such grievous injury as to lead to their death, the creature gives its life essence to its companion to save them, the bonded creature dying in the process. Their human companion still suffers the usual penalties of their bonded companion dying.

Flame Salamander

Flame salamanders are elemental creature that look like a normal salamander, but share very few other properties with their non-elemental counterparts. Flame salamanders are born from fire with the aid of magic. With the right spells a caster can create a flame salamander out of fire. Character who want a flame salamander as a pet must take at least one spell from the flame elemental spell book.

Flame salamanders are small creatures, between 6 to 12 inches in length depending on age. They look like normal, non-magical salamanders, but with a flaming aura around their bodies at all times. They can control the temperature of these flames, reducing them to harmless levels, or increasing them to much higher levels. With magical help from a flame elemental, they can reach over a thousand degrees Fahrenheit. Only practiced flame salamanders are actually able to get that hot however, and will require the elemental's aid.

As pets, flame salamanders are curious and intelligent creatures. With time, they can develop a psychic link with their creator allowing them to communicate on a base level.

Str 4

Dex 14

Int 10

Grit 8

Cha 10

Per 12

Img 10

Spd 10

HP 22

Armor 1

Experience Point Cost: 8

Flame Out

The flame salamander concentrates all its efforts into its flame aura, increasing temperatures anywhere from 200°F to 1000+°F depending on age. All attacks on a flame salamander while it is flaming out (both successes and failures) will cause damage to the attacker. 1D6 for young salamanders, 2d6 for a salamander that is at least a year old, and 3D6 for salamanders that are older than three years. The oldest (5+ years) and most powerful flame salamanders can cause 3d6 +6 damage. This ability can only be used once per combat, but can be maintained for 3 full turns.

Flame Breath

A flame salamander is able to shoot a thin jet of fire from it's mouth. The flame has a range of 4 spaces, and does 2d6 damage. The salamander can only use this once per combat.

Imps

Imps are small, humanoid creatures with reptilian characteristics. They have scaled skin, human like faces, a lizard like tail, and two small horns on their head. They are often mistakenly referred to as demons, though they are just a small, supernatural creature with no such affiliation. Imps can speak their own language, and can learn their human companion's language once bonded. Though highly intelligent, they do not have any form of civilization that has been observed by outsiders, and they rarely hang around their own kind. They have a fondness for pranks, and are playful by nature. To bond with an imp, one needs to find an imp who is willing. Some traders have been known to sell captive imps for bonding, though they often demand a high price, and the captive creatures are rarely willing to form a bond without working out their own deal with their future human companion after the trader is paid.

All imps know the spells ball of fire, burn, and flare from the flame elemental spell book.

Str 6

Dex 12

Int 15

Grit 8

Cha 10

Per 10

Img 10

Spd 13

HP 24

Armor 1

Experience Point cost: 8

Traits (Can use XP from Skills Pool)

Players can use XP from the 15 points allocated to skills to purchase positive traits. They can also use XP gained from taking negative traits.

Traits are extra aspects of a character that give them further depth and personality. Traits should add to an already fleshed out character, complimenting it. Traits should not define a character. Traits can only be picked up during character creation, from the skills point pool.

Negative traits can add to the point pool. The XP point value assigned to individual negative traits go into a general XP point pool which can then be spent on extra positive traits, attribute points, spells, abilities, skills, bonded pets, and extra cash.

Players can take no more than 7 points of positive traits, and cannot receive more than 7 points through negative traits.

Positive Traits

Adorable

Point Cost: 1

Conflicting Trait: sickly, either weird kid trait

Adults just find this kid absolutely adorable. The character gets +1 on any roll where they're using their charm to get their way with an adult. This does not mean they can change an adults mind on a particular subject, but help compel them while the adult is considering something pertaining to the character.

Advanced Reader

Point Cost: 1

Conflicting Trait: don't read good, slow learner

The character reads at a higher grade level, and has greater reading comprehension than their peers. They gain a +1 bonus when an intelligence roll is needed relating to reading. They can also ask the GM for more information or insight from written content they come across. The GM can provide this information if they feel it is appropriate for the situation.

Animal Friend

Point Cost: 2

The character has a natural kinship with animals. This does not mean predatory animals won't attack them, or that the character is capable of speaking to animals or control them in any way. Animals will not run away from them however, nor will non-predatory animals attack without provocation. They also get a +1 bonus to charisma if they ever need to compel an animal to help in some way, like getting the jailor's old guard dog to bring them the key to their cell.

Athletic

Point Cost: 3

Conflicting Trait: sickly

The character seems to have a natural talent for physical activity. They tend to do well in sports and activities that require body coordination and graceful and efficient movement. The +1 bonus to dexterity tends to help as well.

Big Kid

Point Cost: 3

Conflicting Trait: small kid

The character is bigger than the other kids. While it might be tough fitting into some smaller places, the +1 strength bonus helps make up for it.

Brave

Point Cost: 1

Conflicting Trait: wimp

The character is less likely to flee at the sight of something frightening. They get a +1 anytime they have to make a grit check relating to fear.

Class Clown

Point Cost: 1

The kid is a natural comedian. They find it easy to get people to laugh, and get a +1 bonus to charisma whenever they try to use humor to deal with a situation. Player will be expected to actually make a joke for this to work.

Concentration

Point Cost: 1

Conflicting Trait: impatient

The character is really good at focusing on something, even if their environment is in discord. Whenever a task requires the character's full attention while in a chaotic environment, they get a +1 bonus to the appropriate roll.

Cool Kid

Point Cost: 3

Conflicting Trait: shy kid, stutter, twitchy, negative weird kid trait

Everyone thinks this character is cool. Maybe not the coolest kid in school, but they're no loser, that's for sure. Others are more likely to listen to their ideas and accept them for who they are. Cool kids get a +1 bonus to charisma.

Dare Devil

Point Cost: 2

Conflicting Trait: wimp

This character is a natural born dare devil, getting a +1 bonus to their roll whenever they are attempting something daring, dangerous, and arguably stupid.

Good Arm

Point Cost: 2

Conflicting Trait: sickly

The character has a good throwing arm. They are able to throw things as though they have +1 strength.

Good Eye

Point Cost: 1

Conflicting Trait: four eyes, [balls fear](#)

The character is good at tracking, catching, or hitting objects moving at high speeds. They gain a +1 bonus anytime they need to do one of these things. Objects can be no larger than a basketball for this bonus to apply.

Good Judge of Character

Point Cost: 2

Conflicting Trait: gullible

The character is good at perceiving others' true nature. The player may ask the GM for a special roll anytime they want to try to understand an NPC's true nature. The GM rolls the player character's intelligence against the NPC's charisma in secret. If the player character succeeds, the GM will give them more information about the NPC's personality or nature. If the player character fails the roll, they are unable to get a good read on the character. If they critically fail the role, the GM can provide false

information about the NPC.

Inspirational Speaker

Point Cost: 3

Conflicting Trait: shy kid, stutter, public speaking phobia

Once a day, the character can give a rousing speech during combat, giving the group +1 to hit for the duration of combat. The speech takes one full turn.

Iron Stomach

Point Cost: 1

Conflicting Trait: sickly

Spicy food, food past its expiration date, or even broccoli, this kid can eat it all. The character cannot eat things that are not food, or toxic. But anything edible by people is fair game, regardless of the gross-out factor.

Local Legend

Point Cost: 1

Conflicting Trait: new kid

The kid has done something to make them a known name in their town, neighborhood, or school. This can be something heroic or extraordinary. It can be something they survived or accomplished while others around them failed to do the same. It will not however be something negative or damaging to the kid's character or reputation. Whatever it is, other kids (and some adults) will talk about this with awe, and rumors making the kid out to be bigger than life can swirl through the school halls. The character can try to leverage this minor fame if appropriate to the situation.

Logical

Point Cost: 3

Conflicting Trait: gullible

The character is more logical than the other kids. This means that though they can spoil the others' ill conceived fun with their facts and good judgment, they also get a +1 bonus to their intelligence.

Lucky

Point Cost: 4

Conflicting Trait: Unlucky

The character is a little luckier than average. Once per game session, the player may re-roll any single roll with which they are unhappy. The re-roll means every die from the original roll is rolled again, not just one. After the second roll, the player can choose which roll they want to keep.

Older Sibling

Point Cost: 1

The character has an older sibling that can be called upon from time to time for help or guidance. This sibling is usually in their teens, but can be as old as their mid-twenties. The older the sibling, the less often they can be called upon. Siblings can help the character no more than once per week, and much longer for the older ones. Older siblings who are no longer magically attuned can only help in mundane, non-supernatural situations.

Permissive Parents

Point Cost: 3

Conflicting Trait: Strict Parents

The character has very permissive parents. They might be workaholics who seem more concerned with their jobs than their own kids. Or they might be a single parent taking on an extra job at nights to help the homes finances. Or maybe the kid's parents just believe in letting their kid run wild and learn from their own mistakes. Whatever the reason, this character will have greater freedom when it comes to dealing with their parents.

Rich Kid

Point Cost: 4

Conflicting Trait: poor kid

The character is from a wealthy background. They start with an additional \$200 in cash or equipment, instead of the usual \$100. They also get \$30 per week from their parents or guardians in allowance money, instead of the usual \$10.

Rider

Point Cost: 2

The character is particularly skilled in the use of bikes, skateboards, roller skates, and similar forms of transportation. They get a +1 bonus whenever rolling for this vehicle out of combat. This does not apply to automobiles.

Trustworthy

Point Cost: 2

Conflicting Trait: either weird kid trait

Something about the character makes it easier for others to trust them. They get a +1 bonus on any roll where they are trying to convince someone else that something is the truth when it is in fact a lie. If their lie is exposed more than once to someone to whom they were lying, they no longer get this bonus with that character.

Weird Kid

Point Cost: 2

Conflicting Trait: adorable, trustworthy, negative weird kid trait

This kid knows things. Dark, mysterious things. The player may ask the GM for a special roll anytime they are confronted by an unknown supernatural force. The GM rolls the player character's intelligence in secret. If the player character succeeds, the GM will give them more information about the subject. If the player character fails the roll however, the GM can provide false information about the supernatural.

Negative Traits

Allergies

Bonus Points: 2

The character is allergic to something common (animal fur, pollen, dust, so on). They can take allergy medication to alleviate their symptoms, without which they will suffer -1 to grit, strength, and intelligence (due to distraction caused by allergy) while in the presence of the offending material.

Arch-Enemy

Point Bonus: 2

The character has an arch-enemy. This can be another kid or an adult authority figure with whom they have regular contact. This arch-enemy cannot be a member of the player group, nor can it be a bully (see the negative trait "picked on" to get a personal bully). It can however be another member of the Initiated. An arch-enemy does not have to mean someone the character is trying to kill or actively hurt. In fact, trying to attack an arch could lead to a great deal of trouble with the authorities. It could be someone with whom

they are in constant competition. The character's arch-enemy does not necessarily think of the character as their own arch-enemy, and in some cases, may even like the character or not really be aware of their existence. Players should discuss this trait with the GM before taking it, and make sure it will work within the game the GM wants to run.

Asthmatic

Bonus Points: 4

The character suffers from a significant case of asthma, and needs to deal with the condition during periods of high stress or heavy exertion. During such periods, the character must roll a grit check or suffer the following conditions: ½ speed in combat, -1 to hit in combat, -1 to grit until the asthma attack passes or is dealt with. Characters can treat their asthma attacks with an inhaler, which helps them breath comfortably again. A character who suffers an asthma attack, but does not have an inhaler will continue to experience the negative effects of the asthma attack, until an inhaler is found or until they have a period of calm (30-60 minutes). Character's suffering an asthma attack outside of combat get a -1 to all rolls that require physical exertion of any kind. All characters with asthma have a permanent -1 penalty to their grit attribute.

Braces

Bonus Points: 1

While adults have little difficulty in seeing braces simply as a part of growing up, to other kids, it is the mark of a nerd. Kids with visible braces automatically suffer -2 charisma when interacting with other kids near their age.

Bed Wetter

Bonus Points: 2

Some kids wet the bed long after they learn to control their bladder while awake. This is rarely due to psychological conditions or any fault of the child, but is simply a developmental issue that can run in the family. Though usually not a problem, situations where the kid is sleeping outside of their home like sleep-overs or camp can be very stressful for these kids. Whenever a bed wetter knows they are to spend the night around people that don't know about their problem, they will feel anxiety and stress until the evening is over. This can lead to irritability or an inability to concentrate, causing them to suffer -1 to charisma and intelligence during the evening. Once they actually go to bed, the player must roll a 4, 5, or 6 on a 1d6, or wet the bed sometime before waking up. Should other kids find out that someone is a bed wetter, they may as well kiss their social life goodbye.

Compulsion

Bonus Points: 1

The character has a specific compulsion. It might be that they have to push every button they see, or do certain activities in even or odd numbers. Whatever it might be, it's a hindrance to them and the party. Players should discuss their character's compulsion with the GM to make sure it is appropriate for the game.

Don't Like Getting Wet

Bonus Points: 1

For whatever reason, this kid does not like getting wet, and will avoid it at all costs. If they do get wet, they will suffer -1 to charisma due to all their complaining and moaning, until they get dry. This aversion does not apply if the character is in their swim cloths, and plans to swim at the beach, pool, and so on. They are not afraid of water, they just like to stay dry when they aren't swimming.

Don't Read Good

Bonus Points: 1

Conflicting Trait: Advanced Reader

The character never really learned to read. They can struggle through small words (with a successful intelligence check), but can't read anything beyond a 2nd grade level. This does not mean they are not intelligent, just that they were never properly thought to read. They are likely to be in a remedial reading class in school. Other kids are likely to make fun of a kid who can't read.

Failed a Grade

Bonus Points: 1

The character failed a grade in school, and was made to repeat the year's worth of classes. The grade failure does not mean the kid is intellectually lacking in any way, and could be due to reasons outside of the character's control. Regardless, other kids are likely to make fun of them for being “dumb,” and adults are bound to look down on them for not doing better in school.

Four Eyes

Bonus Points: 3

Conflicting Trait: good eye

The character has poor vision, and needs glasses to see clearly. They suffer a -3 penalty to all perception rolls, including ranged attacks, if they do not have their glasses. Whenever this character suffers the knocked down status effect, they must roll 1d6 to see if they drop their glasses. A roll of 1 or 2 means they drop their glasses onto an adjacent space of the GM's choosing. The character cannot have a backup pair of glasses unless they spend \$120 in-game to buy some through their eye doctor or eye glass provider. Parents will not buy a new pair unless the kid loses the old pair, and it can take a few days until a new set is prepared. Parents also tend to get upset if their kid keeps losing their glasses.

Greedy

Bonus Points: 1

The kid is just a greedy little bastard, and will always try to get a larger part of the party's loot than the rest of the group. This might mean that they steal from the group, insist on taking the best items they come across, or try to cheat others out of their own loot. This trait should not be abused or used to the detriment of the other players enjoyment of the game however, and should be used more subtly so as to foster no more than a low level of resentment toward the character.

Gullible

Bonus Points: 2

Conflicting Traits: good judge of character, logical

This kid will believe just about anything they are told. Anytime they are told a lie, they must make a successful intelligence test, or believe the lie without question. They can be convinced otherwise afterward, but this will require role play from other characters who may have to provide evidence disproving the lie.

Impatient

Bonus Points: 5

Conflicting Trait: concentration

Impatient kids have trouble with anything requiring them to sit still and pay attention for longer than a minute or two. This also means they don't have the patience to develop their spell casting abilities or cerebral skills such as hacking or computer use. This doesn't mean these kids are dumb, they just don't have the patience for some of these activities. Though these skills and spells are available to impatient characters, they will always suffer a -1 penalty to rolls when they try to use spells and skills. It is ultimately up to the GM to decide when a character's impatience comes into play, but players are encouraged to role

play this both as characters, and in the game mechanics.

Liar, Liar

Bonus Points: 3

The character is a compulsive liar. They will lie to others, even if they have no reason to lie. This can lead to serious relationship problems for their friends and party. On average, every third conversation where they are making a claim should include a lie. This can be anything from a minor lie (but significant to their claim) to a fully fabricated story. This trait can easily upset party cohesion, and should be used carefully to help facilitate role playing opportunities rather than simply hinder the rest of the party.

Loud

Bonus Points: 1

Conflicting Traits: shy kid

The kid is just loud. They don't know about indoor voices, they get kicked out of the library just about every time they visit, and they always get in trouble for talking in class, even if they weren't the only one doing it. The character suffers a -1 to all rolls relating to keeping quiet, and the GM can use their loudness against them for story telling purposes.

New Kid

Bonus Points: 1

Conflicting Trait: local legend

The character is new to the town, neighborhood, and/or school, and doesn't have many friends. While they can quickly develop a relationship with the other player characters, they will continue having difficulty with other kids, or finding their way around the town or their school for the first few months worth of game play. Players should make sure this trait does not conflict with the GM's story.

Painfully Honest

Bonus Points: 1

Conflicting Traits: liar liar

This character will tell the truth, no matter how much trouble this might cause them or their friends. The character can choose not to answer something when asked. The character cannot intentionally leave out relevant information when they do speak though, if it is with the intent of deceiving the person to whom they are speaking. If a party member is lying to someone while speaking for the group, the painfully honest character must make a grit check with a -3 penalty. If they fail this roll, they will blurt out the truth regardless of the consequences. Teachers and parents who know the kid often know they can't tell a lie, and will interrogate them first before questioning their friends.

Picked On

Bonus Points: 1

The character has a bully that regularly picks on them. This bully can work alone, or have some friends who join in on the action. The bully can show up anytime the GM feels it is appropriate, or in places like school where they might have to share a space. If the character and/or their party stand up to the bully, it can potentially escalate the situation. Players should discuss this trait with the GM before taking it, and make sure it will work within the game the GM wants to run.

Poor Kid

Bonus Points: 2

Conflicting Trait: rich kid

The character is from a financially poor background. Poor kids start the game with only \$40 worth of cash or equipment instead of the usual \$100, and do not receive a weekly allowance. Poor kids cannot start the

game with a smart phone, but can have a cheap flip phone with simple texting and low-resolution photo capabilities.

Secret

Bonus Points: 1

The character harbors a dark secret that can be a detriment to them should others learn about the details. This secret is something that might haunt the character, and they will do whatever they can to keep it hidden. The GM is encouraged to find ways to force the character to confront the elements of this secret from time to time, and though the secret might never come out, it will remain a constant threat for the character. Secrets can include shameful actions from the character's past (they ran while their team was attacked by monsters, and while everyone thinks of them as a hero for surviving the encounter, they know inside they are a coward) to living a lie (character was a complete nerd before moving to a new town, where they re-invented themselves and really don't want others to learn what they used to be like). These secrets may just be something the character is ashamed of, even if they shouldn't have to feel shame for it. If an unfriendly NPC finds out about the character's secret, they can use the information against them, or blackmail them with it.

Sickly

Bonus Points: 6

Conflicting Trait: adorable, good arm, iron stomach,

The character is sickly, having a generally difficult time with physical activity, has a lower resistance to toxins and illness, looks pale and unhealthy, and generally finds themselves to be sick more often than other kids. Sickly characters suffer -1 dexterity, -2 grit and -1 strength. They also suffer a -1 to attacks that have a poisoning status effect.

Small Kid

Bonus Points: 2

Conflicting Trait: big kid

The character is smaller than the other kids. They suffer a -1 penalty to strength and grit, but get a +1 to dexterity.

Shy Kid

Bonus Points: 3

Conflicting Trait: cool kid, inspirational speaker, loud

Shy kids have a harder time speaking in front of groups of people, speaking up for themselves when being picked on, or discussing sensitive subjects with their peers. This is largely a role playing element, but characters also suffer a -1 to charisma when they take this trait.

Slow Learner

Bonus Points: 7

Conflicting Trait: advanced reader

You were always a bit slower at learning new things compared to your peers. The experience point cost for all purchases is +1 for you. This includes attributes, abilities, spells, and skills. This does not include traits.

Strict Parents

Bonus Points: 3

Conflicting Trait: Permissive Parents

The character's parents are very strict, not allowing them to go out freely, insisting they check in on the hour every hour, and serving particularly harsh punishments for the child's misbehavior. These kids are less likely to be allowed to spend the night at a friend's house, or go to the metal concert in the next town over

without adult supervision. They might be enlisted into private schools, or even home schooled, making regular interactions with their Initiated group difficult.

GM's Note: Players taking this trait should be aware that unless they can properly role play around these extra obstacles, it could mean they get left behind more often than they'd like, making the game less enjoyable for them. That said, the GM should strive to avoid this, as having a player who doesn't get to play with the rest of the group can lead to trouble. This trait might also be good for the player who can't make it to every game, as their occasional absence could be explained by their parents not letting them go out that day.

Stutter

Bonus Points: 1

Conflicting Trait: cool kid, inspirational speaker

The character has a noticeable stutter. This can lead to difficulties in communicating with others. The character gets a -1 penalty to charisma on speech related rolls.

Twitchy

Bonus Points: 1

Conflicting Trait: cool kid

The character is just kind of twitchy. They get a -1 to dexterity anytime they are attempting something particularly delicate.

Unlucky

Point Bonus: 4

Conflicting Trait: Lucky

The character seems to be a bit less lucky than others. Once per game session, the GM can decide that one of their successful rolls was in fact a failure. The player cannot argue this decision, and should try really hard not to pout or throw a tantrum.

Weird Kid

Bonus Points: 3

Conflicting Trait: adorable, cool kid, trust worthy

This character is weird, but not in a beneficial way. The key difference between the positive weird kid trait and the negative version (this one) is that the negative trait does not equate to knowledge about the mysterious and supernatural, but rather just a general weird quality that other people pick up on. As a result, weird kids are often treated with scorn, pity, or general harassment by other kids and adults alike. Players should make sure the GM is aware of their character's weird kid trait so that it is used in-game. Weird kids suffer a -1 to charisma. Both weird kid traits can be taken by the same character.

Wimp

Bonus Points: 1

Conflicting Trait: brave, dare devil

The character is easily frightened. They have a -1 penalty anytime they need to make a grit roll in the face of terrifying supernatural forces.

Younger Sibling

Bonus Points: 1

The character has a younger sibling that they will be asked to look after from time to time. This child is either still not initiated, or is about as young as the Initiated come. The younger sibling might be used against the character by their enemies. If the character fails to look after their younger sibling, even if it wasn't their fault, they are likely to get into trouble with their parents or guardians. So unfair.

Fears

All kids are afraid of something. The world is a big, scary place with many unexplained mysteries, and this can be frightening to kids who often lack the size, strength, experience and knowledge to properly process and deal with everything. Though phobias have in-game mechanics to help facilitate their use by player characters, it is advisable for players to role play their phobias beyond these simple game rules.

With proper role playing, over the course of many games (usually a full campaign if not longer), a character may be able to overcome their phobias. It is up to the player and the GM to work toward this goal together, and a character cannot overcome their fear without the GM agreeing that they have properly dealt with the core issues. All players must take one phobia when creating a character. Players are free to take more phobias if it fits their character, but they will not receive any bonuses for doing so.

Blood

The character is afraid of the sight of blood, either their own or others'. When encountering blood out of combat, the character must roll a successful grit check. A failed roll means they suffer -1 to intelligence and charisma for the next hour (in-game) while they deal with their fears. Blood encountered in combat can be ignored until combat ends, as combat adrenaline helps to temporarily overcome the character's fear.

Animals or Insects

Some kids are afraid of common, specific animals or insects. When confronted by one of these, their immediate reaction is to run away. Characters who meet their feared animal or insect must make a successful grit roll, or lose all control and run away until the creature is out-of-sight. Players should check with the GM to make sure their animal or insect of choice is common to the area in which the game takes place, and will work with the GM's intended game.

Balls

The character is afraid of balls being thrown in their direction. Anytime a ball or similar object is thrown their way for kicking, catching, batting, dodging, and so on, they fumble their attempt. These characters are often picked last for sports.

Bodies of Water

Kids who are afraid of large bodies of water will refuse to go swimming, get on a boat or other water craft, and may even feel anxiety when crossing a bridge over water. These kids cannot swim, due to overpowering panic caused by submersion in water or similar liquids. Kids who suffer from this fear don't have to make any rolls when confronted with large bodies of water. They simply will refuse to go near it. Convincing them to board a small water craft or actually enter water higher than their ankles is impossible, and they would have to be taken against their will. They can be convinced to enter a sufficiently large water craft such as a large yacht or cruise ship. The person trying to convince them would have to beat the character on a charisma roll (charisma vs. charisma). Should they fail, they can try again once every 6 hours. Players should make sure taking this phobia will not interfere too much with the GM's planned game.

Crowds

The character suffers panic attacks in heavily crowded environments. Should they find themselves in a

crowd, they must attempt a grit check to keep their cool. Should they fail the roll, all further actions will be focused on getting out of the crowded environment. This means they will ignore orders from superiors, friends in trouble, and so on in favor of fleeing the scene. Crowds must be a significantly large number of people to trigger this effect. A full classroom, or an indoor party isn't likely to trigger it, but a room crowded to the point where it becomes difficult to move will cause the character to react.

Darkness

The character is afraid of the dark. When in a dark environment with a single, low powered light source (such as a candle), they must roll a successful grit check. A failed roll means they can only move 1 turn per action until more light is produced. If they are in complete darkness, the character cannot move (though they can be dragged if needed). These kids sleep with a night light.

Death

Death can be a confusing concept for kids. They aren't always able to understand the consequences of their actions, or the deadly repercussions certain dangerous activities might lead to eventually. Whenever confronted by death (find a dead body, see someone die, so on), kids with this phobia must roll a successful grit check or suffer a near catatonic inability to respond to the situation, possibly retreating to their internal "happy place," rolling up into the fetal position, and so on. This fear only works when they experience the death of another intelligent creature such as humans, the buck, and so on. Monsters and animals do not affect this phobia.

Dirt and Germs

Despite kids' apparent love of dirt, mud, and filth in general, some kids are still neat freaks. In fact, they're so opposed to things being unclean that they will have difficulty concentrating in places they feel are too dirty, and suffer -1 to all rolls that require focus or concentration. While these kids can tolerate a fair degree of disorganization, some environments are simply too much. These kids will react poorly to places such as the town dump, particularly unkempt bedrooms, the average city alleyway, hospitals, very small (and slobbering) children, airplanes, sneezes, and so on. It is ultimately up to the player and the GM to decide which situations trigger a response in a character. When confronted with an offending environment, they will be unable to directly handle any surface (except for their own possessions), and will have to make a grit check to resist the urge to flee the place in favor of somewhere cleaner.

Failure

Some people have a fear of failure. It could be caused by a traumatic and socially embarrassing situation from earlier in their lives, a demanding family member or parental figure, or just their brain chemistry. Whenever these kids are confronted with failure, or the real possibility of failure, they will suffer temporary but severe depression. If the real threat of failure overshadows these kids' situation, they must roll a successful grit check or lose faith in their ability to achieve success. They will begin to doubt themselves, suffering -3 to all skill checks until the situation is resolved. Should they face actual failure, they will begin to believe they are incapable of success, and be unwilling to take part in any significant endeavors for the remainder of the day. In order to convince them to try anyway, one of their allies will have to talk them into it, requiring a successful charisma check against the self doubting individual (charisma vs. charisma). Should their friend fail in convincing them, they can retry once per hour.

Heights

The character is afraid of heights, and experience vertigo anytime they are at heights greater than 15 yards (about two stories). When confronted with heights, player must roll a grit check. A failed roll means they suffer the knocked down status effect (in combat) for 1 round, or they are unable to move for 1 minute out of combat.

Monsters

Monsters can be scary for anyone, but some kids have a particular monster that is significantly more frightening than the rest. Whenever they are confronted by this monster, they must roll a successful grit check, or run away in terror. Players should choose a monster from the monsters section of the book, and check with their GM to make sure the monster will work for the kind of game the GM plans to run.

Older Kids

Some children find older kids to be very intimidating, and will have difficulty interacting with them. Any time one of these kids is dealing with another kid that is more than two years or one school grade older, they take -1 to all their interactions with this person. This does not apply to kids who are only one or two years older or one school grade higher than the character afflicted with this phobia.

Parents

Some kids are afraid of parents, both their own and others'. The reasons for this fear can vary, but could include harsh or strict parents, bad experiences with other kids' parents, or lack of experience with parental figures (an orphan). Regardless, when asked to deal with someone's parents, these kids must roll a successful grit check or lose their ability to speak or respond beyond simple "yes" and "no" type responses. They will also try to leave the room or area as soon as possible.

People with Visible Disabilities

Some children who haven't been exposed to people with disabilities won't know how to handle such encounters, and might react poorly to such experiences. The old war vet with the missing arm, or the blind person with a seeing eye dog can be a very new and frightening experience to a child who has never dealt with anything other than "normal" people. This fear does not apply to temporary disabilities like a cast for a broken bone. Characters who are confronted by people with disabilities must make a successful intelligence check. A successful roll means they are able to comprehend what they are seeing, come to terms with it, and are no longer affected by that type of disability. A failed roll means they are unable to process what they are dealing with, and will do everything in their power to leave the room or area. Furthermore, they will have to work out their issues with that disability through role play rather than more rolls. It is advised players only take this phobia if they plan to address it in a mature manner, and with their GM's permission. It should be a learning experience for the kid.

Public Speaking

Some people will always be afraid of speaking in front of groups of people. They have no trouble when asked to address small numbers of friends, but put them in front of a crowd and they lose the ability to speak coherently. Whenever a character with this phobia has to speak to groups of people, they must roll a grit check. A successful roll means they overcame their fear, and were able to deliver their comments without more than a bit of stuttering and shuffling of feet. A failed roll means they cannot find their voice,

and will stand around awkwardly or try to flee.

Romance

Some kids who are first experiencing romantic feelings towards others will not know how to properly deal with these new feelings, and respond with fear or anxiety instead. Anytime one of these kids is in a situation where they are dealing with someone they like, or who likes them, they suffer -3 to all charisma and intelligence related rolls and activities.

Strangers

Most kids know not to talk to strangers. The advice is instilled in them from a very young age by their parents. But some kids are affected a bit more by their parents' cautionary tales than others, and they might develop an outright fear of adult strangers. Whenever they must interact with adults they don't know or haven't met before, they will find it difficult to speak or behave normally. The character must make a successful grit check just to be able to do anything beyond nod "yes" and "no" to questions directed at them. Beyond that, they will be nervous and uncomfortable, letting their friends do all the talking. Should they pass the grit check, they will be able to speak with the stranger, but still suffer a -2 to all charisma rolls relating to that person for the rest of the encounter.

Tardiness

Being late to school or similar obligations that require punctuality can lead to intense anxiety in some kids. Anytime one of these kids is late or running late, they must roll a successful grit check. A failed roll means they begin to "freak out," and will be unable to perform any activity that does not get them to their destination as soon as possible. If they arrive late to a place they need to reach, they must roll a successful charisma check, with a failure leading to them suffering -1 on all rolls for the next hour.

Thunder and Lightning

Kids who are afraid of thunder and lightning will find it difficult to get anything done during such weather conditions. If caught in a storm with thunder and lightning rattling the skies, the character must make a successful grit check, or suffer -2 on all spell, ability, and skill rolls for the rest of the day.

Magic

Discovering Magic

Most kids are attuned to the world of magic from about the ages of eight to fifteen. Some kids might discover their magical powers earlier, or hold on to them for a couple more years, but the average kid gets about six to eight years of power. How this power is utilized depends on the individual child. Some kids will never cast a spell in the traditional sense, but rather channel their magic into their physical combat or athletic ability. An ordinary hockey stick isn't going to do much against a supernatural monster, but infused with a child's magical force, it can be used to take down all sorts of magical creatures. Likewise, most kids don't actually know how to hack into advanced security systems. It's their magic that allows it, even if it's channeled through their "hacking tools."

However they choose to focus their magical training, all player have a wide range of both combat abilities and magic spells to choose from to help build and develop their characters. Players are not limited to choosing from either physical combat abilities or magical combat spells. They can mix and match as they see fit. This means a character can concentrate on physical combat, but still pick up a few spells to supplement their ability. Or a character could focus on spell casting, but also take a few abilities that will allow them to move silently and stay hidden in the shadows. It's all up to the player how their character develops.

Magic does not affect humans adults. They cannot even perceive its existence, let alone feel its effects. Similarly, weapons powered by magic are ineffective against human adults since things like water pistols or cap guns appear in their mundane form, and cannot actually hurt those who do not believe magic exists. Such spells and weapons appear only as children at play to an adult. If a supernatural force is sufficiently powerful however, it will break a human adult's block against the magical world, and temporarily expose them to the influences of magic. Should they survive the incident, they will soon forget it took place and go on with their normal lives.

Types of Spells

Spells come in different types that determine how they affect their target, the number of targets, and whether a target gets a chance to avoid the attack or not. Some spell types will have unexpected results if the casting roll attempt fails. Failed spell rolls can lead to the spell fizzling out, behaving unpredictably, or even backfiring and hurting the player group or innocent bystanders. The GM should use their discretion for failed spell effects, though larger margins of failure should lead to worse outcomes. Failed spell rolls also count against the number of times a spell can be cast per combat.

All combat spells require a full turn to pass between uses. Once a combat spell is used, that character cannot use the same spell again for the remainder of their turn, or on their next turn. They can use any of their other spells in that time, but not the spell they just cast. In other words, if a character used a spell on their last turn, they cannot use it again on their current turn, but must wait until their next turn. Not all spells can be cast multiple times in a single combat session, with some available only once per combat, or even once per day.

Failed spells do not count against the spells cool down nor do they count against the number of times the

spell can be cast per day. So if a spell can only be cast once per day, but the character fails the spell casting roll, they may try again at their earliest convenience. A failed casting roll also does require the full turn cool down time to cast again, and can be re-cast on the same turn (if more actions are available) or on the next turn.

Self – Self spells affect only the caster. The caster rolls an imagination attribute check to determine success. Failed rolls can have unexpected results, which are determined by the GM.

Touch – Touch based spells require the caster to be adjacent to their target. If the intended target attempts to resist the spell, the target may roll their imagination vs. the caster's imagination roll to determine if the spell is effective. Failed rolls simply fizzle out and have no effect.

Projectiles – Projectile spells work similarly to ranged attacks, except the spell caster rolls their imagination instead of their perception. The defender still rolls their dexterity to attempt to dodge the attack. Failed rolls simply fizzle out and have no effect.

Seekers – Seekers always hit on a successful imagination roll as long as the target is visible and not behind full cover. A failed roll causes the spell to behave unexpectedly, with the GM determining the results. If an intended target is behind cover, the spell caster has to wait until they are visible again, or find a way to destroy the target's cover.

Spread – Spread spells affect a extended area of the combat grid, starting from the targeted point of origin square, and expanding outward a number of spaces based on their area of effect value (counting the targeted space) in a circular shape. The point of origin must be within range and in clear view of the caster (see [line of sight](#)). Anything caught in this blast area is immediately affected by the spell, including allies and bystanders. The spell caster rolls an imagination check to determine if the spell works properly. A failed roll causes the spell the behave unexpectedly.

Line – A line spell behaves like a spread spell, its effect taking up multiple spaces on the combat map. Where as a spread spell spreads outward from its point of origin, a line spell moves in a line (vertical, horizontal, or diagonal) to create a barrier or wall, or pierce through multiple targets. The spell caster rolls an imagination check to determine if the spell works properly. A failed roll causes the spell the behave unexpectedly.

Summon – A summoning spell allows a creature or power to enter the character's world and fight at the caster's side for a limited time. Summons are powerful spells that are often cast at a penalty to the caster's saving throw. The caster makes an imagination check to determine success. A failed roll causes the summoned entity to behave freely (GM controlled) and attack the closest thing it can find. A critical failure causes the summoned entity to seek out and attack the caster. Summoned creature's attacks and descriptions can be found in the monsters section of this text.

Global – Global spells do not actually affect the entire globe. Their effect is instead felt in the immediate area. The current combat map, the neighborhood, the entire school campus, areas of up to a couple miles around the caster usually. The caster must roll on their imagination to successfully cast a global spell. Failed rolls can have unexpected effects.

Spell Listing Guide

The following list explains what each section of a spells listing means in terms of gameplay.

Name

The name of the spell or ability.

Spell/Ability Cost

This is the one time experience point cost to learning a new spell or ability.

Type

The Spell [Type](#) (see previous section).

Duration

How long the spell or ability is in effect. Duration can be immediate, last 1 turn, or entire combat sessions. Some spell and ability durations scale with specific attributes. See [duration base](#) below.

Range

How far from the user the spell or ability can affect on the combat map. This can range from directly on the user of the ability, what they can reach out and touch (1 space), or clear across the field of battle. See [types of spells](#) for additional info as needed.

Area of effect

This describes how large a space the spell or ability affects. This can range from a single person, a line across the board, or a large area around the center of the effect.

Cool down

The number of times an ability can be used per combat session. This can range from once per combat to repeat uses. Some abilities cool downs scale with specific attributes. See [cool down base](#) below.

Description

A description of how the spell or ability works, and any additional rules that pertain to it.

Duration Base

The duration base determines how long the spell or ability effect is in play. The duration of each spell and ability with a base is dependent on the associated attribute. For instance, a spell or ability with an imagination based duration base is dependent on the character's imagination attribute. Spells and abilities that have a fixed duration do not use a duration base. Any spell or ability that has a duration base uses the table below to determine how long it stays in effect.

<u>Attribute</u>	<u>Duration in turns</u>
1-12	1
13-15	2
16-18	3

Cool Down Base

A cool down base is the character attribute that determines the number of times an ability or spell can be used per combat. Spells and abilities that have a fixed number of times they can be used in combat do not use a cool down base. Spells and abilities all require a one turn break in between uses. If the spell or ability is used this turn, a character cannot use that same spell or ability until after the next turn. Any spell or ability that has a cool down base uses the table below to determine how long it stays in effect.

<u>Attribute</u>	<u>Uses per Combat</u>
1-12	1
13-15	2
16-18	3

Spell Book Intelligence Cap

The number of separate spell books from which a character can learn spells is limited by the character's intelligence attribute. The greater their intelligence score, the more spell books from which they can learn spells. A character with 10 or fewer intelligence can only choose one spell book from which they can learn spells, while a character with a 15 intelligence score can learn spells from up three spell books. The intelligence cap does not apply to abilities or skills.

<u>Intelligence Score</u>	<u>≤11</u>	<u>12-13</u>	<u>14-15</u>	<u>16-17</u>	<u>18</u>
Spell Book Cap	1	2	3	4	5

Spell Books

Animator

Spell Cost: 8 exp for the first level, 5 exp for each additional level

An animator is able to breath life into small, inanimate objects such as toys and dolls. Due to the kid-friendly nature of most toys, these animated mini-golems are rarely used as weapons. A plastic doll just can't do much to immediately hurt someone.

The animator is able to take direct control of one of their dolls, and see through their eyes if they choose. For this reason the dolls are often used for reconnaissance or an early warning system for the spell caster. A skilled animator can imbue life into multiple figures. Though they can only embody one at a time. Each level of this power allows for an additional figure animated simultaneously, up to level 3. At level 3, the caster can can animate 3 small figures, or 1 large figure (no bigger than an average 10 year old). See *Doll Golem* in the bestiary for the animated figure's attribute scores.

Baller

Ballers use soccer balls (or similar kickable balls) with magic as a versatile weapon in combat. Due to the athletic nature of baller magic, ballers need higher dexterity and strength attributes than practitioners of most other schools of magic. Ballers need a kickable ball in order to use these attacks, and losing a ball mid-adventure can be detrimental if the baller doesn't have a back-up for combat. Thankfully, ballers can use their magic to make sure the ball always returns to them at the end of any attack with the ball. This applies to non-magical attacks as well as the spells listed below.

Energy Shot

Spell Cost: 3 exp

Type: projectile

Range: 14 spaces

Area of Effect: single target

Cool Down: dexterity base

The baller charges up the ball with magical energy, adding an additional 1d6 +2 damage to the soccer balls normal damage of 1d6, totaling 2d6 +2 damage. The magical energy also extends the range of the attack.

Hammer Shot

Spell Cost: 2 exp

Type: seeker

Range: 14 spaces

Area of Effect: single target

Cool Down: once per combat

The hammer shot does normal soccer ball damage (1d6) and adds a knocked down status effect to the target. The target does not get a defensive roll.

Meteor Shot

Spell Cost: 4 exp

Type: seeker

Range: combat map

Area of Effect: single target

Cool Down: dexterity base

The baller kicks the ball into the sky, where it disappears out of visible range. The ball doesn't return until the baller's next turn, at which point it hits its target with earth shattering impact, doing 3d6 +3 damage.

Ricochet

Spell Cost: 5 exp

Type: spread

Range: 12 spaces

Area of Effect: up to 3 targets in a 5 space area around first target

Cool Down: dexterity base

The baller kicks the ball at a target in range. A successful hit does 3d6 damage to the first target, then hits up to 2 additional targets within 5 spaces of the first target for 1d6 +1.

Wall Shot

Spell Cost: 4 exp

Type: line

Range: 6 spaces

Area of Effect: line up to 6 spaces

Cool Down: once per combat

The baller charges the ball with magical energy which creates a translucent wall of magic in its wake. The magical wall stays in place until the beginning of the baller's next turn. The wall is impregnable with anything short of a force of impact totaling at least 15 damage. If the magical wall receives 15 or more damage in one attack, it will disintegrate.

Chalker

Chalkers use chalk, crayons, markers, spray cans, or other marking tools to create protective wards, buffs for allies, and traps on flat surfaces. Wards can block monsters from passing through doorways, trap something that walks over them, or even hurt the supernatural or evil creatures. The caster does not roll to create a symbol. A symbol takes one full turn to draw per square. Each additional turn invested into drawing symbols can expand its area of effect, allowing for symbols that take up multiple spaces. The Chalker cannot add symbols on an occupied space. Each drawn symbol has 3 charges, allowing them to work 3 times before their power wanes, unless stated otherwise. No more than one symbol can be drawn on a single space.

A chalker who knows at least three Chalker spells can set up defensive wards around a small building (up to a 2 bedroom house). These wards will force monsters and supernatural creatures that intend to harm the inhabitants to roll successful imagination checks, or be forced away for 1d6 hours.

Banish

Spell Cost: 2 exp

Forces any supernatural that fails an imagination roll after crossing through the symbol to retreat from all enemies for the remainder of their turn. They must use all remaining actions to retreat from the opposing group(s).

Dispel

Spell Cost: 2 exp

Removes any status effects (good or bad) from anything within the symbol's area of effect. The spell can be used for both allies and enemies.

Doors

Spell Cost: 6 exp

Caster draws two doors that connect to each other across space. The two doors can be as far apart as the caster chooses. These doors can be used both in and out of combat. They remain in effect until a part of either symbol is erased.

Leach

Spell Cost: 3 exp

Caster leaches 5 HP per turn from any living and/or supernatural entity within the symbol.

Life

Spell Cost: 2 exp

Grants additional 6 HP for anyone within the symbol. The first 6 points of damage received is reduced from this pool of HP. The symbol stops working once all 6 HP are lost. If one character expends part of this HP, then another character takes over the symbol, the new character only receives the HP remaining on the symbol.

Example: Mike is standing on a Life symbol, and receives an additional 6 HP to his maximum HP of 30, giving him 36 HP total. After taking 3 damage, Mike leaves the area of effect. Mike's HP drops to 30, because the 3 points of damage he took were only from the symbol's HP pool. Luke then steps into the circle, and gains an additional 3 HP to his total, since the first 3 HP were already used up by Mike.

Lock

Spell Cost: 4 exp

Anyone caught in this symbol cannot move from the space unless making a successful imagination check at a -3 penalty. Characters get one roll at the beginning of each turn after the turn in which they step into the symbol.

Power Symbol

Spell Cost: 3 exp

Grants +3 bonus to damage for anyone standing within the symbol.

Sanctuary

Spell Cost: 3 exp

The symbol provides a safe place for the caster and their party to rest. The symbol cannot be used in combat. Anything within the symbol is essentially invisible to all but the most powerful of supernatural creatures. Characters within the symbol cannot be harmed by anything outside of the symbol's area of effect, nor can they interact with anything outside of the symbol either. The space must already be safe before the symbol is created. No sanctuary symbols on burning lava, for example.

Cloud Reader

Cloud readers understand the meanings of signs and omens that others might miss. They can help the party find information or hints when they feel stuck, sense danger before it comes, and even read the hidden intentions and immediate actions of others.

Critter Chatter

Spell Cost: 3 exp

Type: self

Cool Down: once per day

The caster is able to speak to non-supernatural animals for one hour. Animals will not necessarily be helpful or even interested in speaking to the caster, but the two will understand each other regardless. Many animals have very different ways in which they understand the world and thus their communications won't always be easily understood. This spell does not work with bonded pets as they are considered supernatural creatures.

Images in the Clouds

Spell Cost: 2 exp

Type: self

Cool Down: once per day

The power for which cloud readers are named, it allows them to see images in the clouds that can reveal elements of the near future. The spell caster must be able to see clouds in the sky for this spell to work. The type of cloud doesn't matter, as the images can manifest in any cloud formation. The caster must lie on their back, and stare into the clouds while clearing out all else from their minds. This spell does not require a saving throw.

The GM determines what they will find, but it will manifest as singular items or ideas that might give some direction, but will ultimately be vague and uncertain. This is in effect just another way to look at the party's situation, and not specific instruction on their next step.

Psychometry

Spell Cost: 4 exp

Type: touch

Cool Down: once per day

The caster is able to learn about a person by holding onto and "reading" an item that is important to that person. This could be a favored possession, regularly worn clothing, or even things like hair or nail clippings from the person being read. This spell does not require that the person being read be alive, but the item used in the reading must be of much greater significance to them than if that person is dead.

The reading does not provide specific information, but rather tells the caster about the target's nature, general emotional and mental state, and feelings toward particular people or groups. A critical success would give relatively more specific information than a normal success. A failed roll means the caster is unable to read the object, and must wait at least 24 hours before trying again.

The process of reading an object can be very difficult and physically damaging to the caster. The successful use of this spell does 1d6 damage to the caster's HP. A failed roll results in 2d6 damage, and a critical

failure results in 3d6 damage. Thus it is not recommended that casters use this spell unless well rested, and out of harm's way.

Read the Shadows

Spell Cost: 3 exp

Type: self

Duration: 1 minute

Range: self

Area of Effect: 10 space radius around caster

Cool Down: once per day

The caster is able to see any significant events that have happened in the area of effect in the last 24 hours. A successful roll reveals scenes that are significant to the caster. People who have been there will appear as staticky figures, their actions jarring and fast, the sounds they make muffled and unintelligible. Objects of importance will also appear, in the same staticky manner. Text will be illegible and speech incomprehensible unless a critical success is rolled, in which case patches of text or speech will come through.

A failed roll will reveal similar visions, though images will be shadowed and nothing beyond movements and sweeping actions will be decipherable to the caster. A critical failure will cause the [shadow things](#) to step into the character's reality and attack them.

Pathfinder

Spell Cost: 2 exp

Type: touch

Duration: immediate

Area of Effect: any path or door

Cool Down: once per day

This simple spell tells the caster whether a path is safe or leads to danger. The spell will report danger in the immediate area (building, suburban block, etc.) The closer the danger, the more distinct the spells response. It is most effectively used to determine the safest path when multiple options are available, or to determine whether danger waits behind a door. The spell can reveal the relative danger behind multiple paths while standing at a crossroads or a fork in a path.

Line Pull

Spell Cost: 5 exp

Type: seeker

Duration: intelligence base

Range: 5 spaces around caster

Area of Effect: all opponents within range

Cool Down: intelligence base

The caster can see the pull and tug of magic upon reality, allowing them to get a brief vision of the immediate future. They can quickly see what someone else is about to do just before they do it. This gives anyone trying to attack the caster -3 to hit.

Second Sight

Spell Cost: 2

Type: Self

Duration: 3 turns (in combat), 2 minutes (out of combat)
Range: 10 space area around caster
Cool Down: once per hour/combat

The caster is able to see any invisible people, creatures, and items within a 10 yard area.

Elemental Magic

Elemental magics are spell sets based on or around the four classical elements. Earth, air, fire, and water. A character can only choose one elemental school from which they can learn spells. If they wish to learn spells from a new elemental school, they must first forfeit all spells from the previously learned elemental school. They do not recoup experience spent in the first school, so it is advisable to pick an elemental group and stick with it.

Earth

Earth elementalists use stone, sand, mud, and dirt in their spell casting. Earth elementalists will often carry small stones or a bit of sand on their persons.

Sand Walls

Spell Cost: 3 exp
Type: line
Duration: intelligence base
Range: 4 spaces
Area of effect: 4 spaces
Cool Down: intelligence base

The caster raises a wall of sand as temporary protection or an obstacles to slow down opponents. The wall needs sand on the ground to be raised, though only a handful provided by the caster will suffice. The wall is 4 spaces in length, and each 1 yard square can withstand 5 HP damage before collapsing. Sand walls can be used as partial cover.

Muddy Terrain

Spell Cost: 3 exp
Type: spread
Duration: intelligence base
Range: 8 spaces
Area of effect: 4 spaces
Cool Down: once per combat

The caster transforms earthen terrain into mud, slowing down anyone trying to pass through it. The area on which the spell is cast must be naturally earthen (dirt, sand, loose rocks). The spell will not work on cement, asphalt, or other human built roads and floors. Anyone caught in the muddy terrain, or attempting to pass through it loses 1 action per turn. If they enter the area of effect on their second action, they will lose their first action on their next turn.

Solid Form

Spell Cost: 5 exp
Type: Self

Duration: imagination base
Cool Down: once per combat

Solid form hardens the caster's skin to increase their armor rating by 3 points for the duration of the spell.

Dirt Clod

Spell Cost: 3 exp
Type: projectile
Range: 8 spaces
Cool Down: intelligence base

The caster throws a clod of dirt imbued with magic at one target. They must have some dirt or mud on hand to use this spell. A successful hit does 2d6 +1 damage.

Sand Storm

Spell Cost: 4 exp
Type: spread
Duration: intelligence base
Range: 8 spaces
Area of effect: 3 spaces
Cool Down: once per combat

The caster throws fine sand into the air, then whirls it into a fierce sand storm. Anyone caught in the storm suffers from a darkness status effect, and takes 1d6 + 3 damage each round they are in the area of effect.

Stone Hammer

Spell Cost: 3 exp
Type: self
Duration: remainder of combat
Cool Down: once per combat

The caster creates a stone hammer to use as a melee weapon. The caster is the only one who can use this weapon, and it will disappear if they let it go. The weapon is a large, two-handed hammer with a stone head. Though it looks heavy and intimidating, it is actually very lightweight, allowing for someone with moderate strength to use it effectively. The hammer does 2d6 + melee damage when used as a melee weapon.

Air

The school of air magic holds domain over the concepts of air and to a lesser extent, electricity and gases. Air elementalists can manipulate winds, clear skies, redirect electrical current, and summon pockets of poison gas.

Air Pocket

Spell Cost: 3 exp
Type: Spread
Duration: 2d6 minutes
Range: Self
Area of effect: 3 spaces

Cool Down: Once per day

The caster creates a pocket of air that muffles all noise. Anyone inside the air pocket can hear sound within the pocket. Those on the outside can't hear anything inside the pocket though, and to them it will look like watching a muted television. The air pocket is centered around the caster, and will move with them. The primary use of this spell is to move a group of people quietly through an area. This is a non-combat spell. Anyone can walk in and out of the air pocket.

Blast of Air

Spell Cost: 1 exp

Type: touch

Cool Down: Intelligence base

The caster blows a concentrated blast of air from their hand that pushes the target back 3 spaces. This spell cannot work on anything that takes up more than a single space on the combat map. Blast of Air cannot be used to launch projectiles as weapons, or knock someone's weapon out of their hand. It can be used to knock non-secured items back however. Blast of Air will not clear the air of toxins or other gases. Any use of this spell outside of moving a character, creature, or item back is restricted to non-combat situations.

Clear Day

Spell Cost: 3 exp

Type: global

Duration: 1d6 hours

Area of effect: up to 2 mile radius

Cool Down: once a week

Clear day will clear the area of cloud cover, unnatural darkness, fog, and other obstructions to light and vision. It cannot create light, only clear away elements blocking light. The spell caster must have a light producing source in hand for the magic to work. This can be a flashlight, a lamp, and so on. The light producing item's primary purpose must be to produce light. So while a candle will work, matches or lighters will not.

Condensed Air

Spell Cost: 4 exp

Type: self

Duration: intelligence base

Cool Down: once per combat

Condensed Air creates an invisible barrier of air around the caster that protects against all physical, ranged attacks. All physical, ranged attacks against the caster suffer a -3 penalty to hit. This spell does not protect against melee and magical attacks.

Outlet Draw

Spell Cost: 3 exp

Type: seeker

Range: 9 spaces from source

Area of effect: target + anyone within 2 spaces.

Cool Down: imagination base

This spell requires an electrical outlet in the area. Extension cords, generators, and car batteries might all be used to facilitate a link to electricity. The caster pulls electrical current from the source, and directs it toward their target. The electricity does $2d6 + 2$ damage to the target, then bounces off to anyone else within 2 spaces (friendly fire possible). Secondary targets receive $1d6$ damage. Targets that are wet or standing in water receive an additional $1d6$ in damage.

Toxic Cloud

Spell Cost: 4 exp

Type: spread

Duration: 3 rounds

Range: 8 spaces

Area of effect: 3 spaces

Cool Down: once per combat

The caster uses a stink bomb to create a toxic cloud, which does $2d6 + 1$ damage each turn to anything caught within. This spell will only last for 1 turn in high wind conditions. If a source of wind is provided (giant fans), it can be blown away in 1 turn. Toxic cloud ignores armor when calculating damage. Gas masks and similar items nullify the effects of the spell.

Flame

Flame magic holds sway over fire and heat. Flame elementalists usually carry lighters, matches, and other sources of fire on their persons to help facilitate some of their spells. There are no particular characteristics to describe a flame elemental, except that they all seem to enjoy watching things burn.

Ball of Fire

Spell Cost: 1 exp

Type: self

Duration: 1 hour

Cool Down: once per hour

The caster creates a small ball of fire that produces light, but not heat. The ball of fire creates enough light to illuminate 10 yards around the caster. The caster must keep one hand free of weapons, items, or other spells in order to maintain the flame, which floats a few inches from the caster's palm.

Burn

Spell Cost: 1 exp

Type: touch

The caster is able to create enough heat to burn an inanimate object. The spell cannot be used for combat, but is used to set none-living things on fire. This can include a campfire, small flammable objects, rope bindings, and so on. It is not powerful enough to set large objects, vehicles, or buildings on fire, but can be used to start a small, localized fire that spreads to or through these objects.

Fire Enchantment

Spell Cost: 3 exp

Type: touch

Duration: $1d6$ combat rounds

Cool Down: once per combat

The caster is able to add flame damage to another character's melee weapon. Once cast, the weapon ignites with magical flames (except the handle) which adds 1d6 damage to the weapon for the duration of the spell.

Fireball

Spell Cost: 4 exp

Type: projectile

Range: 8 spaces

Area of effect: 2 spaces

Cool Down: Once per combat

The caster creates a fireball from an existing source of fire (lighter, matches, so on can all work), and launches it toward their enemies. The fireball does 3d6 damage and applies 1 burn counter to each target. Friendly fire possible.

Flame Wall

Spell Cost: 4 exp

Type: line

Duration: intelligence base

Range: 4 spaces

Area of effect: 4 spaces

Cool Down: intelligence base

The caster creates a wall of flame. Anyone passing through the wall takes 1d6 +2 damage and 1 burn counter. The wall of flame can be extinguished before its cool down timer just as any non-magical flame of its size and intensity with a blast from a fire hose, a sufficient quantity of sand poured on it, a fire extinguisher, and so on. A wall of flame has a chance of spreading to surrounding flammable materials each turn it is active. The GM can employ this as they see fit, or use a 1d6 to determine if it spreads (1-3 spreads the flame).

Flaming Sword

Spell Cost: 4 exp

Type: self

Duration: intelligence base

Cool Down: intelligence base

The caster materializes a flaming sword (or similar weapon based on caster preference) that they can use as a melee weapon. The sword does 1d6 + melee damage, ignores armor, and adds a burn counter for each successful hit. Critical rolls to hit work as normal. The sword only works in the caster's hands, and will disappear if someone else tries to pick it up. Flaming swords do full damage against shadow creatures, but does not apply a burn counter.

Flare

Spell Cost: 2 exp

Type: spread

Range: 6 spaces

Area of effect: 2 spaces

Cool Down: once per combat, no cool down outside of combat.

The caster creates a bright flash of light. Anyone looking at this flash (except the caster) takes two

darkness counters. The flash can also be used to temporarily distract people outside of combat. A lighter or match or similar tool is needed for this spell to work.

Water

Water elementalists have power over water and ice. They can use these to debilitate and destroy their enemies. They often carry water bottles, water pistols, or other means of getting water quickly into the field. A water bottle cap's worth of water is enough to fuel their spells, and a full bottle can last a long time.

Ball of Ice

Spell Cost: 3 exp

Type: projectile

Range: 6 spaces

Cool Down: imagination base

The caster is able to fling water at a target, and freeze the water before it reaches its destination. Anyone hit by one of these chunks of ice takes 2d6+1 damage.

Frozen Step

Spell Cost: 3 exp

Type: seeker

Duration: intelligence base

Range: 4 spaces

Cool Down: once per combat

By sprinkling water where their enemy stands, the caster freezes their legs to the ground, preventing them from moving. The target can still attack and take any action that does not involve moving from their space. The target does not get an attack of opportunity if an enemy passes through adjacent spaces. Once the spell's duration is over, the target may move freely.

Hard Rain

Spell Cost: 4 exp

Type: spread

Duration: intelligence base

Range: 8 spaces

Area of effect: 4 spaces

Cool Down: once per combat

This spell requires rain as an active element. The caster freezes an area of rain, converting the water into razor sharp icicles. Anyone caught in the spell area suffers 3d6 damage.

Ice Sword

Spell Cost: 3 exp

Type: self

Duration: intelligence base

Cool Down: intelligence base

The caster materializes an ice sword (or similar weapon based on caster preference) that they can use as a melee weapon. The sword does 2d6 + melee damage. Critical rolls to hit work as normal. The sword only works in the caster's hands, and will disappear if someone else tries to pick it up.

Puddle Porter

Spell Cost: 4 exp

Type: self

Cool Down: intelligence base

The caster is able to jump into a puddle of water as though it were a deep well, and pop out of another puddle anywhere on the combat map. If used outside of combat, they can jump out of any other visible puddle up to 50 yards from the first puddle. This spell requires water to be on the ground in sufficient quantities as to fill an entire space. This can be facilitated by semi-dried rainfall, large water spills, leaky pipes or roofs, and so on. The water must actually be a puddle, and can't just be wet ground (such as by throwing a water balloon). Completely drenched landscapes, such as during a heavy rains, cannot be used for this spell.

Slippery Step

Spell Cost: 3 exp

Type: spread

Duration: 1 round

Range: 6 spaces

Area of effect: 2 spaces

Cool Down: once per combat

The caster uses a bit of water to freeze an area of the combat map. Anyone caught in this spell area suffers the knocked down status effect.

Hula Hoop Kid (Hooper)

Spell Cost: 9 exp

Hula hoop kids, or hoopers, use a special set of hula hoops that can easily be combined into one normal hula hoop and re-separated into two individual hoops as needed. The primary function of the hoops is to act as either end of a two way portal. These hoops can be used as indirect weapons, facilitating combat movement for the hooper, or to move something like projectile weapons across long or impossible spaces (such as around corners or through walls).

The hoop is also used as a form of instantaneous travel between two points. This usually requires athleticism, dexterity, and a good throwing arm. Because of the high level of physical ability needed to effectively use the hoops, most hoopers concentrate their development into strength and dexterity much more than intelligence and imagination as compared to other casters. To successfully throw a hula hoop and have it land on its intended space or target, the hooper makes a dexterity roll as one action during their turn (if in combat). A successful roll means the hoop landed on the right square. A critical success means the throw does not count as an action. A failed roll means the hoop landed 1d6 spaces from its intended space, with the GM dictating where it lands in that range. A critical failure results in a missed throw like a normal failed roll, and additionally the hooper loses their next action (carries over to their next turn if this was their last action of the turn). A hoop can be thrown as many yards or spaces as the hooper's strength attribute.

A hoop's teleportation powers can also be used mid throw. By successfully throwing one hoop through the air, and shooting projectile weapons through the other hoop, the hooper can hit anything within the path of the first thrown hoop. So by throwing the first hoop over the heads of their enemies, a hooper can damage multiple targets by shooting projectiles through the second hoop and having them come out of the

thrown hoop as it passes over the targets. This ability takes one full turn, and the hooper rolls their dexterity at a -2 penalty. The hooper must identify the space where they are aiming the hoop, and a successful or failed roll have the same effect as when normally throwing the hoop. A failed roll still misses its mark by 1d6 spaces, and lands anywhere of the GM's choosing within the range of the original target. Since the first hoop is flying through the air, normal cover does not work for the defending targets, unless they are hiding *under* cover (as opposed to behind cover).

The hooper should also be handy with tools and repair, as the twin hula hoops they use require a great deal of maintenance. A level 2 fixer ability is needed to build and repair their hoops.

The hooper is the only living thing that can use their individual hoops for teleportation. Part of the magic and technology that goes into the teleporting hula hoops requires all living things that wish to use them safely to wear a specially built bracelet that is linked with the hoops. Each set of hoops can only maintain one such bracelet at any given time, so only the hooper will usually be wearing one.

While the hooper can lend their bracelet to someone else, very few are willing as they see the bracelet as a direct link with their primary weapon and tool. Hoopers will wear their hula hoops at all times with specially constructed harnesses. They will often customize their hoops by painting them or designing the hoops with aesthetic flairs. These hoops become a very personal and meaningful possession, one seen and treated as an appendage of the hooper themselves. Thus most hoopers would see giving up their bracelet to someone else on par with giving up a limb, even if only temporarily. Even with hoopers who are willing to do this, it is often only with those whom they trust completely.

Anyone not wearing the hoops' bracelet can still travel through the portals, but will suffer 1d6 damage in the process. This adds the ability to actually use the hoops as a weapon, forcing an enemy through the portal against their will, but this can be difficult to do and dangerous for both hooper and hoop.

Hula hoops can be destroyed. Most hoopers build their hoops to withstand considerable damage, but this doesn't mean a hoop will survive being run over by a train. The material of the hoop makes a difference in what sort of damage they can survive. Repairing a damaged hula-hoop takes time and tools. Light damages can be repaired in 2d6 minutes, while serious damages (broken or severely bent hoops) take 1d6 hours to repair.

Plastic - made of high quality plastics, these hoops can survive being thrown around, long drops, and a fair bit of bending and stretching. They are susceptible to heat (don't try blowing flames through one,) cutting, and anything else that would damage strong plastics.

Metallic Alloy - lightweight and durable, these hoops can be much harder to destroy, but have some limitations. They cannot survive high impact falls or throws without bending or breaking. A bent metal hoops is useless until it is fixed, which requires tools and time. They can also become too hot or cold to use effectively in harsh temperatures without the use of thick or well insulated gloves.

Wood - though rare, some hoopers use carefully treated wood to build surprisingly durable hoops. The construction of these wood hoops is difficult however, and even harder to repair if damaged. Wooden hoops tend to be heavier than other material types. They require a greater delicacy of skill in their use. Thus the hoopers who use wooden hoops do so as a show of ability and self confidence. For most people though, wooden hoops aren't worth the hassle. Repairing lightly damaged wooden hoops takes an additional 1d6 minutes, and repairing heavily damaged wooden hoops takes an additional 2 hours.

Paper Fortune Teller

Spell Cost: 3 exp.

The paper fortune teller uses the origami paper craft of the same name (also known as a cootie catcher) at the beginning of any fight to unleash a variety of powers into the battle. When the paper fortune telling device lands on something helpful, it can shift the tides of a deadly battle in favor of the caster and their party. When it falls to something bad however, the caster's party will have an extra level of challenge applied to their fight. The paper fortune can recast the spell every three rounds of combat if they want to try their luck at a better outcome.

To determine which result the caster gets, roll 3d6 and consult the list below. Alternatively, an actual paper fortune teller can be constructed and used. It is recommended the GM label it randomly to prevent the temptation to cheat.

<u>Roll</u>	<u>Effect</u>
3-7	Great Fortune: The caster's party all get +1 to hit for the duration of the battle.
8	Spirit Defender: The caster summons a spirit defender to fight by their side.
9	Speedy: The caster's party all get +1 movement for the duration of the battle.
10	Mighty: The caster's party all get +1 damage for the duration of the battle.
11	Weakling: The caster's party all get -1 damage for the duration of the battle.
12	Slowpoke: The caster's party all get -1 movement for the duration of the battle.
13	Sickly: The caster's party all start the battle with a poison counter.
14-18	Great Misfortune: The caster's party all get -1 to hit for the duration of the battle.

Rhyme Singer

Rhyme singers have appropriated children's rhymes to function as powerful spells. The caster need only to speak the appropriate lines from the rhyme and the spell is unleashed on the field of battle.

Song of Sixpence

Spell Cost: 3 exp

Type: spread

Duration: imagination base

Range: 6 spaces

Area of effect: 3 spaces

Cool Down: once per combat

Song of Sixpence will summon a flock of blackbirds to attack anything in their area of effect. Friendly fire possible. Each turn spent in a space occupied by the birds results in 1d6 +3 damage to HP.

*Sing a song of sixpence a pocket full of rye,
Four and twenty blackbirds baked in a pie.*

Rock-a-bye

Spell Cost: 2 exp

Type: special (see description)

Range: combat map

Area of effect: combat map
Cool Down: once per day

The caster can summon powerful winds onto the field of combat. All combatants (including the casters party but excluding the caster) must roll a strength check to withstand the force of the winds. A failed roll moves a character 3 spaces in a predetermined single direction set by the caster.

*Rock-a-bye baby, in the treetop
When the wind blows, the cradle will rock.*

The Chopper

Spell Cost: 3 exp
Type: summon, -1 penalty to cast
Duration: intelligence base
Range: 4 spaces
Area of effect: single free space
Cool Down: once per combat

The caster summons a hatchet that floats in the air and attacks anyone adjacent for 2d6 damage each turn. The hatchet cannot move from its location, but can be knocked back with the appropriate skills or spells. The hatchet has 10 HP, but can only be damaged by magical attacks or weapons.

*Here comes a candle to light you to bed
And here comes a chopper
To chop off your head!*

Little Piggy

Spell Cost: 3 exp
Type: seeker
Range: 6 spaces
Cool Down: once per combat

The caster causes a part of a target's body to take damage as though they were sliced with a sharp knife. A successful roll causes the target to take 1d6 +5 damage.

*Here's the little piggy, see his snout.
Slit him open, and the guts fall out.*

Poker

Spell Cost: 4 exp
Type: self
Duration: intelligence base
Cool Down: intelligence base

The caster materializes a fireplace poker that they can use as a melee weapon. The poker works like a normal melee weapon, except the roll to hit is intelligence based instead of dexterity. If the attacker hits, the poker does 1d6 +3 +melee damage. Critical rolls to hit work as normal. The poker only works in the caster's hands, and will disappear if someone else tries to pick it up.

*There was an Old Man with a poker,
Who painted his face with red ochre.*

Jabberwock

Spell Cost: 6 exp
Type: summon, -2 penalty
Duration: intelligence base
Range: 6 spaces
Cool Down: once per day

The caster summons the powerful Jabberwock into the field of battle. The Jabberwock will attack the caster's enemies and is under the caster's control for the duration of the spell. A failed roll means the Jabberwock is free to attack whomever it chooses (GM control) in combat. A critical failure leads to the Jabberwock attacking the caster for 1 turn, then fleeing the field of battle. It will exist in the character's world for 1d6 +6 months if it flees before it is defeated. The Jabberwock will set up a lair somewhere near its summoning location, and begin hunting children for its meals.

*And as in uffish thought he stood, The Jabberwock, with eyes of flame,
Came whiffling through the tulgey wood, And burred as it came!*

Rocker

Rockers use musical instruments to aid their fellow combatants in battle by providing a soundtrack to their combat. Rockers are not limited to rock music, but can play whatever style of music their group might find inspirational in combat. Rockers must take the spells listed below in the order they appear, as each new level allows for greater talent in crafting a better theme music for the combatants battles. For example, a character cannot take the ode spell until they first take ditty followed by power chords. Only once the previous spells are purchased can they take ode.

Rockers cannot engage in combat while playing their instruments, and must stop playing before they can fight again. Fortunately, the sound of their music covers the entire battle map, and they can easily avoid attacks against them by moving away from their enemies. Rockers using larger instruments such as a full drum kit cannot move around in combat. GM gets final say on whether an instrument is too large to allow for movement.

Rockers can maintain a single spell as long as they keep playing, but cannot take any actions other than movement while playing. Multiple rockers can perform together, allowing for their spell effects to stack as long as they aren't using the same spell. For example, while two rockers can stack ditty with power chords, they cannot both use ditty at the same time.

Ditty

Spell Cost: 3 exp
Type: global
Area of effect: full combat map
Cool Down: once per combat

The rocker plays a simple tune which gives all allied combatants +1 to all defense rolls against enemy attacks.

Power Chords

Spell Cost: 4 exp

Type: global

Area of effect: full combat map

Cool Down: once per combat

The rocker inspires their compatriots to fight more valiantly, providing +1 to all attack rolls. This includes both melee and ranged.

Ode

Spell Cost: 5 exp

Type: global

Area of effect: full combat map

Cool Down: once per combat

The rocker inspires spell casters in combat. All spells cast in combat get a +1 to rolls when determining spell casting success.

Anthem

Spell Cost: 6 exp

Type: global

Area of effect: full combat map

Cool Down: once per combat

The rocker's music heals all friendly combatants for 3 HP per round. The 3 HP is gained by all allies as soon as the rocker starts playing their anthem, and an additional 3 HP is gained at the beginning of each of the rocker's turns as long as they continue playing.

Hard Rock

Spell Cost: 7 exp

Type: global

Area of effect: full combat map

Cool Down: once per combat

The rocker plays a particularly powerful song, invigorating all melee combatants to do an additional +5 HP damage per successful attack.

Rock Opera

Spell Cost: 8 exp

Type: global

Area of effect: full combat map

Cool Down: once per combat

The rocker goes all out, providing their allies +1 to hit (ranged and melee), +1 to defense rolls against attacks, and +1 to spell casting attempts in combat. Additionally, all melee attacks by the rocker's allies do an additional 1 HP worth of damage.

Stringer

Stringers use string or yarn to create complex cat's cradles interwoven through their fingers, in order to immobilize and control their enemies. The cradle is built in steps, with a new level of control and power granted by each step. Individual steps must be learned separately, and only one step can be used per turn. Each effect lasts until the next level of the spell is cast, and can be maintained as long as the caster holds that level of the cradle intact. Once the caster switches to the next level of the cat's cradle, the previous spell effects disappear.

The steps must be learned and used in the correct order, otherwise the whole thing will fall apart. A critical hit on the caster while they are using the spell will cause it to fall apart. All active effects from the spell are lost if the cradle is destroyed.

Snag

Spell Cost: 1 exp

Type: spread

Range: 6 spaces

Area of effect: 2 yard

Cool Down: imagination base

The first step of the spell causes anyone caught in the area of effect to lose one action.

Grasp

Spell Cost: 2 exp

Type: spread

Range: 6 spaces

Area of effect: 2 spaces

Cool Down: imagination base

The second step of the spell holds all caught in the affected area so that they cannot move. They can still take actions and attack, but are unable to move from their square.

Bind

Spell Cost: 3 exp

Type: seeker

Range: 8 spaces

Cool Down: imagination base

The third step of the spell causes the target to lose all actions except for a single movement action.

Web

Spell Cost: 3 exp

Type: seeker

Range: 8 spaces

Cool Down: imagination base

The fourth step of the spell will completely immobilize one target. They lose their next turn.

The Cradle

Spell Cost: 4 exp

Type: seeker

Range: 10 spaces

Cool Down: imagination base

The final step of the cat's cradle allows the caster to control a target's actions. The caster can use movements, or attack with the primary attack/weapon of the target. The caster may cause the target to attack themselves as well as their allies. The caster cannot force the target to perform complex actions such as spell casting.

Shaper

Spell Cost: 8 exp.

Shapers use cooking dough, modeling clay, chewing gum, or similar materials to create golems to aid in combat or adventure. These golems have a very limited life span however, and most can't take too much abuse. A golem's ability and power are dictated by the material used, and they can range in size based on how much material is available to the shaper, and the amount of time they have to construct the creature.

A shaper can work with any clay or dough like material, including cooking dough, modeling clay, mud, chewing gum (chewed), and any similar materials. Golems cannot be crafted in combat, but must be built and animated in advance. Once built, a golem will continue to operate as long as it has HP and is not destroyed by elements destructive to its core material. Mud golems, for instance, cannot survive immersion in water, or being hit by a strong blast of liquid. It is up to the GM to decide which materials will destroy a golem, and the player groups creativity should be rewarded in this regard. Golems all share the same attributes, with variations in key attributes based on size or material. These creatures are not powerful fighters or tanks, but instead largely serve as a distraction in combat.

Small golems can be constructed with minimal materials. A medium sized golem needs roughly 2 pounds of material, while a large golems requires about 5 pounds of crafting material. The GM is free to adjust this as necessary.

Golems can be used for a variety of other purposes as well, including carrying goods and messages for the caster, simple guards, and even a form of transport should they be large enough to carry a character. They can be designed and built in any form (not limited to humanoid), but must be balanced or they will simply fall over. Tiny legs supporting a massive head won't get too far.

Str 6, 10, 12 (small, medium, large)

Dex 6

Int 4

Grit 6, 10, 12 (small, medium, large)

Cha 4

Per 10

Img 6

Spd 9

HP 22, 30, 34 (small, medium, large)

Armor 0, 1, 2, 3 (mud, cooking dough, chewing gum, modeling clay)

Spirit Companion

A spirit companion is a protective spirit that is magically tied to a non-supernatural focus by the caster and compelled to become the caster's friend and protector. These protective spirits exist primarily for this very reason, and see their binding as fulfillment of their purpose. They require a great deal of the caster's power and essence to create and nurture.

A spirit companion will manifest in a physical form similar to the object to which they are tied, and thus kids often use stuffed animals and action figures. A spirit companion can be humanoid, but not human-like in appearance. They cannot pass for human or a normal animal, and will always have clearly supernatural elements to their appearance which mark them as magical creatures.

The caster must keep the object to which the spirit is bound on their persons at all times that they want the spirit present. If the caster does not have this object, they cannot summon their spirit companion. The caster can summon the spirit and send them back into the object any time outside of combat.

Spirit companions can only fight using their limbs, doing melee damage as normal. They cannot use weapons, armor, or items of any kind.

When a spirit companion runs out of HP, it is banished from the world for one full day. Should a spirit animal run out of HP three times in one moon cycle, they will disappear forever, and the caster loses all experience invested in the spirit.

Spirit Companions all start at level 1, and gain a level whenever the caster pays the experience cost. Characters cannot have both a spirit companion and a bonded animal.

Level 1 Spirit Companion

Spell Cost: 10 exp

Str 4
Dex 10
Int 8
Grit 5
Cha 10
Per 8
Img 10
Spd 10

HP 19
Armor 0

A level 1 spirit companion is about the size of a small rodent and physically weak. It won't be too helpful in combat, but it can be used for reconnaissance and information gathering, carrying small items, and an extra pair of eyes and ears to warn of danger. For instance, they get their own perception check along with the rest of the party if there is the need for one. They are capable of understanding simple commands, but otherwise don't have a great grasp on language.

Level 2 Spirit Companion

Spell Cost: 8 exp

Str 10
Dex 12
Int 10
Grit 10
Cha 10
Per 12
Img 12
Spd 12

HP 30
Armor 2

A level 2 spirit companion is about the size and strength of a normal kid. They can effectively participate in combat, though can't take too much of a beating. They are still useful for all the tasks they could accomplish at level 1, and can shrink down to their level 1 size at will (outside of combat). A level 2 spirit companion must choose a size at the beginning of combat, and stick with it for the full duration of combat. Their grit and strength are determined by their size, thus a level 2 spirit companion that shrinks down to its level 1 size will have a strength of 4 instead of the level 2 strength of 10. At level 2, a spirit companion can understand language at the level of an average 10 year old.

Level 3 Spirit Companion

Spell Cost: 7 exp

Str 16
Dex 16
Int 12
Grit 16
Cha 10
Per 12
Img 14
Spd 15

HP 42
Armor 4

A level 3 spirit companion can grow roughly to the size of an average, adult human. They are very useful in combat and can take a good beating before going down. They are still useful for all the tasks they could accomplish at previous levels, and can shrink down to smaller sizes at will (outside of combat). Level 3 spirit companions are capable of carrying up to three small children, or two larger kids on their back while still maintaining their speed. They are highly intelligent, and can understand language at an adult human level, though they are incapable of speech themselves.

Taunting Magic

The school of taunting magic allows the caster to fling insults at their opponents imbued with powerful magical effects. Taunt magic only works against creatures intelligent enough to understand the taunt. The victim must also speak the language in which the taunt is delivered.

Taunt casting is seen as a questionable school of magic by most guilds, and though not strictly disallowed,

it is generally frowned upon and only practiced by casters who aren't too interested in their guild reputation. Taunt magic has also been known to get kids into trouble if adults are within earshot of the caster.

The caster must use the appropriate taunt (or a variant of their choosing) when casting taunt magic. The player can use any taunt that captures the essence of the spell, and the GM should feel free to reward particularly creative or original variations on the taunts.

Big Feet

Spell Cost: 2 exp

Type: seeker

Range: 10 spaces

Cool Down: Once per combat

The victim of this taunt finds that their feet suddenly feel overly large and unwieldy, and take a knocked down status effect counter.

Your feet are so big, blurry pictures of you are mistaken for evidence of Bigfoot.

Butt Ugly

Spell Cost: 2 exp

Type: seeker

Duration: 3 turns

Range: 10 spaces

Cool Down: once per combat

The victim of this taunt loses 3 points of charisma, gaining 1 point back each round thereafter. If the taunt is used outside of combat, the effects last for 2d6 minutes.

If my dog was as ugly as you, I would shave its butt and teach it to walk backwards.

Dandruff Head

Spell Cost: 3 exp

Type: seeker

Range: 10 spaces

Area of effect: 2 spaces, based on target

Cool Down: once per combat

The victim of the spell produces a large quantity of dandruff from their head that blinds anyone caught in the area. All characters within 2 spaces of the target take a darkness counter. The target of the spell also takes a darkness counter.

Your dandruff is so bad, they had to get a snow plow to follow you around.

Poo Brains

Spell Cost: 2 exp

Type: seeker

Duration: 3 turns

Range: 10 spaces

Cool Down: once per combat

The victim of this taunt loses 3 points of intelligence, gaining 1 point back each round thereafter. If the taunt is used outside of combat, the effects last for 2d6 minutes.

You obviously slept in on the day they were handing out brains.

Rubber and Glue

Spell Cost: 6 exp

Type: self

Duration: imagination base

Cool Down: once per combat

The caster gets a single use shield that lasts as long as the duration of the spell, or until the shield's power is triggered. Any spell successfully cast against them bounces off and hits the original caster instead.

I am rubber, you are glue, whatever you say bounces off me and sticks to you.

Slow Poke

Spell Cost: 6 exp

Type: seeker

Duration: imagination base

Range: 10 spaces

Cool Down: imagination base

The victim of this taunt finds that they suddenly move much more slowly, and only get one action per turn for the duration of the spell.

You're so slow, you can't even catch your breath.

Super Bore

Spell Cost: 3 exp

Type: seeker

Duration: 3 turns

Range: 10 spaces

Cool Down: once per combat

The victim of this taunt loses 3 points of imagination, gaining 1 point back each round thereafter. If the taunt is used outside of combat, the effects last for 2d6 minutes.

It must give you a great sense of power knowing you could bore someone to death.

Wimpy

Spell Cost: 3 exp

Type: seeker

Duration: 3 turns

Range: 10 spaces

Cool Down: once per combat

The victim of this taunt loses 3 points of strength, gaining 1 point back each round thereafter. If the taunt is used outside of combat, the effects last for 2d6 minutes.

You're so weak, you can't beat an egg.

Forbidden Spell Books

Spells Books Not Available to Players

Forbidden Spell books are sets of spells reserved for villains, lunatics, and the generally disreputable sort. Players cannot learn or use these spells. If a player's use of such spells is needed for purposes of story telling, it is up to the GM to give these powers to the player through the story rather than the usual expenditure of experience points. Experience point costs are provided for convenience for the Carver spell book, in case they are needed by the GM. The use of spells from schools such as carvers or shadow magic is forbidden by most initiated guilds, and the use of these spells by members could mark them as enemies and traitors. It is advised that players not read this section, as these spells should be appropriately “dark and mysterious” to players in gameplay.

Carver

Carvers get their powers from pain and suffering. They carve their own flesh with knives and razors, drawing on the pain and the blood to fuel their dark spells. Carver magic is strictly prohibited by the initiated guilds, and anyone caught practicing the magic can be expelled from their guild and treated as an enemy and a traitor. It is rumored that some fringe guilds allow their participants to practice this magic with special permission, but these guilds tend to operate in a more covert manner, and do not advertise their activities.

Blood Run

Spell Cost: 3 exp

The carver can move 1 additional space for each health point spent during movement.

Burn Blood

Spell Cost: 3 exp

The carver can do additional damage to their target after rolling for damage on a melee attack. The carver determines how much damage they want to do to their target, up to 10 HP. Each 2 HP of damage done to their opponent does 1 HP damage to the carver.

Expulsion

Spell Cost: 4 exp

The carver pukes up a mix of blood and stomach acids onto their opponent, doing 2d6 +3 damage to the target, and 1d6 damage to the caster.

Bloody Speed

Spell Cost: 5 exp

By cutting their skin, the caster gets 1 extra action per turn (3 actions total) for two turns, at the cost of 5 HP each turn.

Light Magic

Light magic is the spell school reserved strictly for ultra-powerful and benevolent supernatural entities. Those who command the powers of light are dedicated to fighting the Shadow Lady and her minions at every turn. Humans and other intelligent races can only use light magic if they are possessed as an avatar of one of these ultra-powerful beings. It is extremely rare for this sort of thing to happen however, and such an occurrence tends to draw a lot of attention to the possessed by both friendly and villainous powers. Possessions tend to last for a short time, ending when the avatar takes care of whatever task was needed of them.

Light

Type: global

Duration: charisma base

Cool Down: charisma base

The caster clears all darkness within a 10 yard radius. Though this spell does no direct damage to [shadow monsters](#), it will keep them at bay. If shadows are caught in the light without a chance for escape, they can be destroyed.

Light Shield

Type: self

Duration: charisma base

Cool Down: charisma base

The caster surrounds their body in magical light, preventing all shadow damage. The shield only works against shadow magic.

Sunbeam

Type: seeker

Range: 12 spaces

Cool Down: charisma base

The caster shoots out a beam of light, doing $3d6 + 6$ direct damage to any shadow creatures. This attack ignores armor.

Sunburst

Type: spread

Range: 8 spaces

Area of effect: 3 spaces

Cool Down: charisma base

The caster creates an explosion of light, damaging all shadow entities in range for $2d6 + 6$. Anyone within the spell's area of effect is momentarily blinded and takes a darkness counter. Though the damage only affects shadow creatures, the blindness can affect any creature with eyesight, including the caster's party. The caster is not affected.

Sword of Light

Type: self

Duration: charisma base

Cool Down: charisma base

The caster materializes a sword made of light magic. The sword can only be used by the caster, and

disappears if they drop it or let it go. The sword of light does 2d6 damage for non-shadow creatures. 4D6 damage against shadow creatures.

Shadow Magic

Shadow magic is used by servants of the Dark Lady and their ilk. It has the power to push back light, replacing it with darkness so complete that it can take on mass. The Dark Lady herself processes all these powers and more, each amplified a hundred times. Shadow magic is strictly forbidden by all initiated guilds as it is believed the use of this magic attracts the attention of the Shadow Lady.

Black Tentacles

Type: spread

Duration: imagination base

Range: 10 yards

Area of effect: 3 spaces

Cool Down: intelligence base

The caster pulls shadowy tentacles from the earth, causing them to attack anyone in range. Anyone caught within the spell's area of effect suffers 2d6 damage per turn and -1 to movement until the spell diminishes or they escape the spell's area of effect.

Darkness

Type: spread

Duration: intelligence base

Range: 10 spaces

Area of effect: 3 spaces

Cool Down: intelligence base

The area of effect is covered in darkness, and anyone caught within suffers the darkness status effect, receiving a darkness counter for each round in the spell's effect. They cannot see clearly beyond their own space, and can be in danger of falling while trying to move. Any movement in an area affected by a darkness spell requires a dexterity roll. Failed rolls mean the character trips and suffers a knocked down status effect as a result. The dexterity check applies to each movement action, not each space through which the character moves.

Shadow Armor

Type: self

Duration: intelligence base

Cool Down: intelligence base

The caster creates magical shadow armor to cover their body. This armor subtracts 5 damage from all spells (excluding light magic), and 3 damage from physical attacks. It can be shaped in any way the caster desires.

Shadow Sword

Type: self

Duration: intelligence base

Cool Down: intelligence base

The caster materializes a sword of magical darkness. The sword can only be used by the caster, and

disappears if they drop it or let it go. The sword does 3d6 damage + melee, and ignores armor. This is a powerful weapon, and requires a powerful spell caster to wield.

Summon Shadows

Type: summon

Duration: imagination base

Range: adjacent spaces

Cool Down: once per combat, failed rolls do not count against the cool down

The caster summons 1d6 living [shadows](#) to aid them in combat. Unlike other summon spells, a failed roll means the spell simply fizzles out. The shadows can appear on any space adjacent to the caster of their choosing.

Abilities

Combat Abilities

Combat abilities are special actions taken during combat. They can serve a wide range of functions all with

the goal of surviving the combat experience and defeating the enemy. Combat abilities count as one action unless stated otherwise. As with spells, the same combat ability cannot be used repeatedly without a 1 turn cool down period in between uses.

Aim

Ability Cost: 3 exp

Duration: immediate

Cool Down: perception base

Aiming provides a +2 bonus to hit for a single ranged attack. Aim is used as part of an attack action.

Back Stab

Ability Cost: 5 exp

Range: adjacent target

Area of Effect: single target

Cool Down: dexterity base

Anytime an enemy is flanked, the character with this ability can use back stab to gain +2 to hit (in addition to the usual +1 flanking bonus), and +1d6 to damage. A character is flanked when they have two enemies on any two opposite sides of the character. Thus the attacker must have one of their allies on the opposite square of their target in relation to the attacker's position.

Bear Hug

Ability Cost: 4 exp

Duration: strength base

Range: adjacent target

Area of Effect: single target

Cool Down: strength base

The character can attempt to crush their opponent in a bear hug. The attacker rolls strength against their target's dexterity. A successful roll does 1d6 damage each turn for the duration of the ability. While in the bear hug, the target can not take any actions. The target of the bear hug also suffers -1 to defense rolls while in the bear hug. The target may roll a dexterity check to escape once per turn after taking damage. A successful roll means the defender has escaped the bear hug, and can take 1 additional action for their turn. The target of the bear hug must have a physical form. Incorporeal creatures are immune to this ability.

Berserker Rage

Ability Cost: 4 exp

Duration: grit base

Cool Down: once per combat

The character goes into a barely controlled frenzy. While using berserker rage, the character takes 2x base melee damage from all attacks, but also deals 2x base melee damage on all their attacks. Additional damage from melee weapon does not double.

Example: A character using berserker rage attacks an opponent with a baseball bat, a weapon that does 1d6 + base melee damage. The berserking character has a strength attribute value of 14, providing 1d6+2 base melee damage. Due to the effect of the berserker rage, the character deals two times 1d6+2 plus their weapons damage, or to put it another way $2(1d6+2) + 1d6$. Melee attacks against the berserking character work the same way, but ranged and spell based attacks function normally.

Burst of Speed

Ability Cost: 3 exp

Duration: single move action

Cool Down: dexterity base

The character puts on a burst of speed gaining 2x their normal movement. This ability does not count as an action, but immediately affects a character move action.

Careful Blow

Ability Cost: 3 exp

Duration: immediate

Range: adjacent target

Area of Effect: single target

Cool Down: dexterity base

Careful blow provides a +2 bonus to hit for a single melee attack. Careful Blow is used as part of an attack action.

Charge

Ability Cost: 5 exp

Range: 3 spaces in a straight line

Area of Effect: up to 3 targets

Cool Down: dexterity base

The character charges forward, knocking down anyone in their way across 3 spaces. The attacker ends up 4 spaces away from their starting position. Defenders roll dexterity to keep their footing. A failed roll results in them receiving a knocked down status effect, and receiving 1d6 damage. Attackers get +1 to hit against a character that is knocked down. Other characters do not get an attack of opportunity against a charging character.

Hit the Hand

Ability Cost: 2 exp

Range: adjacent target

Area of Effect: single target

Cool Down: dexterity base

The character hits the target's weapon hand, causing them to fumble their next turn and be unable to attack with their weapon or abilities that rely on weapons. The target can still move and use non-weapon based actions freely.

Jaunty Whistle

Ability Cost: 3 exp

Duration: dexterity base

Range: combat map

Area of Effect: full party

Cool Down: dexterity base

The character inspires their party to fight better by raising morale. All attacks to hit by the character and

their party get +1 to hit throughout the duration of the ability.

Kick 'em in the Junk

Ability Cost: 4 exp

Range: adjacent target

Area of Effect: Single Target

Cool Down: once per combat

The character kicks their target right where it counts, causing them to take 1d6 damage and suffer the knocked down status effect for 1 round if they're a girl, and 2 rounds if they're a boy.

Knock Down

Ability Cost: 4 exp

Range: adjacent target

Area of Effect: single target

Cool Down: strength base

Knock your enemy to the ground. Attacker rolls their strength against the defender's grit. If the attack is successful, the defender is knocked down for 1 round. Attackers get +1 to hit against a character that is knocked down.

Magic Shot

Ability Cost: 5 exp

Range: equal to weapon range

Area of Effect: Primary target plus secondary target

Cool Down: dexterity base

When a character with this ability uses a ranged attack to defeat their enemy, they can use the magic shot to take a secondary attack from the point of view of the defeated enemy. In essence, the projectile ricochets off of their first target, and hits a second target. This can be used to hit an enemy that would be otherwise out of sight or range, by "bouncing" the projectile off of the first target and hitting the second. The player rolls only one ranged attack-to-hit roll, but two separate damage rolls. Both targets get their own roll to evade the attack as per usual against ranged attacks.

Piercing Blow

Ability Cost: 5 exp

Duration: immediate

Range: adjacent target

Area of Effect: Single target

Cool Down: dexterity base

The character attacks as per usual, but ignores their target's armor. Piercing blow can be used for both melee and ranged attacks. It does not affect magical attacks however. Piercing Blow is used as part of an attack action.

Pirouette

Ability Cost: 2 exp

Area of Effect: opposite side of target

Cool Down: dexterity base

A character can pirouette around their opponent, moving through the opponent's space and ending up on the opposite side behind them. This ability does not allow an attack of opportunity. If the space behind the target is blocked, the character cannot use this skill. Pirouette only works on targets that only take up one space on the combat map. Large targets are unaffected.

Pocket Sand

Ability Cost: 3 exp

Range: adjacent target

Area of Effect: single target

Cool Down: once per combat

Character throws sand into the eyes of their opponent (provided the target has eyes it uses for sight), applying 1 darkness counter to target. Pocket sand cannot be dodged. Character must have sand on their person or be able to reach for sand in their space.

Long Shot

Ability Cost: 5 exp

Cool Down: perception base

The character's ranged attack range is doubled for one attack. Long Shot is used as part of an attack action.

Protect

Ability Cost: 2 exp

Duration: 1 turn

Range: adjacent target

Area of Effect: adjacent ally

Cool Down: dexterity base

The character announces that they are protecting an adjacent ally. If the target is attacked within 1 round of being protected, the protecting character takes damage instead of the target. Protection lasts 1 round or until it is triggered. If either the character or their ward moves farther than 1 space from each other, the character can no longer protect their target. When someone attacks a protected target, they roll against their target's defense rather than the target protector's defense.

Example: Mike's character is hurt, and won't survive another attack. Gregg's character is standing next to Mike's character, and uses an action to defend Mike with his protect ability. Following this, an enemy attacks Mike on its turn. The attacker rolls to hit Mike's character, and the two roll-to-hit/roll-to-dodge as per usual. Mike fails his dodge, but instead of taking damage, is protected by Gregg's character, who takes the loss of HP. If the enemy attacks Mike's character again however, Gregg can no longer help Mike since the protect ability wears off after it is used. Should Mike or Gregg move away from each other before the protection is triggered, the ability wears off, and Gregg can no longer protect Mike.

Pull Them Back In

Ability Cost: 4 exp

Range: adjacent target

Area of Effect: single target

Cool Down: dexterity base

Any time a character gets an attack of opportunity roll against an opponent passing through or fleeing an adjacent space, they may choose to draw their opponent back into the space instead of attacking them. The

character must announce their intent to use this ability instead of attacking to damage before their roll. As with a normal attack of opportunity, the character makes a dexterity roll to see if they can take their attack of opportunity. Instead of hitting for damage however, the target is pulled back into their original space. If the defender still has additional actions, they can take them at this time.

Ready

Ability Cost: 3 exp

Duration: 1 turn

Range: 3 space radius around character

Cool Down: dexterity base

Prepare for oncoming enemies. The ready state is in effect for 1 round or until it is triggered, or the character takes another action. Once in the ready state, if an enemy comes to within three spaces of the character's position, the character gets an immediate ranged attack against the target which does an additional 1d6 damage. Roll for ranged attack as normal. If the target of the attack used their first action to enter the area of effect, they cannot take their second action until after the ready attack is completed. If they were moving through the area of effect on their way to a different location, they stop mid-move, and cannot finish their full movement until the readied character's attack is resolved, at which point they may finish their move provided they survived the attack. If ready is used from a position of full cover, apply full cover penalties as normal.

Shake it Off

Ability Cost: 4 exp

Cool Down: grit base

Roll a grit check to see if this ability is successful. Remove the effects of poison on a successful roll.

Spin Attack

Ability Cost: 7 exp

Range: all adjacent spaces

Area of Effect: all targets within range

Cool Down: dexterity base

The character attacks everyone in all adjacent spaces. The attacker rolls once for their chance to hit, and each defender rolls against that attack roll. The attacker then rolls once for damage which applies to all hit targets. Friendly fire possible.

Spring Back

Ability Cost: 2 exp

Cool Down: dexterity base

If a character is knocked down, they can use this ability to regain their footing. This ability can be used as an action anytime during a character's turn while they are knocked down.

Swipe Attack

Ability Cost: 5 exp

Range: 3 spaces in front of attacker

Area of Effect: all targets within range

Cool Down: dexterity base

The character attacks the three spaces in front of them (square directly in front of the character, plus the two spaces on either side of that space). The attacker rolls once for their chance to hit, and each defender rolls against that attack roll. The attacker then rolls damage once which is applied to all hit targets. Friendly fire possible.

Tough Bastard

Ability Cost: 3 exp

Duration: grit base

Range: adjacent target

Cool Down: grit base

The character toughens up, increasing their armor value by 1 for the duration of the ability.

Wedgie

Ability Cost: 3 exp

Range: adjacent target

Cool Down: Once per combat

The character grabs someone's underwear and forcefully pulls it out of their pants, resulting in the target suffering 1d6 loss to HP (ignores armor), and lose 1 action on their next turn. Characters who aren't wearing underwear are immune to this ability.

Skills

Non-Combat Skills

Skills are a set of abilities defined by a character's knowledge and expertise in a specific field. Some of these are non-combat skills that can be used in specific situations, such as driving a vehicle or using a computer. Others are passive abilities that provide bonuses for a character in and out of combat, such as weapon specialization. Unlike most spells and abilities, skills have multiple ranks or levels of expertise. A character with 3 ranks in a skill is more advanced in the use of that skill than a character with only 1 or 2 ranks in the same skill. Characters can only purchase higher ranked skills by first purchasing the previous ranks. So in order to get the second rank of a skill, they would need the first rank as well before they can purchase the next level.

GM's note: Characters should have some reason to advance in skills relating to role playing and story. If a character wants to take the second rank of the driving skill, they should be able to explain how they learned how to drive a vehicle with a manual transmission – part of the knowledge the second level of that skill provides. Did they have a vehicle with which to practice, or perhaps they watched a lot of internet videos on the subject, or maybe an older sibling helped them learn. These things don't have to be role-played in-game, and can be considered to have been learned on the character's own time. These explanations shouldn't be required to be too realistic, as that can hamper gameplay fun, but should still be considered to help create more believable characters and narratives.

Experience point costs of skills are based on the rank being purchased. See the short list below for the cost of each rank.

<u>Skill Rank</u>	<u>Experience Point Cost</u>
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Rank 1	3 experience
Rank 2	4 experience
Rank 3	5 experience
Rank 4	6 experience
Rank 5	7 experience

Builder

The skills and experience needed to build everything from simple structures, such as the players' hand made club house, to eventually wiring the place with electricity and installing the plumbing system. Builders can also construct non-digital devices including tools, traps, and defensive systems. All projects require the appropriate parts and materials.

Before beginning construction on a project, the GM announces how long the project will take. Each hour of construction requires a successful intelligence check. Failed rolls means that hour was unproductive. This process can be streamlined and/or role played if time is in abundance, and the players/GM don't want to roll on building over and over again.

A builder can try to repair something that they themselves have built with an intelligence check. They can try to repair something built by someone else, provided it's within the range of their builder rank, by rolling an intelligence check at a -3 penalty.

While a builder of sufficient skill can handle wiring and electronics for buildings and vehicles, the skill does not allow for the construction of gadgets, hand held electronics, computers, or similar items. Furthermore, the builder cannot produce anything that requires the manufacturing of raw goods or parts that would normally require factories and/or assembly line. They essentially are limited to the skill set of a construction worker.

Rank 1

Skill to build simple structures and tools. GM gets final say on what constitutes simple.

Rank 2

Skill to build complex structures up to three stories high and the traps listed in the Items section. This also allows a character to install and maintain plumbing.

Rank 3

The builder understands home electrical systems, and can wire a small structure for electricity provided the local infrastructure is available. They can also do basic work on home appliances, altering or improving them for their needs. GM must give final approval on all crazy schemes relating to this skill.

Climber

Experience and skill in climbing difficult surfaces, and the skill to reduce damage taken from falls.

Rank 1

+2 to dexterity to rolls when climbing difficult surfaces.

Rank 2

+4 to dexterity to rolls when climbing difficult surfaces. Take half damage from falls from up to 10 yards.

Rank 3

+4 to dexterity to rolls when climbing difficult surfaces. Do not take damage from falls from up to 10 yards.

Coder

A coder is able to program software for use with computers, smart phones, and other electronic devices that run operating software. Coding software can take a lot of time, and a program can require anywhere from a few hours to many months or years to write, depending on complexity. GM discretion is advised for determining the programming length of any character written software.

Rank 1

Simple software such as dice rollers, document text searchers, basic text editors, chat programs, mail clients, simple web bots, simple media players, data backup scripts, web forums, basic games like hangman and checkers, and so on. These programs can take anywhere from a few hours to a few weeks to create.

Rank 2

Complex software such as word processing programs, web browsers, small but sophisticated games, sophisticated system scanners and information retrieval software, audio and video players, advanced communication software, security systems, basic weapons systems, and so on. Many of these projects will take anywhere from a few days to many months or years depending on scope and complexity.

Rank 3

Highly complex and advanced programs such as computer operating systems, advanced military hardware systems, advanced network security systems, and so on.

Computers

Anyone can use a computer to surf the web or write an email. Beyond that, they need the computers skill. If the character is familiar with the system, no roll is necessary. If it is an unfamiliar system however (military, alien, etc.) roll intelligence to see if they can figure it out. Players can retry once every five minutes. If they roll a critical failure, the computer malfunctions and they can no longer use it. If a character crashes a computer in this manner, another character with a higher rank in the skill can fix it with a successful intelligence roll. They can continue to attempt to fix it once every 15 minutes or until they roll a critical failure, at which point a character with an even higher rank is needed. If no higher ranks are available in the skill, the computer is permanently broken, and will need system formatting.

Rank 1

Home and business computers and operating systems.

Rank 2

Government and scientific laboratory computers and operating systems.

Rank 3

Alien computers and systems.

Concealment

The skill of hiding things on one's person or in the immediate area so as to prevent others from finding them without complete searches. Objects must be small enough to be held in someone's hand, and/or no longer than their forearm.

Rank 1

Hide small objects on the character or in their immediate area. Anyone searching for the object suffers a -2 penalty to their perception roll.

Rank 2

Anyone searching for the hidden object suffers a -4 penalty to their perception roll.

Rank 2

Anyone searching for the hidden object suffers a -6 penalty to their perception roll.

Driver

The skill to drive a car or similar vehicle proficiently. Underage drivers are easy to spot by law enforcement, and will receive harsh punishments if caught. Driving is best reserved for emergency situations, and should be done well off of the busier streets. Kids younger than 12 years of age cannot take this skill. Players need to have a reasonable explanation of how their character learned this skill. Kids who have grown up on farms can drive farm vehicles with the first rank of this skill.

Rank 1

Drive any small car with an automatic transmission.

Rank 2

Drive larger cars such as vans and SUVs, and gain proficiency with manual transmissions.

Rank 3

Operate unconventional road vehicles such as construction vehicles, big rigs, fork lifts, tractors, farming vehicles, and so on.

Fixer

Repair broken items and machines. Roll an intelligence check to see if the repair is successful. Players can retry once per hour. A critical failure means the object is damaged further and cannot be repaired. If a part is missing or destroyed, a new one or a suitable substitute must be found. A fixer cannot repair electronic devices.

Rank 1

Skill Cost: 3 exp

Simple machines with few moving parts, basic tools and objects.

Rank 2

Skill Cost: 5 exp

Complex machines with intricate moving parts, power tools, and other non-simple objects.

Forger

Forge any signature or writing style provided the characters are familiar with it or have a comprehensive sample to work from. Roll dexterity for each page of text needed. Players can retry once per hour.

Rank 1

Forgeries of familiar handwriting or with comprehensive samples.

Rank 2

Forgeries of any handwriting with minimal familiarity or samples.

Gadgets

Proficiently use electronic devices, with the skill to diagnose errors and software problems, and resolve them. Anyone can use a smart phone to surf the web or send text messages. This skill allows a character to jailbreak the system and recover it from a serious failure. If the character is familiar with the device, no roll is necessary. If it is unfamiliar technology however, roll intelligence to see if they can figure it out. Players may retry once every thirty minutes. If they roll a critical failure, the device malfunctions and they can no longer attempt to use it. If a character crashes a gadget in this manner, another character with a higher rank in the skill can fix it with a successful intelligence roll. They can continue to attempt to fix it once every thirty minutes or until they roll a critical failure, at which point a character with an even higher rank is needed. If no higher ranks are available in the skill, the device is permanently broken and will need system formatting.

Rank 1

Consumer grade electronic devices.

Rank 2

Military grade or top secret devices.

Rank 3

Alien technology.

Gymnast

The skill to move more freely in combat, and avoid attacks. Gymnasts are flexible and have a good sense of body movement.

Rank 1

Introductory level gymnastic experience gives the character +1 bonus when trying to avoid an attack of opportunity against them.

Rank 2

Intermediate level gymnastic experience gives the character 1 free action for movement per combat. This action can only be used for movement.

Rank 3

Professional level gymnastic experience allows the character to avoid all attacks of opportunity. They can move freely past opponents without incurring an attack of opportunity.

Hacker

The skill to hack electronic security systems and breach computerized defenses so as to alter their function or collect information. To successfully hack such a device, a character must have a device that can interface with the target (wired or wireless). A successful hack requires the player to roll intelligence successfully 3 times in a row. Every time the player fails a roll, they must start over. Two failed rolls in a row means the system locks up and the character can't attempt further hacks. Another character can only attempt to hack the device at this point if they have a higher rank in the hacking skill. Each roll counts for 1 minute of hacking.

GM's note: Hacking does not work like real world hacking, but is a stylized skill that uses the unconscious supernatural powers of the characters using the skill. In other words, don't sweat the details.

Rank 1

Simple home security systems and basic computer defenses.

Rank 2

Advanced home security systems, advanced commercial computer defenses, and low-level commercial building security.

Rank 3

Government security systems, and top tier corporate security systems. Players may attempt hacks of alien systems at a -5 penalty.

Karate

Proficiency in hand-to-hand physical combat. Those skilled in karate gain bonuses to unarmed melee

combat. These bonuses do not apply if the character is using a weapon.

Rank 1

A yellow belt in karate. The character knows basic moves and gains small advantages to combat rolls. +1 to hit with unarmed melee attacks.

Rank 2

A green belt in karate. The character knows more advanced moves and gains greater advantages to combat rolls. +1d6 for unarmed combat damage.

Rank 3

A red belt in karate. The character knows advanced moves and has significant advantages to combat rolls. +2 to hit with unarmed attacks and +1 to dodge melee attacks (does not stack with Rank 1).

Rank 4

A brown belt in karate. The character is very experienced and has significant advantages to combat rolls. +2d6 for unarmed combat damage (does not stack with Rank 2).

Rank 5

A black belt in karate. The character is a master of melee combat. +3d6 for unarmed combat damage (does not stack with Rank 2 and 4).

Knowledgeable

Extra knowledge on a specific subject. This can be a type of animal, an era of dance, an entertainment genre (sci-fi movies, classic American literature, so on), a spectator sport, and so on. The subject cannot be something that directly relates to any of the skills from the skills section (computers, driving, so on). Characters can take this skill multiple times with each one based on a specific field of knowledge. For example, someone can be knowledgeable on canines, folklore, and basketball, and can level those skills independently of each other.

Rank 1

Basic information on a subject, providing +1 to all rolls related to that subject.

Rank 2

An amateur enthusiast on a subject, providing +2 to all rolls related to that subject.

Rank 3

An educated expert on a subject, providing +3 to all rolls related to that subject.

Lock Picking

Open lockers, key locks, and safes. Roll a dexterity check for key locks or an intelligence check for combination locks. Players can retry once per minute. A critical failure means the lock is damaged and cannot be opened. Additionally, the owner of a damaged lock will notice if they try to open the lock themselves.

Rank 1

School lockers, toy safes, and very simple key locks.

Rank 2

Complex key locks and simple safes.

Rank 3

High security locks and safes.

Magical Defense

Defend against attacks using the character's imagination attribute instead of their dexterity attribute. Characters with this skill have adapted their magical abilities to work as a reactionary defense system against incoming melee and ranged attacks. Characters with the Magical Defense skill cannot use their dexterity attribute to defend against attacks, and must use their imagination attribute every time.

Rank 1

The character uses their imagination attribute when attempting to avoid attacks instead of their dexterity attribute.

Rank 2

The character may re-roll one defensive roll against an incoming attack per game session.

Rank 3

The character may ignore one attack of their choice per game session.

Magic Melee

Attack with melee weapons using your imagination to give the attack extra power in place of base melee damage. Spell casters who want to get into the thick of combat will find this skill to be very useful.

Rank 1

All melee attacks use imagination instead of strength to determine base melee damage. Players still use the base [Base Melee Damage](#) table, but substitute their imagination attribute for their strength attribute.

Rank 2

The character may re-roll one attack roll per game session.

Rank 3

The character automatically hits on one attack per game session. They do not have to roll to hit, and their target isn't allowed a defensive roll.

Pickpocket

Steal items carried by others without their notice. Roll dexterity for success. A failure means the items wasn't pilfered, but the target didn't notice the attempt. A critical failure means the thief doesn't get the item and is caught in the act.

Rank 1

Steal something worn in plain sight, and unattached to the owner (an object sticking out of someone's pocket).

Rank 2

Steal anything from an outside pocket.

Rank 3

Steal worn jewelry, accessories, and so on. Items in inside pockets can be stolen if the thief knows where the pocket is located.

Stealth

Sneak past NPCs while avoiding their notice. Roll dexterity every time a character is attempting to sneak past another person or creature. If trying to sneak past multiple characters in a group, roll for the whole group, but at a -1 penalty for each additional two persons after the first in the group. Stealth doesn't work in a crowd. If rolling to sneak past someone who is drunk, drugged, or asleep, the character gets a +3 bonus. A failed roll means the character has been spotted.

Rank 1

Sneak in dark areas and completely out of sight of onlookers (behind them, in the next room, so on).

Rank 2

Sneak in dim lighting and without anyone looking directly at the character.

Rank 3

Sneak in well lit areas without anyone looking directly at the character. Sneak in dim areas even if someone is looking directly at the character. Completely invisible in dark areas, and don't need to roll to sneak. This is a hide-and-seek champion.

Trapper

Skill to set [traps](#), disable traps, and retrieve traps for later use. Setting, disabling, retrieving, and searching for traps during combat takes a full turn. To successfully set, disable, or retrieve a trap, a character must roll a successful dexterity check. To search for hidden traps in a room, a character must make a successful perception check. See the section on [traps](#) for further information.

Rank 1

Character can set or disable a trap. Both actions require a successful dexterity roll.

Rank 2

Character gets a +1 bonus when attempting to set or disable a trap. Characters can also retrieve traps they find, to be re-set at a later time, provided the trap isn't too large.

Rank 3

Characters get a +1 bonus when attempting to retrieve a trap. They also get a +2 bonus when searching for traps.

Rank 4

Characters are able to set, disable, retrieve, and search for traps during combat for only 1 action instead of 2 actions (full turn).

Water Craft

The skill to operate water vehicles. Players need to have a reasonable explanation of how their character learned this skill.

Rank 1

Operate small water craft such as rafts, row boats, and small motor boats.

Rank 2

Operate small and medium sized sail boats (may need a physically capable crew to help on anything larger than a small boat).

Rank 3

Operate large and/or unconventional boats.

Weapon Specialization

Improved skill with chosen weapon. Pick one specific weapon in which to specialize. This skill can be taken multiple times to specialize in different weapon types. See section on weapons ([melee](#) and [ranged](#)) for weapon types.

Weapons that come in different material types such as swords or yo-yos all count as the same type of weapon. Rank bonuses do not stack.

Rank 1

Practiced with the weapon of choice, providing +1 to hit

Rank 2

Expert with the weapon of choice, providing +1 to hit and +1 to damage

Rank 3

Mastered the weapon of choice, providing +1 to hit and +3 to damage

The Guilds

The Guilds (aka The Clubs)

The guilds are the closest thing the Initiated have to government or political parties. Each guild (or club as they are often called by the younger kids) represents a certain type of ideology or philosophy. Most guilds actively recruit new members, and most new members of the Initiated are keen to join a guild as soon as possible. Guilds provide lots of benefits for their members. They can be a source of information or funding, and they can provide safe havens in the form of guild headquarters.

For the ambitious youth, guilds also provide a framework in which to gain political clout or power. Move up in the hierarchy of your guild, and you get more say over what the guild does. With that influence comes a voice in the greater Initiated political structure, with high ranking guild representatives making decisions and voting on policy for the entirety of the Initiated as an organization. All major Initiated headquarters will have a high counsel where representatives from the major guilds regularly hold meetings and make decisions for their regions. Each of these counsels will often have jurisdiction over a wide range of Initiated control, the equivalent to 1-5 US states, or entire smaller countries in some instances. Some guilds are more powerful than others in the political field, though this is in part due to them choosing to eschew getting involved in politics in favor of other interests.

Occasionally kids actively choose to remain guildless. While this has a few advantages (fewer people to answer to), it can be difficult for these kids to gain much influence in their local Initiated chapters, and none will make it very far politically.

The Admin (The Bureau)

Any large organization with global reach and influence needs a strong system of structure and management. It needs rules and order and people working hard to keep the wheels of the organization well greased. The Admin guild thrives in this department.

The Admin are the kids who saw what they believed to be a chaotic and disorganized rabble struggling to maintain cohesion and any form of structural organization. They began to slowly convince the leaders of the guilds of the time to adopt policies and rules, and eventually bureaucracies that they themselves helped develop and build.

The Admin aren't exactly interested in leading the Initiated, though many of them hold positions of leadership and power in the greater organization. They just want everything to run smoothly. If that means setting up and enforcing rigorous organizational structures and rules, so be it. They are often detail oriented and try to be organized, though not all succeed considering how much paper work most of them have to deal with in their day-to-day.

Much like the Guv'nors, they are seen as being too pent up and, well... boring. They are often too concerned with paper work and doing everything according to regulation to suit most kids' tastes. For this reason, they are not a large organization. There just aren't that many kids who can identify with that level structure. They do hold great influence however, and are closely allied with the Guv'nors, who see them as a great tool to further their control over the Initiated.

They are often at odds with the Anarchists, who think of them as one of the largest problems of the modern Initiated, and they have difficulty understanding or getting along with groups like the Fools, and the Lightfoot.

Attribute: Intelligence

Element: Earth

Allies: The [Guv'nors](#)

Enemies: The [Anarchists](#)

The Anarchists (The Libertario)

The Anarchists believe that all Initiated should be free to follow their own path, rather than have to work within the structures of the current system. This doesn't mean that they are in fact against any form of governance. They hold to the idea that the separate chapters of the Initiated should be more independent, following their own rules and system of government rather than the great hierarchical, global structure of the modern day Initiated.

They argue that prior to the globalization of the larger human world and society, before easy transportation and communication across the far-flung corners of the planet, the Initiated operated in a different manner. They existed in this Libertario ideal of free cells all working in ways that best complimented their local area's particular needs, rather than running on orders from some distant bureaucratic force somewhere. In this way they have a somewhat regressive ideology, looking to the past for answers instead of the present or the future.

Their members often call for a dismantlement of the guild voting system, which they believe consolidates power into the hands of the already powerful, and further disenfranchises the individual. Many Libertarios believe their guild should split from the greater Initiated body, taking their large member base with them, thus further delegitimizing the current system. And indeed the Anarchists are one of the larger guilds, their rebellious message and style being very enticing for a lot of kids. The guild has refrained from doing this though, in part because they are one of the loudest voices speaking out against the structure supported by the Admin, the Guv'nors, and the One. They also fear they would become like the outlaw guilds, an enemy of the Initiated, and most Anarchists don't want bloody warfare amongst the Initiated. After all, their first responsibility is still to protect the world from supernatural evil.

The Anarchists have adopted some punk rock fashions and style, sporting leather jackets with sown on patches and unnatural hair colors. They often can be confrontational and reactionary to guilds that they see as too established or "stuck up." And while the guild has its share of loud brutes who grandstand and beat their chests in a sort of primal ferocity, they also have a lot of young activists with pet political projects who enjoy pseudo-intellectual discussions about politics over cups of coffee (with lots of sugar and cream).

The Anarchists are directly opposed to the Admin, the Guv'nors, and the One, and stand against them whenever they are able to during Initiated decision making meetings. They have a much easier time getting along with the Blue Devils and their grab-life-by-the-short-hairs attitude.

Attribute: Strength

Element: Fire

Allies: The [Blue Devils](#)

Enemies: The [Admin](#), the [Guv'nors](#), and the [One](#)

The Badgers (The Brigadiers)

The Badger Brigade is the foremost scouting organization for young people across the globe. An organization promoting the “character growth of all young people,” the Badger Brigade encourages kids to take charge of their own troops for a variety of wilderness exploration and survival activities. Kids who are a part of the Brigade often develop strong friendships with other Brigadiers, and with the youth leadership aspect of the organization, it was only natural that they would soon form into an Initiated guild.

Founded in London in 1905, the Badger Brigade spread first across Europe, then much of the Western world, and eventually had chapters in over 80% of the world's nations. With the Initiated members of the Brigade co-opting the organization as a guild, they helped spread the influence of the Badgers quickly, encouraging the early global elements of the Initiated to adopt the guild in their various chapters to encourage non-supernatural survival skills across their membership.

Now a well entrenched part of the Initiated, the Badgers are the go to experts of wilderness survival, camping, and all matters of wildlife. They concern themselves with educating the other members of the Initiated in surviving off the land and all related subjects. Just about any mission that involves leaving the relative familiarity of the neighborhood will include a Badger in the party.

Though a large guild, the Brigadiers choose to exert only minimal influence over the Initiated governance. They concentrate their efforts toward keeping the Initiated well prepared for excursions into the wilderness, and help organize summer camps across the world.

Their avoidance of conflict and politics within the Initiated means they have few enemies, and their general usefulness and willingness to help has gained them plenty of friends. They have a well developed relationship with the Secret Keepers, who work closely with the Brigadiers in wilderness reconnaissance and information gathering missions.

Attribute: Perception

Element: Water

Allies: The [Secret Keepers](#)

Enemies: None

The Blue Devils (The Reckless)

The Blue Devils are both the best and the worst people to bring along on a mission. On the one hand, their unbridled enthusiasm for adventure and exploration can help keep a party going when moral is low. On the other hand, that same enthusiasm often means the Devils are running head first into danger.

The Blue Devils live for the moment. They want excitement and fun and adventure to saturate every moment of their time with the Initiated, after all, they only have so much time to enjoy all these cool powers and spells at their disposal. Who wants to waste it on meetings and debate?

The Blue Devils are often the first to volunteer for missions. Their unending enthusiasm means they're

constantly spending all their free time exploring haunted mansions or subterranean realms. Unlike the Fist, who value combat and brute strength above all, the Devils appreciate every aspect of the adventure. The exploration, the puzzles and traps, the times of desperation and the moments of epic glory. It's all part of what makes being a magically charged kid so much fun. They do not see any specific approach to adventure as superior to another. A stealthy kid who can open doors, a spell caster who supports the party, or the tough brawler taking down monsters are all part of a team, and they all help make the adventure more fun.

A sense of humor and the ability to take everything in stride are important qualities for members of the Reckless. After all, when you get knocked around as much as they do on their many adventures, you have to be able to laugh it off and keep on trucking, or you won't last long in this guild. They get along with guilds like the Fools, who don't take themselves too seriously. They also get along with other adventuresome guilds like the Badgers. Their generally positive attitude means they don't have any specific enemies in the Initiated, but they will be quick to rally behind anyone being “picked on” by a stronger group. This has led to occasional confrontations with the Guv'nors and the One.

The Reckless are a medium sized guild with limited influence in Initiated policy and decision making. They aren't very interested in politics, and generally avoid that sort of thing unless they can be convinced that a particular guild is getting too big for their breeches, at which point they will rush to aid the underdog.. until they are distracted by the promise of new adventure.

Attribute: Grit

Element: Air

Allies: The [Badgers](#), the [Fools](#)

Enemies: The [Guv'nors](#), the [One](#)

The Guv'nors (The Bosses)

The Guv'nors believe that if you want something, you have to take it. They are largely a hard working and dedicated guild, who hold many positions of power among the Initiated. And though they fight hard for the goals of the Initiated, they do it for themselves first, the guild second, and the Initiated as a community last.

This doesn't mean the Guv'nors aren't loyal to the Initiated. If anything, they are some of the most die hard members, having fought hard to build this empire in which they all believe they own a stake. After all, the Initiated were built by their kind, hard working and influential kids who went against all odds and created a global organization to help keep the world safe from evil. They would be hard pressed to give up on all that. Unless of course, the prize was something greater.

Despite the Bosses efforts in forging a greater Initiated community, their beliefs can make them a hard group to like by kids who don't share their views. They are often accused of taking themselves too seriously, and that they are unable to just loosen up and have fun from time to time. They do not believe in charity, but do believe that aid on loan is a great way to “help” others. Thus the Bosses are often the first to extend financial, tactical, and raw labor support for new chapters of the Initiated. But once these new chapters are set up, their members often find they are more indebted to the Guv'nors than they had bargained for. This isn't the Bosses fault of course. After all, they only wanted to help (and make a little something for themselves on the side).

The Guv'nors are an old and powerful group, with their members often heading many chapters of the Initiated, or having wide influences within neighboring chapters that they have “helped” in the past. They

have a presence in most Initiated communities, and are actively trying to develop their influence in places where they do not rule. They excel at backroom politics and deal making, and use both when they can to further their goals.

The Guv'nors often find themselves allied with the Admin and the One on many issues of Initiated policy and development. All three groups have a rigid world view and believe strongly in hierarchy and a sort of unofficial class system within the Initiated guilds. They also make sure to maintain strong influence amongst the Fist, employing their members for use on missions for the Initiated and for their personal projects alike.

Attribute: Intelligence

Element: Fire

Allies: The [Admin](#), The [Fist](#), The [One](#)

Enemies: The [Anarchists](#), the [Fools](#)

The Fist (Knuckle Heads)

Some kids just can't be bothered with all the politics and philosophy and endless chatter of the guilds. They only have so much time to make use of their awesome, supernaturally enhanced talents, so why not make the most of it. And what better way to use one's power than to go out and pick fights with tough monsters and enemies. The Fist is the perfect guild for these kids.

The Fist isn't interested in the reason behind the cause. In fact, they don't care much about the cause either. They just want to know where evil forces are most active this week, gather up some of their friends, and go slay some monsters. The other groups can worry about logistics and funding and all that wash.

The Fist are the go-to Initiated guild for anyone who is looking for some muscle. They take jobs from both Initiated guilds and many of the intelligent supernatural races. As long as the client isn't an open enemy to the greater Initiated organization, the Fist is willing to work with them. Their prices are fair and competitive, with the guild primarily being interested in using the funds to acquire better gear with which to take on greater challenges.

The Fist value physical strength and raw power above all else. They choose their leaders based on who is the toughest amongst them. They appreciate those who can take a few hits and keep swinging, and they respect the ones who are still on their feet when the fight is over. They have some appreciation for magical powers and the like, but a kid who can expertly wield a bat in combat will always get more love from the Fist than the ace spell caster of equal power.

Their attraction to power means they get along with the larger, more powerful guilds amongst the Initiated, and their disinterest in politics means they will simultaneously take jobs from the Guv'nors and the Anarchists without hesitation. As long as the money is good and the job involves bashing some heads, they're happy to do it. The Guv'nors do stand out for employing the Fist more than any other guild though, and have thus formed a strong relationship with the guild.

The Fist don't have an opposing or enemy guild per se, but they have a lot of trouble getting along with members of the Fools. It doesn't help that the Fools consider members of the Fist easy targets for pranks and practical jokes, and go out of their way to annoy them at any opportunity.

Attribute: Strength

Element: Earth

Allies: The [Guv'nors](#)

Enemies: The [Fools](#)

The Fools (The Jokers)

For some, the Initiated all take themselves too seriously. After all, they're kids, so why all the politics and rules and structure? These kids are often the class clowns, the practical jokers, and the wannabe comedians. They are the Fools.

The Fools don't see why everyone has to take things so seriously. Sure, the fate of the world hangs in the balance, ancient and terrifying evils are out to destroy humanity, blah blah blah. It's obviously all bleak and dreadful, so why not go in laughing and making the most of it, right?

Where as any other guild would think being called fools by their peers an insult, the Fools embrace the title. They're not really concerned with self-image or popularity. If their behavior gets others to laugh, they'll act as foolish as need be. This isn't to say the Fools are not intelligent. In fact, many of their members are very smart, with sharp wit and a sharper tongue. They need to be observant of their surroundings, making sure not to miss an opportunity to crack a joke. They need to be quick, always ready with a come back or comment. And it doesn't hurt to be light on their feet, in case the mean old Fist takes offense at some harmless jokes.

The Fools are a loosely knit guild with little information about their numbers or influence. If the Fools have any sort of leadership in place, even most of their members must not know about it. They're mostly just satisfied being the jesters and jokers in their club, poking fun at the politics rather than actively getting involved. Some of their particularly biting commentary can lay bare the machinations of megalomaniacal despots who sometimes try to take control of their local branch or neighborhood, exposing ill intent to other guilds in a lighthearted but easy to understand manner. In this way, the Fools are often a thorn at the side of any leadership body amongst the Initiated.

The Fools get along with the type of kid who is quick to smile and can roll with life's punches. The Blue Devils make quick friends with the Fools. The Fist on the other hand find the Fools an irritable bunch, and the two groups are often at odds, though only one side takes their fights very seriously. Most other groups just sort of tolerate the Fools. After all, a Joker can even make members of the One laugh from time to time.

Attribute: Speed

Element: Air

Allies: The [Blue Devils](#)

Enemies: The [Fist](#)

The Lightfoot (Rogues)

The Lightfoot are essentially an organized thieves guild within the ranks of the Initiated. They operate as such in the open, fully acknowledged and supported by the majority of the Initiated due to a strict system of rules that prevent them from upsetting other Initiated, while still going about their general business of robbing people blind.

The Lightfoot aren't allowed to steal from members of the Initiated or the organization as a whole. Their

theft is limited to outside parties, both normal and supernatural. This might sound limiting, but they essentially have access to adult stores, homes, and persons, supernatural communities of all sorts (though robbing allies is usually seen as foolish, even amongst their ranks), any monsters or other creatures that might hoard treasure, and just about any place not claimed by the Initiated.

This simple arrangement has worked out so well for the Rogues that they are often hired on by other guilds for missions or excursions where their expertise is needed. The Lightfoot tend to excel at moving silently, picking locks, deftly sneaking items into their pockets that do not belong to them, dealing with security systems and traps, and so on. They aren't always too proficient in combat, but most kids know to hire a Fist for brute force and a Lightfoot for traps and locks.

One thing the guild expressly does not take part in is assassinations or any form of outright murder. Years ago, members of the Lightfoot started accepting assassination jobs, taking out specific targets at the request of other guilds that would hire them to quietly deal with their competition. The guild leaders soon got word of this, and decided to hold one of the most historic Lightfoot guild meetings, with representative members from across the globe converging onto a small town in the mid-western United States. The subject was discussed and debated. The fallout of the meeting would lead to the great split, with those who felt the Lightfoot should not become hired killers staying with the guild, and those advocating for these gruesome new tasks forming a new group now known as the Blades. The Blades would not last long in Initiated society though, and it was not long before they were expelled from the organization at large, and became an outlaw guild. The Blades still operate in small groups throughout the world, taking on jobs that even members of the Fist can find distasteful.

Despite this split of its membership, the Lightfoot have prospered, and are now a fairly large and respectable guild, despite the less than savory nature of their activities. Their members take part in policy decisions, hold positions of power and leadership, and can be both a powerful ally or enemy for other groups. Rogues that get involved in Initiated governance or act as representatives for their guild are often charming and charismatic, and generally well liked by most others, including political adversaries with whom they don't see eye-to-eye.

The Lightfoot get along with most other guilds, particularly the Fools and the Badgers. If there is one group that resents them, it's the Secret Keepers, who often mistrust the sneaky Rogues. They know the guild isn't allowed to steal from other Initiated, but who is to say the Lightfoot aren't using their skills for spying and infiltration amongst the Initiated. After all, the Keepers believe this sort of activity to be their domain, and besides, it's not as fun when someone does it to them.

Attribute: Dexterity

Element: Water

Allies: The [Badgers](#), the [Fools](#)

Enemies: The [Secret Keepers](#)

The Mages (The Learned)

The Mages guild is a loose collection of kids whose primary interest and pursuit is in the development of magical powers and knowledge. Members spend their time developing their spell casting abilities, researching magical items and artifacts, and exploring long forgotten places of supernatural influence to expand their magical knowledge.

Mages are a fairly solitary guild, limiting their interactions with the Initiated to providing advice and spell casters as needed, but largely secluding themselves to their studies where they can develop their craft. A good club leader knows not to rely too much on the Mages guild, only calling upon them when situations

get beyond the usual adventurers capabilities.

This isn't to say all members of the Mages guild are solitary recluses. Many believe that experience in the field and incursions into places of ancient, supernatural power is the best way to build their abilities and powers. These kids will happily take part in Initiated missions, particularly those dealing with powerful magics and places of power.

The Mages are a small guild, with their membership primarily composed of the most adamant proponents of spell casting, and not just every kid with a bit of magical talent. The Learned have dedicated their short time in the world of the supernatural to achieve as much magical power as possible, many with the seemingly impossible dream of holding on to their magic into adulthood. As a guild, they have put greater effort into researching why human children lose their magic as they get older than any other group.

This might lead some newly Initiated kids to believe the Mages and the One would work closely together to bring magic to the whole of humanity, but this is far from the case. The two guilds rarely agree on their methods and research, and often find themselves directly opposed to each other on matters of policy and theory alike. The Secret Keepers have a strained relationship with the Mages, as both guilds tend to hoard information and knowledge, and neither group is willing to share.

If there is one guild the Mages get along with better than the others, it would be the Tinkers. The two groups often collaborate on projects, using their areas of expertise to enhance the other groups developments. After all, many of the Tinkers' inventions rely on magical power to operate, and many of the Mages' experiments require complex machines and devices they can't always develop themselves.

Attribute: Imagination

Element: Water

Allies: The [Tinkers](#)

Enemies: The [One](#)

The One (The Truthers)

If the Initiated have anything that could be considered organized religion, it would be the One. The One is a highly structured belief system that insists that at one time, the Dark Lady was one half of a greater force, but somehow split off and became the only visible half of this ancient entity. Furthermore, they believe that she did so through nefarious means, somehow banishing or even destroying her "light" half.

This is actually not too far from the truth, or at least, some elements of their beliefs are based in truth, but don't try to tell them that. Members of the One are convinced that their doctrine is actually the absolute truth, and all other claims and beliefs are flawed to the point of endangering all of humanity. They tend to think on a very large and epic scale, with everything they say and do having a vast impact on the world, if not all of the cosmos.

While other groups share somewhat similar ideas about the Dark Lady and an original whole from which she split, no group is as fanatical and driven in their beliefs. The One have their own internal system of governance and leadership, independent of the Initiated, and with a degree of structure and hierarchy that would make the Admin envious. Outsiders are largely unaware of the One's inner workings, and even lower ranking members of the guild know only a small part of the One's greater goals and ideology.

At the top of their organization, in the inner circles that draft the proclamations and dogma of the Truthers, there is a great level of fear, a heightened sense of urgency. These kids believe that every day, the

Dark Lady comes closer to becoming the whole of cosmic power, ruling all life with a cruel, shadowy fist. They believe that if they don't destroy her soon, it will be too late, and the world will be cast into darkness forever. As with much of their beliefs, this is actually based in truth, though is only part of a much larger story.

Their fear of the Dark Lady's power becoming universal drives the One to be relentless in gaining full control over the Initiated. They employ foot soldiers comprised of the most devout and fundamentalist members of their guild, who are not afraid to crack some heads to further the One's influence. This makes them fairly unpopular with a lot of the other guilds, if for no other reason than that they are so relentless in attempting to achieve their goals. Despite the adversity the Truthers create with their single-minded campaign, it can't be said that it isn't working for them. They are a large, powerful, and influential guild that hold sway in many of the Initiated policies on a global scale.

They get along with the Guv'nors, with both groups striving for greater conformity amongst the Initiated. Groups that value freedom are often at odds with them though, with the Anarchists at the top of that list.

Attribute: Strength

Element: Fire

Allies: The [Guv'nors](#)

Enemies: The [Anarchists](#), the [Blue Devils](#), the [Fools](#)

The Secret Keepers (The Gossips)

Secrets are a valuable commodity amongst kids. Knowing who likes whom or details of an embarrassing episode in someone's life from last summer can curry a lot of influence. No group appreciates this more than the Secret Keepers. What was once a loose collective of kids with a fondness for information has grown into the foremost intelligence organization in the Initiated.

The Keepers are spies, scholars, gossips, and news junkies. They comb over details, trying to read between the lines of reports and news stories to determine every last scrap of info regarding the lives and actions of the people around them. They scour internet forums and can spend long hours at the library trying to develop their individual knowledge banks, and the collective pool of information of their guild.

The Keepers are both feared and hated amongst the Initiated. Despite this, their efforts and activities are largely acknowledged as crucial for the greater organization. Every other guild has to go to the Keepers for information sooner or later, and the price is somehow always greater than what they get in return. Because though the Keepers are willing to take many forms of payment for their knowledge, information is their greatest currency. If a kid has a juicy bit of gossip for trade (the more verifiable, the better) they can learn a lot from the Keepers.

The Secret Keepers aren't just about gossip amongst the Initiated though. They are actively involved in gathering information to strategically benefit the Initiated in their fight against supernatural evils. Every club house and chapter tries to keep a few Keepers on board to both collect and supply reconnaissance and intelligence reports. Of course, with a Keeper or two in each Initiated cell, the guild has eyes and ears monitoring the activities of the other guilds across the globe.

The Keepers aren't a particularly large guild, but they are much larger and more influential than the other guilds believe them to be. They have a presence in almost every chapter of the Initiated, and though they keep their activities well hidden, they manage to have someone keeping an eye on every plot and plan in the organization.

The Secret Keepers often work closely with the Badgers, whose enthusiasm for scouting out uninhabited parts of neighborhoods and wilderness areas mean they're great for collecting information about an area. The Guv'nors often buy information from them as well, most often choosing to pay in cash or trade goods rather than give the Gossips information that could one day be used against them. The Mages will often contract the Keepers as well, employing them to retrieve ancient texts and knowledge from long forgotten corners of the neighborhood, though this relationship is strained due to the Mages own wealth of hidden information rarely shared with the Keepers.

The One greatly distrust the Keepers, fearing that the guild knows too much about their inner workings and activities. They are right to fear the Secret Keepers, as the guild knows more about the One than any other group within the Initiated. The Keepers dislike the Lightfoot as their guild has been the most resistant to Keeper infiltration.

Attribute: Perception

Element: Air

Allies: The [Badgers](#)

Enemies: The [Lightfoot](#), the [One](#)

The Tinkers (The Crafters)

The Tinkers don't care for all the politicking and administrative responsibilities of the Initiated guilds. They just want to build awesome new gizmos and gadgets for kids to employ in their daily battles with the forces of evil.

The Tinkers guild is the Initiated equivalent of a research and development department. They busy themselves with the construction of new devices, the large-scale manufacturing of these items, the modification of already existing items, and the distribution of these goods amongst their local Initiated branches. They often work closely with the Traders to make sure their inventions make it into the hands of the kids who need them most.

Tinkers won't limit themselves to just hiding in their workshop all day. They're willing participants in adventuring missions, always looking to field test their inventions, discover new items to modify, and find parts to weld onto existing devices. They prefer to rely on tools and gadgetry over brute force or full blown magic. Many of their members are proficient with both machines and electronics as well, making them a useful addition to parties looking to get past security systems and elaborate traps.

The Tinkers often work closely with the reclusive Mages guild. The two groups will collaborate on joint projects, using their area of expertise to enhance the other groups developments. After all, many of the Tinkers' inventions rely on magical power to operate, and many of the Mages' experiments require complex machines and devices they can't always develop themselves.

If the Tinkers have an enemy, (and usually they're too busy in their workshops to bother with that sort of thing), it would be the outlawed Techno guild. Though both groups have a love of gadgetry, the Tinkers use their devices for the betterment of all peoples, human and supernatural, while the Techno are interested only in eradicating all supernatural forces from the world. This ideological difference often means the two sides are in a constant arms race, trying to one-up the others' latest creations and find a way to counter them with something even more powerful.

They tend to avoid the politics and intrigue of the Initiated hierarchy, and thus have limited influence in the day-to-day operations of the organization. That said, most kids in leadership positions are quick to

listen when a Tinker asks for resources for their latest project, and generous in providing funding when a project has the potential to help their chapter.

Attribute: Imagination

Element: Earth

Allies: The [Mages](#), the [Traders](#)

Enemies: The Techno

The Guildless (The Lost Kids)

Not every kid who is part of the Initiated belongs to a guild. Some kids were with a guild at one point, but decided to quit and not join up with another guild. Usually, this is done by children who don't believe the guild system is working, and want nothing more to do with it anymore. Other kids were expelled from their guild against their choice, be it due to a lost power struggle, inappropriate behavior, or simply because they don't get along well with others. And some kids were simply never given the opportunity to join. This might be because they grew up in a place that didn't have guild representation, or was isolated by much of the rest of the world.

Whatever the reason, life without a guild amongst the Initiated can be mixed bag. On the one hand, these Lost Kids don't have any responsibility to anyone beyond the Initiated as a whole. They can avoid a lot of unwanted work, which is usually farmed out to appropriate guilds before given to the Guildless. They don't need to feel restricted in their views by the pressures of their fellow guild mates or guild leadership. It can be a freeing experience, especially if a kid once belong to a more disciplined guild.

Despite the potential freedoms however, the guilds are often the only way for a kid to have a voice amongst the Initiated. The guilds hold all the power, and the only way for most kids to have access to this is through their guild. Guilds can open up many opportunities for their members. They provide intelligence and supplies and a support network a kid can fall back on when times get rough. Without a guild, kids will run into a lot more difficulty and a lot of red tape.

Ultimately, few kids remain Guildless for very long. Most guilds are inviting toward new members, and actively try to recruit kids. Those that do remain Guildless often do so by their own choosing.

The Traders (The Barter Lords)

GM's Note: The Traders are a non-playable guild. Players cannot join this guild under normal circumstances. If the GM felt a player should join the guild throughout the course of gameplay, they may choose to allow it, though guild members are almost entirely made up of traders who run a specific store, and rarely if ever go out on missions or adventures.

Every large, global organization needs an extensive system for transporting and facilitating supplies across its many bases of operation and smaller cells. A group to manage supply lines and inventories for the thousands of locations where the organization operates. The Traders have taken on this responsibility amongst the Initiated.

They aren't a large guild, nor do they take a visible role in the running of operations, but the Traders are a key guild amongst the Initiated. Sure, kids can get plenty of supplies from local stores, but adult merchants don't carry the magical artifacts and esoteric tools used by the Initiated.

Most mid-sized and greater Initiated chapters and clubs try to keep at least one Trader around. With access to supplies from the Trader guild, these business minded kids can provide a wide range of goods for a club house. Any worthwhile club house will have such a trader with a small store and inventory for all members. The Traders aren't there as a community service though. They're in it for the profit, and aren't about to start offering discounts to anyone. The bottom line and the guild's interests come first, regardless of how important their goods are to the safety of the neighborhood. They won't even give discounts to fellow guild members, though all Traders with a shop have access to the guild's wholesale catalog. Running such a shop is a full-time occupation for these kids though, and rarely will an adventurer have the time to operate a shop and take on Initiated missions.

With such little incentive to join the Traders guild for anyone not planning on operating a shop, the guild manages to keep its membership rosters lean. They prefer focusing on their guild objective of facilitating goods and making a profit. If their goods happen to be crucial in saving the neighborhood from evil, all the better. They rarely take a direct involvement in the political structure of the Initiated. Instead they prefer to operate behind the scenes, working out agreements with their local leadership to make sure their shops are well represented, and more importantly, don't have to deal with non-Trader based competition.

The Traders try to get along with all the other guilds. Their members and merchants are often friendly and charismatic (just don't ask for a discount). They tend to work closely with the Admin, sharing information with the guild to develop their market analyses and send their agents where they're needed most. They also work regularly with the Tinkers, who supply the guild with a variety of gadgets and gizmos which the Traders then sell at a significant markup. Even the Lightfoot are useful to the Traders, who will buy their questionably acquired goods for resale. Thanks to some secret agreement between the two guilds, the Lightfoot consider the Traders strictly off limits as potential targets, beyond the rest of the Initiated guilds. How this agreement was reached, and how it benefits the Lightfoot is not known to most kids.

The Traders don't really have any enemies, often going out of their way to keep their customers happy. They do get annoyed with guilds full of less... "financially sound" individuals. Guilds like the Blue Devils and the Fools often have members who mismanage their finances, and rarely seem to have enough to buy anything good from a trader. This doesn't mean a Trader won't welcome their members into their shop. They just try to make sure these kids have at least some money to spend.

Attribute: Charisma

Allies: The [Admin](#), the [Lightfoot](#), the [Tinkers](#)

Enemies: none

The Outlaw Guilds

The Outlaw Guilds (The Forbidden Guilds, The Traitorous Guilds)

The outlaw guilds are mostly made up of old Initiated guilds who split off from the mission of the Initiated by such extremes that they are now considered enemies of the community. They do not have the numbers or territories of the Initiated, lagging far behind in both respects. They do however have a lot of supernatural power and backing, putting them on at least equal footing with the Initiated, if not well ahead in some cases.

The outlaw guilds do not share the Initiated methods of forming governance through all the guilds. Instead, individual guilds will often rule their own territories, sometimes even fighting other outlaw guilds for dominance and power. If they do form alliances, it is often short-term with each side believing that they are getting the better deal in their working relationship.

In territories controlled by these forbidden guilds, recruitment is easy. Most kids are simply initiated into the guild that controls their town, or neighborhood, with very few ever finding opportunity to escape or join up with the guilds of the Initiated. The outlaw guilds have also infiltrated most of the Initiated guilds, and use their spies and agents to find members of these guilds who might be sympathetic to their causes.

The Blades

The Blades were once a part of the Lightfoot. When members of the Lightfoot began taking on assassination jobs, a historic Lightfoot guild meeting was called, where representatives of the guild from around the world came together to decide whether the Lightfoot would officially start taking on assassinations. The result of the meeting was that the Lightfoot would forever outlaw murder amongst their guild.

Not everyone amongst the Lightfoot was happy with this decision, and a small but talented portion of the Lightfoot guild rosters left to form their own guild. The Blades, as the new guild called itself, would not last long amongst the Initiated however. They found little support amongst the rest of the Initiated guilds for their assassination based guild, even from their clients. It wasn't long before they were expelled from the Initiated, and had to flee from Initiated prosecution for murder offenses.

The Blades established a hidden base somewhere in South America, and have operated from their since. They have small cells setup around the world, allowing them to quickly send representatives to where they are most needed. The price of hiring a Blade is very high, but the very high success rate keeps the customers coming. The Blades do not guarantee success, only that they will send someone who will do everything in their power to eliminate the target until they are no longer able to do so. Blades failures usually result in the assassins capture or death.

The Blades will work for just about anyone, and they promise complete anonymity if captured. An assassin is never told who hired them, or why the target must be eliminated. They're given enough information to

find the target. Beyond that it is their responsibility to finish the job.

The high demands placed on Blades means only the most skilled of candidates are admitted into the guild, and each one is a professional of the highest standard. This doesn't mean they are invincible or better than members of other guilds, but they will be at least as good as the top 10% of most guilds. They are not limited to human children amongst their numbers, instead allowing all intelligent races to join and grow in the guild, provided they have the skills.

Blades captured by the Initiated are often sent to Initiated strongholds, where they are imprisoned until they grow old enough to lose their powers and memories of their lives as Blades. Members of the Blades rarely have family or loved ones, most living alone and wandering the earth from job to job. So they are rarely missed when one is captured or dies on a job.

Their history with the Lightfoot has all but assured that the two groups would be bitter enemies, and no other Initiated guild takes the hunting and capture of Blades as seriously. Meetings between the two groups usually result in conflict.

The Shade

Even amongst the outlawed guilds, most kids understand that the Dark Lady would destroy them all given half a chance, and don't actively support her or her efforts. The Technos go so far as to fight her at every turn, often more fanatically than any Initiated guild might. But there are some small number of kids who work directly for the Dark Lady.

It is not known how and why the Dark Lady recruits the people that she does. There isn't any pattern to the type of kids she employs, her agents including everything from social outcasts who wear lots of dark clothing, to good looking, charismatic and popular kids who are well liked by everyone around them. No credible evidence has been presented either to suggest that she reaches out to some kids, only to be denied her invitations. While many kids have claimed to have been tempted by her promises of power, only to stand fast and deny her, none have been able to present any compelling evidence of these supposed communications.

Somehow, the Dark Lady does find kids to serve her though. The Shade (as other kids have taken to calling her agents), often work in secret. They could be active members of guilds, who by their actions and speech would seem to be loyal to the cause. Some can even fall into a seemingly normal life amongst the Initiated, going months or even years before their mistress calls upon them for their service.

When these kids finally do make their move, they are efficient, capable, and deadly. Many are granted extra supernatural powers from the Dark Lady, and will relish the opportunity to finally make full use of these gifts. They are also aided by the knowledge and planning of the Dark Lady herself, who is a much better strategist than the average twelve year old. They are some of the few human children able to wield shadow magic.

It is unknown what happens to children who serve the Dark Lady once they lose their connection to the supernatural. Some believe that rather than losing her possessions, the Dark Lady instructs them to embark on what is ultimately a suicide mission, serving her in their final moments. Others think her influence is so powerful that her agents continue to serve her in their adult lives through subtle suggestions left in their subconscious.

The Supers

The supers believe that humanity is fundamentally broken and cannot be fixed. They consider humanity's break from the magical world the taint of the Dark Lady, and reason that this shows how humanity is corrupted by her evil, and cannot be fixed. To this end, they concentrate their efforts into fighting both the Dark Lady, and humanity itself, including the Initiated. If they had their way, humans would not be allowed to live past adolescence, thus saving them from the Dark Lady's influence.

For a Super, the loss of their magic is worse than death. It is the final decent into darkness from which there is no escape. Should death come before this loss, it is seen as preferable, an escape from the final grasp of the Dark Lady. As such, Supers often will choose to "go down fighting" as they near the end of childhood, picking an adversary they cannot hope to defeat, and charging in without concern for their own well being.

People who learn about the Supers often mistakenly believe that the group would be actively trying to find a way to reconnect humanity with its magical potential, breaking the Dark Lady's curse and fully integrating humans back into the supernatural world. This is not true however, and goes against the Supers' core belief. The Supers do not believe humanity can ever escape the curse. There is no cure, no solution. Thus their take on life tends to be nihilistic, either of a morose or gung-ho nature depending on personality. Some might wallow in misery and self-loathing, while others take a Blue Devil like approach, jumping into every situation without regard for their own safety.

The Supers have the largest numbers of non-human members of any guild, Initiated or outlawed. The supernatural beings that fill their rosters often hate humans, and are thrilled to hunt and kill humans as they're at the end of their magical lives. The Supers could in fact be considered a hate group, with anti-human propaganda and ideology espoused by their human and non-human members alike.

As much as the Supers hate the Initiated, their biggest enemy is the Techno outlaw guild. The two groups have almost polar opposite ideologies, and will battle against each other given any opportunity.

The Technos

Where as the Supers seek to rid the world of all non-supernatural life, the Technos want a future entirely free of magic. They see magic and the supernatural as a permanent threat to humanity, and believe the only solution is to wipe out the supernatural entirely. This genocidal outlook has made them very unpopular with both the supernatural community, and the Initiated. It is a testament to their vastly superior technology and finances that they haven't been wiped out by their enemies.

The Technos level of technology is of the highest order, rivaling that of the Buck and advanced human military tech. They focus all their resources on developing the best in advanced weaponry, armors, stealth tech, recon and intelligence gathering tools, computing and network systems, and so on. They are well funded by a shadow organization, with only the guilds leadership having any real idea of where their vast wealth and resources are derived. Even fewer amongst them know the reasons why this nebulous group supports their cause.

The Technos are well established in a number of major cities across the planet. They do little to hide their presence from the Initiated or supernatural groups, due to their bases being nearly impregnable. If an attack on a Technos base is to have any chance of succeeding, it would require a small army of skilled combatants to attack a well fortified location, often located in the middle of a large, heavily populated

metropolis area. Most attempts have ended in dramatic defeats for the attackers. Enough so that few even consider a frontal attack on the Technos anymore.

Of all the outlawed guilds, the Technos are the largest, most powerful, and most organized. Their power rivals that of much of the Initiated, and most supernatural races. Their attacks are often carefully planned, with well armed and expertly trained troops. The Technos have no problem employing human adults as well, which they use to strengthen their organization with the skills, knowledge, and resources that only adults can bring to the table.

If there is one group the Technos hate above all else though, it would be the Supers. They view this rival outlawed guild as the worst kind of traitors to humanity, and often target them before more strategically relevant targets due to the animosity between the two groups. The Supers lack most of the resources and training of the Technos, and will rarely win a head-to-head fight on even ground. It is only their loose organization that gives them any chance of survival in the long run.

Non-Affiliated Neighborhoods

Free Neighborhoods

There are some neighborhoods where the local kids have rejected both the Initiated, outlaw guilds, or other interests from running their town. These kids have decided to run their own town, the way they want, free of the politics and influence of a powerful guild pulling their strings from the other side of the world.

They might have relationships with the Initiated or outlaw guilds from neighboring towns, each side providing support, intelligence, or trade, for the right price. Occasionally, a few neighboring towns might unite, forming a small nation of sorts amongst the world of the supernatural. These collectives tend to be ideal targets for the Initiated, and are often courted for admission into the larger organization provided they are willing to listen to the Initiated representatives.

The interests and pursuits of these free neighborhoods can vary based on the local population and leadership. Some specialize in trade, setting up networks across the land. These tend to be targeted by the Traders though, and only a few of the larger ones have survived the price wars that usually take place. Others concentrate on magical or technological research and development. Developing and expanding upon the collective knowledge of the human magical world. While some of these scholarly groups work openly, sharing their studies with outsiders, others are very protective of their knowledge, and will guard it at whatever cost. There are towns of kids who will simply hire out their specialists to the highest bidders, operating as mercenary strongholds that fight with Initiated and outlaw guilds alike. Mostly, these neighborhood want to be left alone.

Clubhouses

Clubhouses, Forts, Bases and Headquarters

Initiated branches across the globe all operate out of a club house. A clubhouse can be many things, a tree house, an old shack, a boxcar, or anything else that can house the local chapter's operations. Beyond a place for planning and preparations, this is a special place for the local group. It is a place of power and protection that a kid's home can't provide.

If a group's clubhouse is discovered by enemy forces, it must be protected by both its members and with protective wards against evil and the supernatural. If it is destroyed, it can be a critical blow to Initiated operations in that region.

Each clubhouse is unique in many respects, with internal governance, atmosphere, and personality dictated by the local community and the kids involved. Some things remain consistent however, and should be considered when a GM is creating a clubhouse, or player characters are establishing a new one.

Name

Clubhouses should have a name. The Base of Awesome, Fred's Fort of Friendly Fighters, The League of Rambunctious Rabble-Rousers, or anything that seems fitting for the club. Clubhouse names that have clever acronyms are encouraged.

Secret Handshake and Passwords

You can't just let anyone into a clubhouse. People need some way to let the kids inside know that they are friendly and not a monster or bully in disguise. As such, secret handshakes, secret words or phrases, hand signals, animal calls, and the drawing of symbols in the dirt have all been used to prevent the uninvited from getting into the club.

Rules and Structure

Clubhouses need some form of rules and structure, even if they're for an anarchist collective club. Members and leadership need to establish some form of structure to deal with actions against the club (theft, espionage, revealing secrets to enemies, attacking another member without provocation, so on), how new members are admitted, how decisions are made, how new leadership is selected, and so on. Even if a clubhouse doesn't have a leadership structure, and bases all decisions by majority vote or group consensus, rules are needed to legitimize these processes.

Though these rules might govern the local club, they are usually superseded by the greater Initiated structure. If a club wants to do things one way, but orders from above state that things must be done in

another manner, than the club is obligated to follow those orders or risk reprimands or expulsion from the greater Initiated body.

Ritual or Ceremony

It is encouraged that clubs have some sort of ritual or ceremony to help build cohesion amongst its members. These can be simple or elaborate, quick or long and complex, or whatever works for the club. A club song, a trophy in the club everyone touches when they enter, a direction in which members sit while getting briefed on a mission, the reading of the minutes from the last official gathering, and so on are all the kinds of things that add character to a club.

Secrecy from Adults and Outsiders

A group's clubhouse is a sacred place. It is their place of power. The place where their leadership makes plans and the foot soldiers take orders. The place where the clubs special possessions, intel, and tools are kept. Revealing the clubs location, workings, or even existence to outsiders could potentially endanger the club and everyone in it. It is important to keep this from outsider unless the club leadership agrees that someone new should get in on the knowledge.

Adults should always be kept from learning about a club, as they tend to meddle and upset a clubs workings. Potential enemies and monsters should particularly be prevented from learning about the club, as the destruction of the club by its enemies can be a decisive blow to the local Initiated chapter.

Types of Clubhouses

Clubhouses can be founded in any number of structures and locations. Where a group establishes their base of operations can have all sorts of advantages and impediments depending on accessibility, proximity to civilization, access to modern conveniences, and so on. These things should all be considered when establishing a clubhouse.

A clubhouse can maintain a predetermined number of add-ons, both inside, and the grounds immediately outside of the structure in a defensible area. The add-on count for these is listed next to each clubhouse type.

Box Car

Add-on count: 3 inside per car, 1 outside per car

Old boxcars at abandoned train stations can be used as a clubhouse. Each additional boxcar attached to the train can add to usable club space. These are a rare clubhouse style due to the lack of boxcars sitting around waiting for a group of kids to take over.

Cabin in the Woods

Add-on count: 2 inside, 4 outside

If a kid has access to a family cabin, or discovers an abandoned cabin in the wilderness, it can be an ideal clubhouse location. Often remote and off the beaten track, these cabins have many luxuries compared to other clubs, particularly if they're well made and maintained. Their remoteness can be a difficulty though,

since longer treks are needed to get home or back into town. They also don't usually have the local infrastructure to support electrical power or internet access, though generators can be used for electricity.

Guest House

Add-on count: 3 inside, 1 outside

Some kids have the kind of parents that will let them and all their friends hang out in the guest house undisturbed by adults. In these rare cases, clubhouses can be founded in such a space, which have the added advantages of electricity, indoor plumbing, internet connections, and so on. Despite these advantages, the close proximity to adults make this a less desirable option for most kids.

Hand made structures

Add-on count: 2 inside, 3 outside (see description for further details)

If a group of kids are motivated and have the right skills, they can build a clubhouse from scratch, salvaging parts supplies, choosing their own location, and building what can potentially be an awesome base of operations. It is just as easy for their clubhouse to be a rickety piece of junk though, which makes this option less desirable for some. Hand made structures can be expanded, allowing for additional add-ons. Each expansion takes roughly a day of work by at least 3 kids, and the players must explain how they are expanding the base and how it will allow for the add-on in which they are interested. The add-on count listed above is the maximum number allowed in a defensible area.

Hollowed Out Tree

Add-on count: 6 inside, 1 outside

Very large trees (sometimes supernatural in their origin) can be used for a clubhouse. Doors, windows, floors, different levels, and so on can all be built into such a tree, which can last for many generations of Initiates. Some degree of building skills are needed to properly convert such a tree.

Natural Cave

Add-on count: 6 inside

A cave that is out of the way from normal foot traffic and generally safe can make for a great clubhouse. Caves can have some limitations, such as fixed external structures, large entrances that are difficult to guard, and irregular floors, walls, and ceilings which can all cause problems. They also need to deal with constant lighting needs, as most lack natural light past the first couple dozen yards from the entrance.

Tree House

Add-on count: 3 inside, 2 outside (in tree)

A structure built in the branches of a tree, the tree house provides a good view of the surrounding area, and can help prevent unwanted visitors from getting in. A rope ladder or ladder built into the trunk of the tree can be used to gain access. Many kids consider the tree house the ideal choice for a club. The add-on count listed above refers to a large tree house, though smaller versions exist with more limited space.

Subterranean Lair

Add-on count: 8 inside

Sewer systems, abandoned subways, or other hollowed out subterranean lairs can be a great way to keep a club secret from most outsiders. They come with their own series of hassles such as lack of lighting, weird smells, and so on.

Clubhouse Add-ons

Most clubhouses don't come equipped with everything a group might want or need for their primary base of operations. In these cases, it is up to the club's members to develop their base to meet their needs. This can be done through direct action on the part of the player character party (going out on missions looking for the right supplies and expertise) or can take place in the background while the party is off on more important assignments.

Chain Link Fence

Add-on type: outdoors

A chain link fence allows some level of protection from attackers, but is not as defensible as a defensive wall. Attackers must breach or scale the wall, though projectiles can be shot through the fence at a -2 penalty to hit from both sides.

Computer Station

Add-on type: indoors

Requirement: electricity

A computer station allows a character with the hacker skill to remotely access security systems that are connected to the web.

Defensive Wall

Add-on type: outdoors

A defensive wall that must be breached or scaled to access the clubhouse by attackers. The walls have a single space walkway at the top allowing for defenders to stand on the walls with partial cover, and defend against attackers. Lights can be placed along to the outer walls to illuminate the surrounding area, provided the clubhouse has electricity.

Electricity

Add-on type: indoors

Most club houses won't come with electricity and outlets available to members, and many simply cannot support it due to lack of infrastructure. A rank 3 builder is needed to install electrical capabilities to a club house, and will require either the infrastructure from which to draw power, or a generator or equivalent power supply. Electricity does not actually take up a space like other add-ons if it draws from local power sources. A generator setup will still take up one add-on space however.

Entertainment Center

Add-on type: indoors

Requirement: electricity

An entertainment center can be made up of anything that kids enjoy, including TV, console or PC gaming, music, and even arcades and pinball machines. Club members would have to find a way to actually find these goods, and get them to their base without drawing too much attention. There is no statistical benefit to having an entertainment center in a clubhouse, but is sure is cool.

Kitchen and Eating Area

Add-on type: indoors or outdoors
Requirement: plumbing

A place sectioned off for food preparation and eating. These are usually fairly small, and can be as simple as a grill and some lawn furniture. A full meal at the kitchen replenishes half of a character's HP. Keeping a kitchen stocked requires a club investment of \$40 per month. This is not the primary source of food for members, but used when they don't have a chance to go home for some of their parent's food. Indoor plumbing is required to help keep the area clean.

Laboratory

Add-on type: indoors

A laboratory can be used to analyze and better understand clues found during investigations. Was the patch of fur at the crime scene just someone's dog, or a dangerous werewolf? The laboratory can help the party figure out the answer. Characters can make an intelligence check whenever they want to use the laboratory to help understand something further with study and experimentation. Most labs will have a microscope, beakers, measuring tools, Bunsen burner, and so on.

Official Meeting Area

Add-on type: indoors

A designated area to hold meetings and get instructions for missions. Any club with more than 5 members needs an official meeting area.

Plumbing

Add-on type: indoors

A character with rank 2 builder skill can install indoor plumbing, provided they have the parts. This can include toilets and running water. Without plumbing, anything requiring water will need water brought in from outside sources. Kids can always go to the bathroom behind some bushes, but they generally prefer a bathroom with a door and a roll of toilet paper.

Protective Wards

Add-on type: outdoors

A character with at least 3 known Chalker spells can set up a series of protective wards against supernatural evil around the club. These wards will force monsters and supernatural creatures that intend to harm the club to roll successful imagination checks, or be forced away for 1d6 hours. Protective wards do not take up an add-on space like other add-ons.

Sleeping Section

Add-on type: indoors

A section set aside for kids to catch some sleep. 6+ hours of sleep will restore half of a character's HP. This can be used with a full meal from a kitchen to fully replenish a character's HP.

Storage

Add-on type: indoors or outdoors

A club house without storage space can hold up to 50 lbs of goods before it starts to get crowded. Each added storage space can hold an additional 100 lbs of goods. Though the limits here are listed in weight,

the GM is allowed to adjust these to prevent player abuse of the system.

Study

Add-on type: indoors

A study can be used to try to learn more about an obstacle or puzzle that a character needs to face. Character's can roll an intelligence check to try to gather a bit more information on a given subject from the GM.

Trader Guild Shop

Add-on type: indoors

Provided a representative from the Trader guild is available, a section of the club house can be set aside in which they can set up shop. This is a convenient way for characters to have access to a variety of goods and supplies. Traders won't have every item from the item list, but will be limited to a range of goods with set inventory amounts. The GM sets what a trader has available. Characters can ask a trader to try to acquire certain goods, though this won't guarantee these items will become available.

Watchtower

Add-on type: outdoors

A watchtower is built on top of the clubhouse, and is similar in design to a crow's nest from an old sailing ship. The watchtower is accessible via a rope, a ladder, or a rope ladder, and will provide the club with early warning provided it has someone on watch, and lighting and weather allow for visibility. Lights set up around a defensive wall allow the watchtower to be used at night. Without lighting, the tower is useless at night.

Weapons, Armor, and Other Items

Melee Weapons

Melee weapons are for the kid who wants to get into the thick of combat. They are often household items like frying pans or sports equipment like baseball bats. Sometimes though, kids can get their hands on some legitimate melee weapons, such as a real sword. All melee weapons do the amount of damage listed below, plus the attacker's [base melee damage](#) modifier. Weapons that only have a positive modifier (such as +1, +3, so on) do base melee damage plus that modifier amount.

Some weapons can be used with only a single hand, while others require two hands to use effectively. All weapons have a minimum attribute requirement, meaning they cannot be used effectively without meeting that minimum requirement. Characters who try to use a weapon for which they don't meet that requirement can still use the weapon, but at a -5 penalty to hit.

Some weapons can be dual wielded, allowing for a weapon in each hand. This has a greater attribute requirement, but does more damage per attack. Weapons that can be dual wielded will have a second entree that shows the weapon's stats if holding one in each hand. Dual wielding requires two of the same weapon type. GM's are free to allow different types of weapons as substitutes for dual wielding if the players make a big enough stink about it.

Note: In some cases, the generic name is used for items that are more popularly known by the leading brand name. When unsure, a quick internet search of the generic item name should clear up any confusion.

Name	Damage	Hands	Cost	Weight	Attribute Req.
Baseball Bat(aluminum)	1d6	2	\$20	2 lb	8 str
Baseball Bat (wood)	1d6 +1	2	\$30	3 lb	9 str
Boxing Gloves (duel wield)	+1	2	\$20	1 lb	9 str
Broom stick (staff)	+2	2	\$5	3 lb	7 dex
Bull Whip	+2	1	\$20	1 lb	8 dex
Croquet Mallet	1d6	2	\$20	3 lb	9 str
Flash Light (aluminum body)	+4	1	\$30	3 lb	8 dex
Frying Pan	+1	1	\$20	4 lb	6 str
Jump Rope (wood tipped)	+2	1	\$5	1 lb	9 dex
Jump Rope (steel tipped)	+3	1	\$10	1 lb	10 dex
Knife (steak)	+1	1	\$5	1 lb	7 dex
Knife (steak, dual wield)	+2	2			11 dex
Knife (kitchen)	+3	1	\$20	1 lb	8 dex
Knife (kitchen, dual wield)	1d6	2			12 dex
Knife (army)	1d6 +3	1	\$50	1 lb	11 dex
Light Sword (retractable, toy)*	1d6	1	\$25	2 lb	11 dex
Nunchucks (wood)	+3	1	\$15	1 lb	10 dex

Nunchucks (wood, dual wield)	1d6 +1	2			14 dex
Nunchucks (steel)	1d6	1	\$20	2 lb	12 dex
Nunchucks (steel, dual wield)	1d6 +2	2			15 dex
Paddle Ball	+3	1	\$3	1 lb	10 dex
Paddle Ball (dual wield)	+5	2			14 dex
Name	Damage	Hands	Cost	Weight	Attribute Req.
Skate Board**	1d6 +3	1	\$100	7 lb	12 str
Ski Pole (lance) †	2d6	1	\$20	2 lb	12 str
Switchblade	+4	1	\$15	1 lb	8 dex
Sword (steel, ornamental)	1d6	1	\$50	5 lb	10 str
Sword (steel, large, ornamental)	1d6 +2	2	\$70	8 lb	12 str
Sword (steel)	2d6	1	\$250	4 lb	12 str
Sword (steel, large)	2d6 +2	2	\$300	6 lb	14 str
Walking Stick (or cane)	1d6	1	\$40	2 lb	8 str
Wood Ax (chopping)	1d6 +2	1	\$45	3 lb	11 str
Wooden Practice Sword	+4	1	\$30	2 lb	10 str
Wooden Practice Sword (large)	1d6 +1	2	\$40	3 lb	12 str
Yo-Yo (plastic)	+3	1	\$10	1 lb	11 dex
Yo-Yo (plastic, dual wield)	1d6 +4	2			14 dex
Yo-Yo (steel)	1d6 +1	1	\$30	1 lb	12 dex
Yo-Yo (steel, dual wield)	2d6 +2	2			15 dex

* 1d6 bonus to damage against supernatural monsters.

** also doubles as a form of transportation

† can only be used on seated mounts (such as a bike).

Ranged Weapons

Ranged weapons allow a character to hit their target from a distance. Unlike melee combat, ranged weapons do damage based entirely on the weapon, and get no base melee bonus. One handed ranged weapons can be dual wielded at a -2 penalty to hit, and +2 to the attribute requirement. A hit does the damage of a single weapon times two (x2), then minus two (-2). So dual wielding two cross bows would do two times 2d6 (crossbow damage) minus two, or 2(2d6) -2. A miss causes both to miss. Two handed weapons cannot be dual wielded.

Regular guns are largely ineffective when used by kids as their natural magic does not work to enhance their power as it does with toys and simpler weapons. They have absolutely no effect on the supernatural and can be difficult to wield by children. The Red Ryder BB Gun is the one exception as it was designed as a kids' gun.

Name	Damage	Hands	Cost	Weight	Att. Req.	Range
Cap Gun Revolver	1d6 -1	1	\$5	1 lb	10 per	6
Boomerang*	1d6 x2	1	\$30	1 lb	14 dex	8
Bow (home-made)	2d6 -3	2	\$20	2 lb	12 per	9
Bow (recurve)	2d6 +1	2	\$45	2 lb	13 per	10
Bow (composite)	3d6	2	\$85	2 lb	14 per	11
Crossbow	2d6	1	\$55	2 lb	12 per	8
Disk Shooter	1d6 +1	1	\$15	1 lb	8 per	6
Flying Disk *	1d6 +2	1	\$10	1 lb	11 dex	8
Flying Ring *	1d6	1	\$10	1 lb	10 dex	12

Light Gun **	1d6 +3	1	\$25	2 lb	8 per	14
Light Rifle **	2d6 +1	2	\$75	4 lb	10 per	18
Lunar Launcher	1d6 +2	1	\$10	1 lb	11 per	4
Potato Cannon †	2d6 +5	2	\$80	6 lb	14 per	14
Shuriken †† ‡	1d6 +3	1	\$5	1 lb	13 dex	
Name	Damage	Hands	Cost	Weight	Att. Req.	Range
Soccer Ball †† ‡ (kicked)	1d6	2	\$15	1 lb	12 dex	12
Spud Gun §	1d6 -1	2	\$3	1 lb	8 per	8
Red Ryder BB Gun	2d6 +2	2	\$100	8 lb	14 per	14
Rubber Bands (50 pk.)	1d6 -2	2	\$5	1 lb	8 dex	6
Slingshot (hand made)	2d6 -2	2	\$5	1 lb	10 per	8
Slingshot (pro)	2d6 +1	2	\$40	1 lb	12 per	10
Small Rock †† ‡	1d6 -2	1	free	1 lb	7 per	
Water Pistol §§	1d6	1	\$5	1 lb	8 per	6
Water Pistol (pump) §§	1d6 +4	2	\$20	3 lb	10 per	8
Water Rifle (pump) §§	2d6 +2	2	\$40	8 lb	12 per	10
Water Cannon (tank) §§	3d6	2	\$80	14 lb	14 per	12

* This weapon will return to the character once thrown. Weapon returns on the same action.

** Light guns and rifles are old video game console peripherals that also work on shadow monsters. They are useless against everything else.

† The potato cannon can only be used once every 2 combat turns.

†† Need to be retrieved after each combat. No longer usable to attack until picked up again.

‡ Count as designated throwable objects for purposes of determining throwing distance. ½ strength attribute, rounded up.

‡‡ Does not actually require the use of characters hands. Cannot use with other weapons however.

§ Off hand holds a potato for ammo.

§§ Water guns only work against supernatural monsters. Everything else just gets wet. They do not work against intelligent races, including vampires. They need reloading in between battles, provided water is available. Without water, they cannot be reused after a fight.

Thrown Weapons

The difference between thrown weapons in the ranged section and thrown weapons in this section is that these weapons behave like spread spells, affecting a whole area rather than one target. Thrown weapons require a successful dexterity roll to land on their intended target. A failed roll means the GM selects somewhere within range of the character's throwing ability and within 3 spaces of their intended target location for the object to land. A character can throw as many spaces as half their strength rounded up. Friendly fire is possible with thrown items. Anyone can use thrown weapons, and their use is not limited by attribute requirements.

Firecracker

Damage: 1d6

Cost: \$2 each

Area of Effect: 2

Weight: 1 lb

Small, explosive firecrackers. They are not legal to sell, and not found in stores. The explosion is loud, and will attract attention.

Itching Powder Bomb

Damage: none

Cost: \$2 single use package

Area of Effect: 2

Weight: 1 lb

Itching powder bombs explode on contact when thrown, and cover the area in irritating itching powder. Anyone caught in the area of effect can only take 1 action on their next turn.

Jacks

Damage: 1

Cost: \$1 per single use package

Area of Effect: 2

Weight: 1 lb

Jacks can be used to cause minimal damage and reduce movement speed. Anyone caught in the area of effect takes a single point of damage, and can only move 1 space per action on their next turn.

Marbles

Damage: none

Cost: \$4 for a bag

Area of effect: 2

Weight: 1 lb

Marbles can be thrown onto the ground to cause enemies to lose their balance. Anyone moving across the area of effect must roll a successful dexterity check, or suffer the knocked down status effect.

Molotov Cocktail

Damage: 1d6

Cost: \$5 each

Area of Effect: 3

Weight: 2 lb

Molotov cocktails are usually made by the user rather than purchased in a store. They can cause widespread fire damage, and are considered a dangerous weapon for everyone involved. Anyone caught in the area of effect of a Molotov cocktail suffers 1d6 damage each turn they stay in the fire, and take 1 [burn counter](#) per turn. The use of a Molotov has a chance of setting objects in the area of effect on fire. GM rolls 1d6 to determine if the cocktail causes a fire. 1-3 results in a fire starting, 4-6 means only the area of effect burns for 3 rounds. If a fire does start, GM discretion is used to determine size, spread, and severity.

Smoke Bomb

Damage: none

Cost: \$5 per 6 pack

Area of Effect: 3

Weight: 1 lb

Smoke Bombs are used to blind the user's opponents. Anyone caught in the area of effect takes a darkness counter per round, until they leave the area of effect. The smoke from a smoke bomb lasts 3 turns.

Stink Bomb

Damage: none

Cost: \$5

Area of Effect: 4

Weight: 1 lb

Stink bombs will cause a smell so awful that anyone in the area of effect must use their next action to escape the area of effect. Characters must take the shortest route out of the area of effect. If a character is

unable to leave the area of effect, they take a blindness counter each turn until the smell dissipates. The smell from a stink bomb lasts 3 rounds.

Water Balloon

Damage: 2d6 (supernatural only)

Cost: \$1 per pack of 15

Area of Effect: 2

Weight: 1 lb

Water Balloons only damage supernatural creatures. Everyone else just gets wet.

Armor

Each point of armor deducts one point of damage from an attack against the armored target. So if a character with 2 points of armor is attacked for 8 points of damage, they would subtract 2 points from the damage, reducing the 8 to a 6. Armor does not deplete, and works for every attack unless stated otherwise in an attack's description.

Each part of the body can accommodate one piece of armor. This includes the head, chest, legs, and arms. Additionally, a shield can be used in the character's off hand, though this prevents them from using two handed weapons, or duel wielding.

Head

Name	Armor	Cost	Weight	Attribute Req.
Bicycle Helmet	1	\$30	2 lb	-
Football Helmet	2	\$60	4 lb	8 str
Metal Bucket	1	\$5	2 lb	9 grit

Chest

Name	Armor	Cost	Weight	Attribute Req.
Leather Jacket	1	\$100	2 lb	7 str
Padded Shirt (football)	2	\$80	5 lb	9 str
Shoulders/Chest (football)*	3	\$120	8 lb	11 str
Shoulders/Chest (hockey)*	4	\$200	12 lb	13 str

Arms

Name	Armor	Cost	Weight	Attribute Req.
Elbow Pads (skate)	1	\$20	2 lb	7 dex
Elbow Pads (hockey)	2	\$60	4	10 str

Legs

Name	Armor	Cost	Weight	Attribute Req.
Knee Pads (skate)	1	\$20	2 lb	7 str
Leg Pad (goalie)*	3	\$120	6 lb	12 str
Padded Pants (football)*	2	\$90	6 lb	10 str
Shin Guards (soccer)	1	\$20	2 lb	7 dex
Shin Guards (hockey)	2	\$60	2 lb	10 str

Steel Toe Boots**	1	\$80	4 lb	-
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Shields

<u>Name</u>	<u>Armor</u>	<u>Cost</u>	<u>Weight</u>	<u>Attribute Req.</u>
Trashcan Lid (plastic) †	1	\$5	1lb	9 dex
Trashcan Lid (metal) †	2	\$15	2lb	10 str
Wooden shield	1	\$10	4lb	9 str

* -1 to dexterity and speed attributes.

** +1 bonus to damage for unarmed attacks.

† Shields require a free hand to use, and cannot be used with 2-handed weapons or dual wielded weapons.

Accessories

Accessories are items that can be worn by characters to provide special, passive bonuses. A character can wear up to two accessories at a time. Some accessories do not work with armor that would be worn in the same place, such as the air pump sneaker accessory and the steel toe boot armor.

3D Glasses

Cost: \$1 (rare)

Old school 3D glasses with one red and one blue lens, 3D glasses can be hard to come by. They aren't sold in stores, and are usually only found in 3D comic books. Once worn however, 3D glasses allow the wearer to see things that might otherwise be hidden automatically (require a perception roll to find). As great as they are, they only last about a day once they are put into use due to their shoddy craftsmanship (they're basically made of paper).

Air Pump Sneakers

Cost: \$150

Air pump sneakers grant the wearer a +1 bonus to movement. This bonus only applies in combat. In order to gain this bonus, the wearer must take one action to pump their sneakers. Players can pump their shoes right before combat begins if they are prepared for the encounter. The air pump sneakers cannot be worn with the steel toe boot armor.

Backpacks, Satchels, and Purses

Cost: varies, \$20+

Backpacks, satchels, purses, and similar items will allow a character to carry an additional 20 pounds over their carry limit. They can also be real stylish! If the item costs more than \$100, it is considered to be a fashionable bag, and gives a +1 charisma bonus to the wearer. Purses and satchels must be worn over the shoulder and across the chest to remain functional in combat or on missions.

Baseball Cap

Cost: \$20

A baseball cap will grant +1 to hit with baseball bats. Something about wearing the proper hat style just seems to help kids swing a little better. Baseball caps cannot be worn with any head based armor.

Bath Towel

Cost: \$20

Worn as capes and cloaks, towels provide a character with a +1 imagination bonus. Towels worn around non-initiated people are likely to result in snickering and whispered comments behind the character's back.

Bottle Caps

Price: varies

Bottle caps can have magical qualities based on the guild to which they belong. These magical caps are passed on through generations of children, and are often seen as an important focal point or symbol for a guild. Each guild has a particular type of soda pop from which their caps are derived. The one sure thing about these brands of soda though, is that they are all now defunct, making getting more caps a difficult task. A bottle cap is only rewarded to a guild member who has proven themselves through “extraordinary service to the guild.” Most guild branches rarely have more than one bottle cap, if any at all. A bottle cap in the possession of a character grants a +1 bonus with whichever attribute the character's guild identifies. Bottle caps from guilds to which a character does not belong have no effect.

Plunger Pads

Cost: \$20

Knee and elbow pads with small suction cups attached to them, they provide a +3 bonus to all dexterity rolls related to climbing. They do not allow the scaling of unclimbable surfaces. Plunger pads cannot be worn with either leg pad or elbow pad armor types.

Slap Bracelet

Cost: \$4

Slap bracelets give any kid ten years of age or younger a +1 boost to charisma, because little kids think they're really cool. Any kid older than ten gets a -1 penalty to charisma for wearing one however.

Skull Emblem Choker

Cost: \$12

A choker with a small, skull design on an emblem, they can usually be found in “alternative” clothing stores for young people. The skull emblem choker provides a +1 armor bonus against all [shadow monsters](#).

Sun Glasses

Cost: \$15+

Sun glasses not only look cool, but they can help people see better in bright, sunny environments. Whenever a character wearing sunglasses is out in the sunlight, they get a +1 to perception. Sun glasses have no effect when worn indoors or at night time.

Legendary Weapons and Items

Legendary items are incredibly rare but powerful relics. They should not show up too often, and usually no more than one per campaign. Players cannot purchase these items at character creation, or at any other time without the explicit approval of the GM.

Angel Feather

Cost: Priceless

Weight: none

An angel feather is an extremely rare item, a feather from an angel's wings. This item can completely revive a character, even from the brink of death. As with all agents of light, angels are extremely rare, and even

more rarely lose a feather. The few known angel feathers in the world are closely guarded and not readily available for a random adventuring party. This isn't to say all the angel feathers in the world are accounted for, or their whereabouts known.

Apple of Discord

Cost: Priceless

Weight: 1 lb

The apple of discord is a golden apple with the words “to the fairest” inscribed on its surface. The apple is a source of chaos and confusion, and has the unique ability to bring misfortune to anyone who keeps it on their person or in their home. As such, the apple was used as a weapon, secretly hidden in people's homes to cause them great difficulties. The apple is currently held in a hidden vault of dangerous magical artifacts by powerful members of the mages guild. It is kept under constant guard in a magical chest that disrupts its power.

Artemis' Bow

Damage: 2d6 +6

Hands: 2-handed

Cost: priceless

Weight : 2 lb

Attribute Requirement: 16 Dex

The legendary bow said to have been wielded by the Greek goddess Artemis herself, the bow has the uncanny ability to always hit its target. Should the bow fall into a player's hands (it really shouldn't) their would be no need to roll for hits, and instead the character could simply choose their target and roll for damage. The bow has been lost to legend, and hasn't been seen since the middle ages.

The Book of Thoth

Cost: priceless

Weight: 1 lb

Attribute Requirement: 14 Img 16 Int

An incredible tome of magic, the wielder of the book is able to cast any spell from all the known schools of magic. The book is said to also possess many forms of ancient, magical knowledge, and is a much sought after prize by dedicated magic users. Though lost to legend, it is said the book can be found at the base of the river Nile.

Caduceus

Damage: 1d6 +3

Hands: 2-handed

Cost: priceless

Weight : 5 lb

Attribute Requirement: 14 Int 14 Str

A magical staff with the power to put creatures to sleep. The wielder of the staff can use it on anyone adjacent to them once per round. Upon use, the target must make a successful intelligence savings throw, or fall asleep. Characters forced into sleep with the staff will remain asleep for the duration of combat, or until they are attacked. The staff has two entwined snakes at its head.

Helm of Darkness

Cost: Priceless

Weight: 3 lb

Attribute Requirement: 10 Str 10 Dexterity

The Helm of Darkness is an ancient and magical helmet said to have once belonged to the mythical god Hades. The helmet is in fact a creation of the Shadow Lady, given to her most valued agents. The wearer of the helm is rendered completely invisible as long as they keep it on their head. Unfortunately, each day the helmet is worn causes the wearer to age by a year, making the helmet a very costly item for practical use.

This hasn't stopped people from coveting the mythical item however, and even adult humans (who are familiar with the myth) will pay a small fortune to possess the item.

Necklace of Harmonia

Cost: Priceless

Weight: 1 lb

The Necklace of Harmonia is a legendary magical artifact that is said to preserve the wearer's youth for as long as they keep wearing the item. Unfortunately, it is a cursed necklace that brings with its gift great misfortune. Anyone wearing the necklace will meet with disaster within a month's time. This terrible event usually leads to the death of the wearer or one or more of their loved ones. Despite the serious danger the necklace poses, Initiated and other children have long sought its power in the hopes of preserving their youth, and by extension, their connection to the magical world.

Tonobogiri (Dragon Cutter)

Damage: 3d6

Hands: 2-handed

Cost: priceless

Weight : 5 lb

Attribute Requirement: 16 Dex 12 Str

A spear crafted by a legendary master blacksmith, it is said the blade of the spear can cut through a dragon's hide. In other words, a spear that can cut through anything. The spear has been missing for centuries, and it is unknown if it still exists today.

Vorpal Sword

Damage: 3d6 (+6 against a Jabberwock)

Hands: 2-handed

Cost: priceless

Weight : 4 lb

Attribute Requirement: 14 Dex 14 Str

The Vorpal Sword is the legendary blade that is said to have killed the first rogue Jabberwock. It is a masterfully crafted weapon that seems to disappear from this world, and reappear when needed. This isn't necessarily a supernatural phenomenon though, and is often attributed to enthusiasts getting a hold of the weapon and hiding it away for their personal collections. When a Jabberwock threatens their neighborhood though, even these collectors can be motivated to bring the blade out of retirement.

There is only one Vorpal Sword, and it is highly valued by the Initiated. This is not something an

adventuring party will just stumble upon in a crypt somewhere, but instead is used only by agreement of the current care taker of the weapon. These people can be anything from the selfish collector mentioned above, to altruistic leaders who want to see the world rid of evil.

Wands of Power

Cost: \$300-\$500

Weight: 1 lb

Wands of power are magically crafted wands made by masters of particular schools of magic. Once a spell caster learns every spell from a particular school, they are able to craft one of these wands. The process takes a full month (with a few hours of work per day). The result is a wand that, when used to cast a spell from the school for which it was developed, nullifies any wild spell effects from failed spell rolls. This means any time the caster fails their spell roll, instead of the spell reacting unexpectedly, it simply fails to work.

A wand of power in a master spell caster's hands can be a powerful tool to help them develop an even greater sense of control over their magical powers. These wands are very expensive to purchase however, difficult to create, and fairly rare. They have been known to turn up in the occasional dungeon however, usually guarded by a powerful monster. Anyone with knowledge of spells from the appropriate spell book can use a wand of power. Each wand of power is limited to its given spell school however, and has no benefit when casting spells from another spell book.

General Items

General items are pretty much everything else. Day-to-day goods, odd artifacts and spell components, and important tools of the trade can all be found here. Of course, just because something isn't in this list, doesn't mean it's unavailable.

Broken See and Say Toy

Cost: \$15

Once a week, a spell caster familiar with cloud caster spells is able to use a broken See and Say toy to help find guidance in whatever they are most concerned about at the time. The caster must know at least 1 cloud caster spell to be able to use this. The caster simply needs to hold the toy, pull the handle, and listen. The toy will utter a short sentence or series of words that might give the caster some clue as to how to resolve the problems in their life. It is up to the GM exactly what the toy says, though it should be fairly vague but ultimately truthful.

Chinese Finger Trap

Cost: \$2

A Chinese finger trap can bind a character's hands together at their fingers. The character must have hands and fingers for this to work. A character must make two consecutive intelligence rolls to escape a finger trap. Characters can try to escape once every ten minutes. A character with a strength of 16 or more can break free of the trap without the need for the intelligence rolls.

Confetti Poppers

Cost: \$1 each

Pull the little string, and a bunch of confetti shoots out of these little plastic cylinders. Popping one of these in an enemies face will cause them to suffer -1 to hit on their next turn for all non-magical attacks. The use of confetti poppers counts as one action in combat.

Cooking Dough

Cost: \$4 per pound

Cooking dough is used by Shapers to craft magical golems. It can also be used for baking, but that's not quite as fun.

Crayons or Chalk

Cost: \$4 for a pack of 8

Primarily used for certain spells and drawing up plans. Kids who use chalk spells should carry a few sticks of chalk or crayon with them at all times.

Firefly in a Jar

Cost: \$2 for the jar

A firefly kept in a jar has certain magical properties that can keep shadow creatures at bay. One of these jars will create a 4 space "safe zone" which no shadow can pass through or enter. Unfortunately, the fireflies only last about 6 hours in a jar before their light burns out and they die. Fireflies can be collected in the summer season. Characters must search around sunset, with a jar in hand to capture one. It can take 5 minutes to an hour to find and capture a firefly.

Flares

Cost: \$15 each or 4 for \$50

Flares are generally not accessible to kids, but when they do get their hands on them, they can be used for lighting an area without the use of electricity. They can also be used to draw attention to a location or persons. Flame elementalists enjoy using them to fuel their flame magic as well.

Flashlight

Cost: \$10 for normal light, \$30 for aluminum body

Flashlights are used for all the obvious reasons. Well, the one obvious reason really. Illuminating dark places. They are also great in combating shadows, since they can take away darkness which the shadows need for combat, movement, and survival. Flashlights will do 1d6 damage to shadows, ignoring armor. Roll ranged attack to hit. Flashlights with an aluminum body can be used as a melee weapon.

Garden Hose

Cost: \$30

A garden hose can unleash a powerful jet of water, which can be devastating for supernatural creatures. It has the distinct limitation of having to be attached to an outdoor water faucet however. A garden hose's spraying end can be pulled 10 spaces from the faucet, and the hose can shoot an additional 10 spaces from there. Attacks with a garden hose count as ranged attacks, and do 3d6 +3 damage to supernatural creatures. They can fire continuously as long as the water is kept flowing from the faucet. If the hose is bent (pulled around a sharp corner, for example) or cut, it can no longer be used until the problem is fixed.

Grappling Hook

Cost: \$50

A grappling hook can be used to climb tall, sheer surfaces such as the side of a building. To use a grappling hook, a character must have at least 14 dexterity points. When trying to climb an area with a grappling hook, the character must make a successful dexterity roll to try to attach the hook to a secure location near the top of the obstacle. A grappling hook can be thrown up to 25 yards vertically. A failed roll can attract attention from nearby enemies. Climbing a grappling hook's rope after it catches on its target requires a successful strength roll. Characters can re-try their strength roll every few minutes if they fail, provided the situation allows for it.

Gum

Cost: \$1 for a pack of 10

Gum is a great, all purpose item. It can fuse items up to 10lbs together. It can be used to fix things in a jiffy. Blowing a bubble and holding it can allow a kid to safely fall up to 20 yards without taking damage, the bubble slowing down their fall with a bit of natural magic. It's also just great at annoying the hell out of adults, especially if you chew it while they're trying to talk to you.

Hairpin

Cost: \$1 for pack of 10

Hairpins not only hold a character's hair in place, but can also be used to pick consumer grade locks. Characters must make a successful dexterity roll to open the lock. A failed roll means the hairpin breaks and cannot be used again. A critical failure means the lock is jammed, and cannot be opened.

Joy Buzzer

Cost: \$5

A joy buzzer can momentarily stun an enemy, preventing them from taking any actions on their next turn. The joy buzzer only works on intelligent humanoids. The target must be adjacent to the user, and requires a successful melee attack (non-damaging). The joy buzzer can only be used once per combat.

Laser Pointer

Cost: \$15

Laser pointers are great for entertaining cats and other household pets. They can also be attached to ranged weapons (with tape, glue, gum) to add +1 to hit with that weapon. This does not apply to ranged weapons that are thrown such as a flying disk or shuriken.

Lighter

Cost: \$2

Lighters are used for lighting things on fire. Flame elementalists almost always have one on hand. Most adults will not sell a lighter to children.

Lighter Fluid

Cost: \$5

Lighter fluid is used primarily to help start fires, an activity that can land a kid in all sorts of trouble. Nevertheless, flame elementalists like to carry some with them for obvious reasons. Oddly, lighter fluid is also great for dissolving consumer grade adhesives (glue, tape, so on).

Lock Picking Tools

Cost: \$30

Lock picking tools are specialized tools specifically designed to pick a lock. A character must have at least 2 ranks of the lock picking skill in order to use the lock picking tools. Characters must make a successful dexterity roll with a +1 bonus to open a lock with the tool. A critical failure means the lock is jammed, and cannot be opened.

Magic Beans

Cost: varies, but trading a cow will do in a pinch

Magic beans can be planted into the ground just before combat begins. They require about a minute to plant, after which, a kid sized plant will quickly climb out of the dirt. The plant will shoot small, hard seeds at anyone who passes to within 3 spaces. The plant does not distinguish between friend or foe, so it is best to plant these a safe distance away from where the party plans to hold their ground. Magic bean plants have 5 HP, and continue attacking people for 15 minutes, after which they quickly shrivel up and die. It is

rumored a second type of magic bean exists, which will create a pathway to a magical world in the clouds. There is no solid evidence to support this theory however.

Magic 8-Ball

Cost: \$15

Once per day, a character who knows at least one cloud caster spell can ask a magic 8-ball a single yes or no question. The GM secretly rolls the character's imagination to see the result of the roll. A successful roll leads to a true answer. A failed roll leads to an uncertain answer (neither yes or no). A critical failure will cause the ball to give a false or opposite answer.

Modeling Clay

Cost: \$15 per pound

Modeling clay is used by certain spell casters (from the Shaper spell book) to create tough, magical golems. Golems built from modeling clay are more resilient than golems built from other materials.

Music Box

Cost: \$30

A mechanical, wind-up music box which can temporarily distract supernatural monsters. All but the most powerful of these creatures will forget about combat and be transfixed for 1 round while one of these boxes is playing. It takes very little to break this trance, and any action other than retreat by non-supernaturals will end its effects. This item is best used to safely escape from a combat situation that is too much to handle. If characters try to use this item to distract monsters for an attack, the trance will end and the creatures will get an immediate turn after the offending character's turn, regardless of initiative.

Musical Instruments

Cost: varies

Musical instruments are used by kids with spells from the [rocker](#) spell book to work their magic. Rockers cannot cast their spells without the use of an instrument, but which instrument they use is up to the player to decide.

Paperclips

Cost: \$5 for pack of 50

Paper clips can be used to pick consumer grade locks. Characters must make a successful dexterity roll to open the lock. A failed roll means the paperclip breaks and cannot be used again. A critical failure means the lock is jammed, and cannot be opened. Paperclips can also be used to eject a computer disk tray should it get stuck. This probably won't come up too often though.

Pogs and Slammers

Cost: varies

Pogs are little cardboard disks that were popularized as a kids' flipping game. The game consists of two players layering pogs on top of each other, then using a slammer (a heavier item similar in shape and size to pogs, but usually made of plastic or metal) to flip the stack over. Successfully flipping a stack allows the player to keep all the pogs in the pile. The popularity of pogs and the game vary from town to town, and their value in trade is dependent on this difference. A single pog can be worth anywhere from \$0.25 - \$1, with slammers ranging from \$1-\$5 (GM's choice). Their primary use is as a form of currency used by kids (adult run stores will not accept pogs as payment,) with the potential for buying them cheaply in one town, and selling them for a profit in the next town where they're more popular. The game can be played by characters if called for with two characters rolling dexterity against each other, or by actually playing with real pogs if the GM wants them in their game.

Pop-Up Books

Cost: \$20

Nothing quite captures a child's imagination like a good pop-up book. By reading through a pop-up, kids gain +2 imagination for the rest of the day. Unfortunately, they're never as good the second time you read through them. Thus this bonus only works once per book title.

Scrunchy

Cost: \$3

Though primarily used to hold hair together, scrunchies do have some additional uses. They can carry a kid's weight for a short time, allowing them to be used for hanging from ledges, hooks, ropes, and so on. They can also have messages and very small, light objects attached to them, and shot up to 30 yards. Finally, they can be used to restrain people. The only way to escape such binds is to consecutively roll successful strength and dexterity checks. Characters can try this roll once every 10 minutes.

Spy Glass

Cost: \$40

A spy glass lets a character see across great distances. They must line up the glasses' sights with the place which they want to see. Sure, you could use binoculars for the same purpose, but they aren't nearly as cool! Upon a successful imagination roll, a character can also use a spy glass to see through walls or similar barriers. This only works once per day, and a failed roll means the glass functions as normal for the remainder of the day. A critical failure could lead to the spy glass breaking.

Super-Duper Glue

Cost: \$6

This ultra-strong glue can be used to stick any two inanimate objects (smaller than a breadbox) together. Pulling the two objects apart requires a successful strength roll. Objects can also be pulled apart if significant pressure is applied to them, like being dropped from a great height or having a car driven into them. Oddly, squirting lighter fluid on the adhesive will immediately dissolve the glue.

Thumbtacks

\$3 for a pack of 50

Thumbtacks can be used prior to combat as a simple trap to slow down enemies. By taking the time to lay out some tacks in the right choke point, characters can slow down a whole hoard of monsters. It takes 1 minute to lay down tacks on a single space. It takes 10 tacks to cover a single space. Anyone crossing through that space loses what remaining movement they had for their action. If they have another action, they can use it to continue moving.

Tin Foil Hats

\$5 for roll of tin foil (makes 4 hats)

With a bit of tin foil, kids can fashion tin foil hats which gives the wearer +1 to resist all touch and projectile based magical attacks. The hats only last through one combat session however, and are worthless afterward. The person using the hat must be attacked with at least one magical attack (of any kind) during combat in order for the hat to be rendered useless once combat ends.

Water Bottles

Cost: \$1

Water bottles are useful for anyone, but are particularly important for water elementalists and anyone using water gun weapons. A single bottle can provide enough water for a full combat encounter, and additional bottles are needed to keep the water gun going for each combat encounter. A single bottle can last much

longer for a water elemental. A newly purchased water bottle costs \$1, but can be refilled for free from any water source.

X-Ray Glasses

Cost: \$4

X-ray glasses allow someone to see through walls and barriers up to 1 foot in thickness. Each set only has one use, and after that is simply fashionable eye-wear.

Consumables

Consumables are food and drink that can heal characters and provide small, short bonuses or buffs. A lot of them also taste great! Consumables also includes medical items. Consumables can be used in combat as a single action, and can even be consumed just before combat begins if the character was prepared for the encounter. All consumables weigh 1 lb for purposes of gameplay. Not all consumables are readily available, and most stores will only stock a few of them, in limited quantities.

Adhesive Bandages (plain)

Cost: \$5 for a pack of 20

Adhesive Bandages that can be used to heal 1 HP. Only three adhesive bandages can be used per day.

Adhesive Bandages (with comic book or cartoon characters on them)

Cost: \$8 for a pack of 20

Adhesive Bandages that can be used to heal 3 HP. Only one adhesive bandage with comic book or cartoon characters on them can be used per day.

Allergy Medication

Cost: \$20 for pack of 6 pills

Kids with the [allergic](#) negative trait should keep a few allergy pills in their inventory at all times, or suffer the negative effects of their allergy.

Asthma Inhaler

Cost: \$40 for 10 puffs

Kids with the asthma negative trait should keep a loaded inhaler in their inventory at all times, or suffer the negative effects of their asthma.

Barbary Bons

Cost: \$1 per pack

A pack of these marshmallow treats will heal 3 HP.

Buddy's Sarsaparilla

Cost: \$3 per box

A juice box full of sarsaparilla that removes all poison counters when consumed.

Clap-O-Thunder

Cost: \$2 per pack

Tough sticks of jerky that increase a character's maximum HP by 5 until the end of combat. Eating a stick will immediately grant the character an additional 5 HP, going over their usual maximum HP if necessary.

Cloud Candy

Cost: \$3

Brand of cotton candy that when liquified and rubbed on clothing will prevent sticking to spider webs. This is a must have candy for any Initiated exploring the lairs of giant spiders.

FizBits

Cost: \$1

This carbonated candy adds +1 movement until the end of combat when consumed.

Jabber Jaws

Cost: \$2

Hard, rock candy that raises a characters armor by 1 until the end of combat.

Jelly Buns

Cost: \$2

Packages of animal shaped jelly candies that increases dexterity by 1 until the end of combat.

Jerks

Cost: \$2

Tiny, oddly shaped candies in boxed packages. Each box grants 1 grit until the end of combat.

Juice Box

Cost: \$2

If consumed in combat, a juice box will recover 3 HP every turn for 3 turns, for a total of 9 HP recovered.

KeenCans

Cost: \$3

Sour gummy candy that grants 1 strength until the end of combat.

L'il Devil Cajun Sauce

Cost: \$5

Consuming a bottle of this spicy sauce grants a character +3 movement for the duration of combat, but also does 3 HP damage. Characters with the iron stomach positive trait ignore HP damage, but only gain a +1 bonus to movement.

Nippers

Cost: \$3

Odd, foreign gram crackers that increase intelligence by 1 until the end of combat.

Ocean Notions

Cost: \$2

Salt-water flavored taffy candy that grants +1 on a character's next charisma roll. This effect is in place until the kid rolls charisma, or the end of the day.

Outer Pops

Cost: \$2

Space themed lollipops that grant 1 imagination until the end of combat.

Nuka Balls

Cost: \$2

Spicy, hard candy balls that grant +1 to melee damage until the end of combat.

PuckerUps!

Cost: \$2

Powdered candy in paper straws, each one heals 5 HP.

Sugar Suckers

Cost: \$3

Caramel candy on a stick, each one heals 10 HP.

Waxy-Bits

Cost: \$5 for pack of 3

Wax capsules full of flavored syrup. Consuming one of these reduces the cool down time of the last used spell or ability by 1 turn.

Hacking Tools

Hacking tools are used by characters with the hacking skill to bypass electronic security systems, and gain access to the resources behind these barriers. Characters not using one of the pocket computers (smart phones) listed below can still have access to smart phone technology without explicitly purchasing one, but will not be able to use those items for hacking purposes. It is not uncommon for most kids these days to have smart phones, and this does not cost extra at character creation unless they are choosing one of the models listed below.

The Cyber Glove

Cost: \$120

Weight: 2 lb

The Cyber Glove is a defunct piece of hardware from an outdated video game console that has been co-opted by some of the Initiated for purposes of accessing and manipulating digital and electronic devices' control systems. It can be used to break through security systems, change system settings, alter the software or data, and cover the user's tracks. The Cyber Glove doesn't have any hacking bonuses, but it can be linked up with either a [light gun](#) or a [light rifle](#) and provide +1 to aim and damage with both weapons.

Mark III Pocket Computer

Cost: \$50

Weight 1 lb

The Mark III is the oldest of the Mark series pocket computers still sold in stores today. It is underpowered and outdated compared to current versions of the Mark series, but its low price means it's still in regular circulation. The device has access to the web, built-in phone and camera (still photos, no video), and a touch screen with hidden mini-keyboard that can slide out. It can be used to communicate by text with anyone with a smart phone or personal computer. The biggest limitation to the Mark III is a -1 penalty to intelligence rolls while hacking. The Mark III has a 12-hour battery life, and needs to be recharged at the end of the day. Players don't have to actively announce that they are charging the device, but should be around a power outlet when they go to bed at night. Without access to a power outlet or other power source, the device will not operate after the first day of use.

Mark IV Pocket Computer

Cost: \$200

The Mark IV is a newer version of the Mark series pocket computers. It has all the features of the Mark III but is faster and more powerful. It has a longer battery life of 24 hours, allowing it to be used two days in a row (provided it is not in use at night or while the character is sleeping). The Mark IV does not have

the Mark III's hacking penalty, marking for a large improvement over the previous version. The Mark IV also has low resolution video recording capabilities. The device can also play a variety of video games! The Mark IV is a popular device, and in heavy circulation.

Mark V Pocket Computer

Cost: \$350

The Mark V is the newest and most advanced pocket computer in the Mark series. It has all the capabilities of the previous versions of the device, plus a number of added features. The device has the 24 hour battery life of the Mark IV, but can also be recharged with solar power thanks to advanced solar cells built into the back. An hour of sunlight is enough to fully recharge the device. It has high resolution video and photo capabilities and can play the latest games available for personal devices. Its greatest feature for hackers is that it provides a +1 to all intelligence rolls while hacking.

R.O.M. (Robotic Operating Mate)

Cost: \$150

Weight: 4 lb

R.O.M. is a miniature robot (10 inches tall) once packaged with an older video gaming console that was supposed to play the games with the human players. Though not very successful as a gaming peripheral, it has been great as a mid-level auto-hacking system. It has limited personality and speech system built-in (voiced by the GM), and can hack systems with a rank 1 [hacker skill](#), and a 12 intelligence attribute. Possibly the best feature of the little robot is that if it fails a hack attempt, it can keep trying. R.O.M. cannot move on its own, and must be carried around.

Traps

Traps are often found while exploring dangerous areas such as dungeons. Characters can search for traps by announcing their intention, and rolling a perception check to search a 5 space area around them. Anyone who steps on a trap must make a successful dexterity roll, or trigger the trap and suffer its effects. See the section on [traps](#) for more detailed information. Characters with the [trapper skill](#) can set traps, disable traps, and retrieve traps for later use.

Fire Bomb

Area of effect: 3 spaces

Duration: 3 turns

Cost: \$25

When triggered, this trap releases a flammable liquid onto the area of effect, which bursts into flame for 3 turns. If triggered near flammable objects, it can lead to larger, uncontrolled fires (GM's discretion). Anyone caught in the area of effect receives 2 burn counters. Characters will receive an additional burn counter each turn they end in the trap's area of effect.

Jack-in-the-Box

Area of effect: 1 space

Cost: \$15

When triggered, the jack-in-the-box springs out of its box and hits the target square in the gut. Target takes 1d6 damage and takes the knocked down status effect.

Smoke Bomb Trap

Area of effect: 3 spaces

Duration: 3 rounds

Cost: \$25

A smoke bomb trap fills the air with thick, dark, smoke. Anyone caught within the area of effect suffers the darkness status effect until they move out of the smoke.

Snapper

Area of effect: 1 space

Cost: \$20

A snapper is similar to a bear trap, but made with blunted edges instead of sharp teeth, preventing the victim from taking damage. Anyone caught by a snapper cannot move until are able to remove the trap. Characters may use 1 action to try to remove the trap once per turn. To remove the trap, characters must roll a successful strength check. Characters caught in the trap are still able to take other actions, but cannot move from the spot. Adjacent characters can attempt to remove the trap on their turn with a successful strength check (once per turn).

Stink Bomb Trap

Area of effect: 3 spaces

Duration: 3 rounds

Cost: \$20

A stink bomb trap fills the air with a nauseating stench. Anyone caught within the area of effect suffers -1 to all attacks to hit while the trap is active. Leaving the area of effect cancels the penalty to hit.

Venomous Needle

Area of effect: 1 space

Cost: \$30

When triggered, the venomous needle injects the target with a dose of poison, applying 3 poison counters.

Transportation Vehicles

Automobiles

Attribute requirement: 10 Dex 12 Per

Cost: More than most kids can realistically afford

Automobiles are a special class of vehicle. Kids can't drive an automobile without the driving skill. While a car can provide quick and efficient transport for a group of kids, it does run the huge risk of them getting caught, which can lead to some serious grounding, or even legal trouble. Cars also need fuel for longer trips, or if they are running low when found. While a car could be used as a weapon, hitting objects with a vehicle can damage the car as well. If a car is used to hit a person or monster, the target suffers 3d6 damage (provided the car was moving faster than 25 miles per hour), and launch the target 3d6 spaces. The car will suffer damage to the body though, and is likely to lead to the kid getting into trouble if it is their parent's vehicle. A car cannot be used during combat, but can be used to initiate combat. Anyone within a car at the start of combat must use a single action to exit the vehicle, and stand in a space on the side appropriate to where they were sitting. A car can take anywhere from 6 to 10 spaces on a combat map, with

4 spaces dedicated to a four seat cabin.

Bicycles

Attribute requirement: 10 Dex

Cost: \$100+

Bikes are a great way to get around. A kid on a bike can cover many more miles than a kid on foot. They are limited in that they can't usually be used indoors, or across really rough terrain. A character trying to use their bike to perform a difficult move or cross unconventional surfaces must make a successful dexterity check. A failed roll means they fall off and take 1d6 damage.

Bikes can be used in combat if the combat map is on a smooth surface (asphalt, concrete, so on). A character using a bike in combat can move 5-10 spaces in a straight line per action. If the character passes through an occupied space, they must roll their dexterity against the opponents strength. A successful roll means they continue movement, and their opponent suffers 1d6 damage. A character using a lance like weapon while on their bike ([ski poles](#)) does additional weapon damage while moving through an occupied space. The movement and attack count as a single action. A failed roll means they are knocked off their bike and receive a knocked down status effect. The character and their bike each land on a space of the GM's choosing, adjacent to the space in which they crashed into their opponent.

Characters on a bike can still incur an [attack of opportunity](#) in combat as per the normal attack of opportunity rules.

Roller Skates/Roller Blades

Attribute requirement: 12 Dex

Cost: \$60+

Roller skates and roller blades are wheeled footwear that allows a character to move quickly across smooth, hard surfaces both outdoors and indoors. The obvious disadvantage with this form of transport is that they can be difficult to remove or equip in a hurry, and will require the character to carry a pair of shoes with them or go barefoot when not using the skates. Removing or equipping skates in combat takes a full turn. Removing or equipping shoes takes an additional full turn.

Roller skates and roller blades can be used in combat to provide a character with a +2 bonus to movement. However, any hit that does more than 5 HP damage will cause the character to fall down and take a knocked down status effect.

Skateboards

Attribute requirement: 12 Dex (to ride)

Cost: \$100+

Skateboards can be used both as a form of transportation, and as a melee weapon. They can only be ridden on smooth, hard surfaces such as concrete or asphalt. They can however also be ridden indoors provided the floor is smooth and hard. Skateboards cannot be used as a ride in combat. A character trying to use their board to perform a difficult move or cross unconventional surfaces must make a successful dexterity check. A failed roll means they fall off and take 1d6 damage. A character with a strength of 13 or greater can use a skateboard as a melee weapon by holding the board from the trucks (the part that attaches the wheels to the board), and swinging the board in combat.

Skate Shoes

Attribute requirement: 12 Dex

Cost: \$100+

Skate shoes offer a convenient compromise between roller skates/roller blades, and normal shoes. They

can be used as skates both outdoors and indoors on smooth, hard surfaces. When used in combat, they provide a +1 bonus to movement, and can be switched between shoes and skates without the use of an action.

Animal Caps

Animal caps are head wear that is designed to be warm, comfortable, and make it look like you have animal ears and eyes on your head. They cannot be purchased, but are instead awarded to characters by their local Initiated chapter or the greater Initiated organization as a reward for exceptional services or accomplishments. It is up to the GM to determine when this happens, and which cap is awarded to a character. Animal caps are limited, and only handed out to deserving characters. GM's should limit the reward for special occasions (such as the completion of a large, dangerous mission that spans multiple games).

Animal caps cannot be purchased either at character creation. Animal caps are not sold in normal, adult stores, nor are they sold by the Trader's guild. They may be found on the supernatural black market if the GM so chooses to allow it. Animal caps purchased through such sources cost a minimum of \$350.

Common Caps

Common caps can be awarded to player characters as per the suggestions above. Though they are labeled as common caps that is only relative to the special caps. Common caps are still fairly rare, and cannot be picked up without the GM's choosing to reward a character with one through story telling.

Bear Cap

The bear cap provides a +1 to strength.

Bull Cap

The bull cap provides a +1 to grit.

Cat Ears

The cat ears provide a +1 to dexterity.

Crow Cap

Once per day, an opponent does not get an attack of opportunity when the wearer tries to disengage them.

Dog Cap

A character with the dog cap gets a +3 to their attack of opportunity roll to hit anytime another character attempts to get away from them. This bonus is only applied to the first attack of opportunity roll per combat round. If multiple characters attempt to escape the character's area in the same round, only the first is affected by the cap's power.

Droopy Eared Bunny Cap

The droopy eared bunny cap provides a +3 bonus to all rolls involving skateboards when used as transportation. This bonus does not apply to a skateboard being used as a weapon.

Four-Eared Yak

The four-eared yak cap provides a +1 to imagination.

Fox Cap

The fox cap provides a +1 to charisma.

Hawk Cap

The hawk cap provides a +1 to perception.

L'il Devil Horns

The l'il devil horns provide a +1 to hit with melee weapons. This bonus does not apply to unarmed attacks.

Monkey Cap

If a character wearing the monkey cap tries to escape another character's attack of opportunity range, the other character receives a -2 to hit for their attack of opportunity.

Monster Cap

The monster cap causes one supernatural foe of the player's choice to lose 1 initiative at the beginning of combat.

Night Cap

A cartoonishly long pointed cap, it provides the character with enhanced awareness of supernatural presence. This means a +2 bonus to perception rolls when trying to spot the supernatural.

Owl Cap

The owl cap provides a +1 to intelligence.

Rabbit Ears

The rabbit ears provide a +1 to speed.

Rooster Cap

The rooster cap provides a +1 to initiative.

Skull Cap

Resembling a human skull, the skull cap grants a character a +1 armor bonus, and can be worn under armor for the head (helmets).

Spirit Cap

A stark white cap with large black eyes and pompom ears, it provides the character an additional +3 HP when worn.

Toad Cap

The toad cap allows the character to hold their breath for 3 full minutes.

Special Caps

Special caps are largely reserved for NPCs and special story situations. They are much more powerful than common caps, and should rarely if ever fall into a character's possession on a permanent basis (they might be loaned to a character or party for a special mission, but must be returned at the end of the adventure).

Bat Cap

The bat cap is a rare and powerful cap that grants its wearer a +3 defense vs. shadow magic. The cap also

allows the character to completely disappear into the surrounding shadows for 5 minutes. The character is invisible while in dark shadows (GM's discretion what the shadows in an area are like at any given time). They cannot be seen by anyone but the most powerful supernaturals as long as they stay in the shadows and do not take any hostile actions. The character can continue to move around as long as they do not leave the shadows. The caps concealment ability only works once per day.

Cobra Cap

Once per combat turn, the character with this cap can apply 2 poison counters on a successful melee attack against an opponent. Each counter stays in effect until removed by spell or antidote, or until the end of combat.

Dragon Cap

The dragon cap allows the warrior to attack with fire breath once per combat. Fire breath works like a line spell, hitting everything in a straight line up to 5 spaces away. The attacker rolls their strength against the defenders' dexterity. The attacker only rolls once, but each defender gets their own defense roll. A successful hit does 3d6 damage. This ability can only be used once per combat.

Griffon Cap

The griffon cap provides the wearer with a +3 armor bonus against all non-magical or supernatural attacks.

Impala Cap

The impala cap is given by the Forest Lady to a chosen champion who is assigned a forest to protect. The cap allows the warrior to move through their forest unseen unless they choose to be seen or initiate an attack. The cap will only work for the person to whom The Lady has awarded it to as her champion. It is made of actual animal hide and horns.

Lion Cap

The lion cap provides +1 charisma, +1 strength, and +1 intelligence to its wearer. This cap is only awarded to powerful characters in leadership positions, such as the head of a larger Initiated base.

Mole Cap

The mole cap allows the character to dig 1 yard every 15 seconds (1 turn of combat) underground. This can be used to escape combat, surprise opponents, infiltrate secured locations, or merely as a discreet (albeit slow) form of transportation. The tunnels dug by the character last for one day before collapsing, and can be used by other characters in that time.

Wolf Cap

Wolf caps are reserved for powerful warriors, often amongst guilds such as The Fist or the Blue Devils. The wolf cap provides a +3 bonus to hit and +3 to damage on melee attacks. This should be rarely (if ever) awarded to players.

Keys and Magical Gateways

Keys allow for entry into supernatural places. A doorway that normally leads to a boring old closet can be the gateway to an underworld of ghouls or a magical forest full of benign spirits with the right key. Keys come in all sorts of shapes and sizes, and are not limited to physical objects. A key might be a piece of jewelry, the right combination of buttons pressed on a TV remote control, an odd hat worn in just the right way, a certain nonsense phrase, a series of gestures or complex hand motions, and so on.

The knowledge of specific types of keys and where they can be used is usually highly treasured information guarded by Initiated chapters and guilds. Discovering new keys and gateways is difficult and often requires a great deal of luck. Kids might stumble upon gateways should they be whistling just the

right tune in the right place, or carrying a specific rare coin in their inventory while walking through a particular tunnel, and so on.

Not all gateways allow for two-way travel, and some lead to unknown places from which people have never returned. Some gateways are well known and used as a quick form of transportation between two places. A few are even used for sport (though frowned upon by the Initiated leadership), known to lead to dangerous dungeons where groups of adventurers can test their mettle. It is up to the GM to determine when and how keys are used in a campaign.

A Bestiary of Races, Creatures, Monsters, and Gods

Things That Might Try to Kill You

There are many things living in the world besides human children. Some of them are intelligent, and have entire cultures and civilizations of their own. Others are more bestial or adversarial, and will often look to attack or inconvenience the player characters. And some are god-like entities without powers beyond imagination. The following section details many of these races, creatures, monsters, and gods.

Intelligent Races

Intelligent Races and Creatures

Intelligent races and creatures inhabit all parts of the world. These are types of characters that are likely to have civilizations with cities and culture. They can be allies or enemies or just the people the player group meets on their adventures. While any of these groups could be used as playable characters, it is advisable that players stick to human children. At least for the first few games.

Billy Goat Kids

About the size of human children, the billy goat kids (billies) are a race of anthropomorphic goat people who live in similar climates and regions as humans. They have a variety of different cultures and varying attitudes toward humans, all dependent on the particular location and history of a given tribe. Though intellectually equal to humans, their actual technological level is medieval at best. Some tribes have recently adopted human technologies however, particularly those hiding out in cities and densely populated areas, though they lack the capacity to produce these goods and have to scavenge, steal, or purchase them.

City dwelling billies often live in underground sewer and tunnel systems, abandoned and condemned buildings, or even deep within large city parks or neighboring wilderness areas. They often come out at night, fully covered by clothing to help them blend into human society, and use the time to scavenge or even steal food and goods for their tribes. Most human adults only see a disheveled child or a small, old beggar when they see one of the billies. Human children however can see the trespassers for what they really are. City billies tend to be much more technologically adept than their rural counterparts. Their lairs will often be wired with internet access, computer hardware, and all sorts of gadgets.

Rural billies tend to be much more “traditional,” eschewing human technology for their own medieval level of tech. They hunt with bow and arrow and crossbows, dress in the hides of their kill, and make war with swords and axes wrought in forges hidden deep in hollow hills and thick forest. Whereas city billies can and often are much more open to friendly interactions with humans, rural billies are often territorial and hostile toward anything not belonging to their clan. Though rural billies may appear less intelligent than their city cousins, it is no deficiency of genetics, but rather that their culture is more “primitive,” or similar to their technology, only developed to a medieval level.

The following stats are for an average billy, though they can range in attributes much like a human character. GMs creating billy NPCs can roll their attributes just as they would for a human child. They have access to the same spells, abilities, and skill as human children, though a rural billy will usually be unfamiliar with human technology, and thus not able to take skills that rely on that technology.

Str 8-12
Dex 12
Int 8-12
Grit 12

Cha 6-14

Per 12

Img 8-12

Spd 14

HP 26-34

Armor: Based on worn armor. Average 0-3.

Head Butt

A billy can headbutt an opponent for 2d6 damage. They can only use this ability once per combat as it can be a bit jarring for them.

The Buck

The buck are a race of intelligent, humanoid rabbit-like people. They have developed culturally largely on a parallel track with humans, with a significant divergence in their development of technology. With the advent of computers and electronics the buck discovered a near fanatical love of technology. They soon directed most of their efforts as a civilization toward the development of advanced technologies across a range of interests including military, intelligence gathering, and the augmentation of the buck with technology to enhance their physical capabilities. As a result, the buck are one of the most capable groups out there, able to command high fees for their services as security experts and information gatherers.

Until the last century, the buck lived underground, developing alongside humanity as they interacted with the initiated children of the humans. Their entire culture changed with the publication of Alan Turing's *On Computable Numbers*. The buck embraced the idea of the universal machine, one device to rule them all, and have spent their time since then working on developing this now mythical device.

Along the way they have developed advanced tools for combat, reconnaissance, scientific research, computer technology, personal electronic devices, communications, and similar areas. They are also leading the way in the augmentation of organic life with electronic devices. This technology is limited to the buck, and they won't share it with other intelligent creatures under any circumstances. They have concentrated these efforts into enhancing speed and agility, with some in-roads made into intelligence enhancements. Bucks with electronic enhancements will often have various devices implanted into their bodies or skin, and tend to come off as inpatient.

Since the development of their advanced technologies, the buck have found ways to hide above ground activities from the bulk of humanity. They use magic and advanced technologies to camouflage their above ground homes and shops so that only other supernatural creatures and initiated humans children are able to see them for what they are. They have also developed the technology to create floating cities that are invisible to human scanners. A large part of their camouflage technology isn't far more advanced than human technology, but instead benefits from the supernatural properties that already hide supernatural creatures from the bulk of humanity.

The buck are often hired on by other groups to setup security systems, or to infiltrate the security of others. They have such a wide influence on the security industry amongst the supernatural, that it is often their own technologies pitting one group against another. This only encourages faster development of their technologies however, helping them blaze a path far in advance of other intelligent creatures.

Their technological obsession aside, their culture is reflective of humanity, including the characteristics of local human civilizations. They are fans of human entertainment media such as TV, music, literature, video games, movies, and so on. They are limited in interacting only with human children however, and as such, a

large part of their individual cultures reflect that of the local youth population.

The buck have their own cultural developments as well, separate from the local humans. This is similar to some immigrant communities living in a non-native human city. A duality of cultures that have coexisted in buck communities since they first started interacting with humans. Their more traditional culture has been fading over the last few generations however, as technology began to encroach onto the day-to-day lives of everyday bucks. A conflation of traditional tribal and familial values with a more global view of all life sharing the planet as one group.

Many of the buck, particularly the younger generations have adopted a cyber punk fashion sense and sensibility. Others prefer styles based on human science fiction movies. Anything that makes technology look cool, the buck are all over.

The stats listed below are for an average buck, though they can range in attributes much like a human character. A buck character can be created just like a human child, with access to the same attributes, abilities, spells, and skills. Attribute augmentations have a value of 10 experience points and add +2 to the attribute they enhance. Only one attribute mod can be used for each attribute. Body armor mods that add +1 to armor can be taken up to six times, and cost 6 experience each.

Str 8-10

Dex 14

Int 10-14

Grit 10

Cha 8-14

Per 10

Img 8-10

Spd 14

HP 28-30

Armor: Based on worn armor. Average 0-3 + body mods.

Giant Spiders

The giant spiders are the half-breed children of the Spider Queen, an ancient and powerful spider-like creature that lives in a massive, labyrinthine lair. Her attempts at revitalizing her long dead civilization have led to less-than-successful mating attempts with regular spiders. The offspring of those attempts are the giant spiders. Powerful and intelligent, they have developed their own language, civilization, and culture.

Most live in the underground system of tunnels and massive chambers of web-made cities. The largest of these vast caverns rivals major human cities in size and activity, with huge structures built of thick webbing.

All giant spiders are children of the Spider Queen, as they themselves are sexless and sterile. Even in their creation, the Spider Queen must use magic to allow them to grow and live inside her. The process is far from natural. The newly born are fairly small, about a 6 inches across. They grow quickly in the following years, reaching maturity after ten years, at which point they are about as big as a small car. Those first ten years are spent living in their mother's lair, learning from her and feeding off her magic. When they are ready, they leave for the farther reaches of her domain and begin building new cities. In this way, the Spider Queen's reach extends a little farther every ten years.

The giant spiders continue to grow, but at a slower rate for the remainder of their long lives. The eldest are

many hundreds of years old and easily as large as a small, suburban house. Due to the nature in which they have built their civilization, the outskirts of the Spider Queen's domain house the smallest and youngest of her children, and they grow in size and age the further one travels toward the center where the Queen lives. Those places closer to the queen often hold fewer, but much larger and older spiders.

Though their senses of sight and smell are fairly limited, the giant spiders have an uncanny level of awareness of anything that touches the network of webbing in their underground world. Even the slightest disturbance to the webbing will alert any spider within five miles of the activity, and send guards rushing to meet the intruders.

The giant spiders see all other life as prey, and though they are able to communicate with other intelligent creatures, often choose not to. If they do cooperate with others, it is in their own self interest. Despite their great intelligence, a ruthless nature engrained in their culture seems to often win out over logic, and is in some ways their greatest weakness.

The following stats are for an average giant spider, though they can range in attributes much like any other character. Giant spider spell casters can specialize in one of the four elemental spell books.

Str 12-16

Dex 12-16

Int 8-12

Grit 8-14

Cha 4-8

Per 8 (sight based) 18 (web based)

Img 8

Spd 12

HP 30-40

Armor 2-5 depending on age

Web Spray

The giant spider sprays a web coating over a character up to a range of 6 spaces. Defender must roll their dexterity vs. the spider's perception, or will be caught in the web. If hit by webbing, the target is unable to move or act for the remainder of combat. Removing the webbing takes 1d6 minutes with the help of allies, and cannot be done in combat. Giant spiders can only use this ability once per combat.

Poisonous Sting

The spider attempts to sting its victim and inject it with a sedative like poison. The target must roll their grit vs. the spider's strength. A failed roll means the bite penetrates, and the victim takes 1d6 damage, plus a poison counter. Additionally, the victim suffers -2 to all rolls to hit for the remainder of combat. This attack can be used once every other turn.

Clawed Attack

The spider attacks with its claws, doing melee + 2d6 damage. This is their normal attack and can be used freely.

Gremlins

Gremlins are small, leathery skinned creatures with human like intelligence. They are humanoid, but stand only about 3-4 feet in height, and often have animal-like characteristics such as tufts of fur, horns, tusks, tails, and so on. They live all over the world in hidden communities that largely exclude anyone who isn't a

gremlin. To a gremlin, the community comes first, all other gremlins second, and everyone else a distant third.

This isn't to say gremlins are hostile. Though proficient in combat and warfare, gremlins prefer to spend their time building. Amongst the Initiated, gremlins are the most skilled and capable of builders. They specialize in building construction and machines, and are considered excellent engineers. Even the least skilled gremlin can put together any machine they took apart themselves with little effort. Their master engineers can build devices and building that would put human mechanical engineering to shame. This natural ability does not seem to extend to electronics however, and though they are capable of working with such technology, they do not have the same uncanny ability as with machines.

The gremlins will work for anyone who can afford their services. Their tightly-knit culture assures that their prices are always standardized, and they allow for no competition between gremlin construction crews or engineers. Instead, a vast bureaucracy called GremCo. was built to facilitate all gremlin contracts and employment. Someone wanting to hire gremlins for a project contacts a GremCo. office with a request, pays the agreed upon fee, and then waits for one or more gremlins to show up and begin work. Though expensive, they guarantee fast and high quality service.

GremCo. also acts as a clearinghouse for all sorts of gremlin inventions and devices. Thick, annual catalogs are delivered to their customers with hundreds of pages filled with descriptions and illustrations of products that can be mail ordered from any GremCo. office. It is believed that the gremlins harbor much more powerful and advanced creations in hidden vaults that they hold in reserve for their own purposes. No power has attempted going to war against the gremlin people in many centuries, but it is commonly believed that the first to try will come up against advanced war machines and weapons never before seen by non-gremlins.

Gremlins have a rich culture, with gremlin literature, art, music, and theater all actively developed and enjoyed by gremlins and outsiders alike. After all, not all gremlins work as builders. Troupes of gremlin entertainers wander the country-side, performing everything from serious dramas to clownish acrobatics shows for audiences of all kinds. These gremlins tend to be more open to non-gremlin culture than their builder counterparts. They are often seen as more liberal and open to befriending non-gremlins. They are not under the facilitation of GremCo. but are free to do business with anyone they choose, provided the type of work is unrelated to GremCo. services.

Some gremlin bands will even rent out their services as mercenaries. Though small in stature, gremlin mercs bring with them advanced weaponry available to few other creatures. GremCo. does not officially facilitate gremlin mercenary services, but no gremlin mercenary will work for anyone who has fallen out of favor with GremCo.

The following stats are for an average gremlin, though they can range in attributes much like any other character. Gremlins have access to abilities, spells, and skills just like humans.

Str 8-12

Dex 8-12

Int 10-14

Grit 8-12

Cha 8-10

Per 8-12

Img 10

Spd 10

HP 26-34

Armor: Based on worn armor. Average 0-3

Grey

Greys, or little green men (lgm), are the aliens that abduct people with flying saucers and have been terrorizing rural neighborhoods across the Americas for decades. Though supernatural in nature, they are unique in that their powers are all derived from their fantastic technologies. They do not practice magic or use artifacts or anything of that nature, instead they employ highly advanced technologies to do the things that only the most powerful of magics could perform.

It is unknown whether the green and grey skinned varieties of these creatures are in league with each other, or have a different relationship. There are no known accounts of both types being spotted together, but they look similar and share similar technologies.

Greys are some of the rare supernatural creatures that can be seen by some adults. Though unlikely, they have been known to interact with normal human adults, going so far as to attack, abduct, and study the humans. Adults who see greys are rarely believed by anyone but initiated children. If such adults try to spread the word of the greys, they may draw the attention of the G-Men, who seem to have a secret war against the greys.

The following stats are for an average grey, though they can range in attributes much like any other character.

Str 8-10

Dex 10-12

Int 12-18

Grit 8-10

Cha 6-8

Per 8-12

Img 6

Spd 10

HP 26-30

Armor: Based on worn armor. Average 3-6

Flying Saucer

Not an attack, but the primary vehicle of the greys. A flying saucer defies all known concepts of aerodynamics, floating in place with no visible source for its levitation, and able to change direction and speed at a moments notice. Researchers amongst the initiated have posited that they use an advanced technology that allows the greys to bend space-time with ease, moving through space at speeds no human propulsion can achieve.

Flying saucers can range in size from personal vessels holding 1-3 greys, to vast mother ships housing up to many thousands of their kind. Most of the time, they will use smaller to mid-sized ships for their abductions and experimentation on humans. Most ships have some form of tractor beam able to pick up objects as large and heavy as a small car, and carry them into the ship itself. These ships will also have a room dedicated to their experiments, many of which can be harmful and/or painful to their subjects.

Flying saucers also have a range of advanced beam weapons, able to destroy just about anything at their whim, including homes, military and civilian vehicles, and anything else that gets in their way. A direct shot from one of these weapons will destroy anything smaller than a small car, and cause massive damage to larger objects. It is not advisable to try to confront a saucer without some serious armor and backup.

Psionic Balm

The greys have mastered technology that allows them to communicate telepathically with each other. This same technology was weaponized however, and is used to attack intelligent creature's minds. These attacks come in two forms. The first allows the grey to cause their target to feel an incredible sense of calm. The target must roll their intelligence vs. the grey's intelligence, with a failed roll leading to a state of calm to the point where the target will not resist anything the grey does for 1d6 hours. This ability must be used out of combat, as anyone aware of the greys as a threat will immediately resist. It is primarily used before an abduction, assuring the victim's cooperation with the greys.

The second manner of use for this attack is in combat. It's essentially the same attack, but with a reduced scope and power. Should the target fail the intelligence vs. intelligence roll, they will be dazed and unable to act for 1d6 turns. Attacks that do more than 8 HP worth of damage can bring someone out of this trance, and back into the fight. This attack can only be used once per combat.

Psionic Attack

Similar to the psionic balm, the defender must roll their intelligence vs. the grey's intelligence. A failed roll means they take 1d6 +3 damage. A character's armor can not negate any of this damage, as it effects their mind rather than their body. This attack can be used once per turn.

Ray Gun

Most grey landing parties will be equipped with powerful ray guns. These guns are usually set to stun, and will do light damage with the ultimate goal of knocking an opponent out rather than outright killing them. The guns behave like any other ranged attack, with the base damage for the stun setting doing 1d6 +3 damage. The grey's goal with this setting is to knock their target's HP between 0 to -9, thus incapacitating them. When the guns are set to kill however, they will do 3d6 +6 damage.

Hill People

Hill people do not live on hills, but rather within them. Hollow hills can contain any number of these creatures, which can range from 6 inches tall to towering giants. Their appearances vary just as much, with some appearing as youthful and playful humanoids, and others as gnarled old things with bark-like skin. All of it is illusion however, as the hill people have no true form, but inhabit bodies that resemble their personalities or character. These bodies can change with time based on how the individual is doing emotionally.

Hill people come in many variety of personality as well, with some being friendly and helpful, others playful and carefree, and still others hostile and violent. When they are mobilized for war though, they are always a wild and deadly force that can destroy everything in its wake. Fortunately for everyone else, this is a very rare occurrence, and often lasts no longer than a single night.

Hill people are simple creatures, interested almost exclusively in the characteristics that best define them individually or in small groups. A playful group will want to continue playing games and getting into mischief continuously except to take breaks for rest and food, and even there they will infuse play into their activity. Their homes may have wooden walls with doors and furniture and so on, but are more often earthen and sparsely furnished with mismatched and random objects.

The more dangerous hill people often have more demonic or bestial features, and can be found in underground dungeons where they will attack others on site.

The hill people do not develop technologies of any sort, relying entirely on their own innate magical powers to facilitate their daily needs and comforts. They have very little interest in technology in general, and can appear almost blind to the existence of machines and electronics. When they do interact with these sorts of items, the results will often lead to the item in question malfunctioning, or breaking down entirely.

Tiny (about 3-6 inches in height)

Str 4
Dex 14
Int 10
Grit 6
Cha 14
Per 10
Img 16
Spd 14

HP 20
Armor 0

Small (about 1-2 feet in height)

Str 5
Dex 13
Int 10
Grit 7
Cha 14
Per 10
Img 16
Spd 14

HP 22
Armor 1

Medium (about 3-4 feet in height)

Str 8
Dex 12
Int 12
Grit 10
Cha 12
Per 12
Img 15
Spd 13

HP 28
Armor 2

Large (about 6 feet in height)

Str 12
Dex 12
Int 14
Grit 14
Cha 10
Per 12
Img 14
Spd 12

HP 36
Armor 3

Giant (8-14 feet in height)

Str 16
Dex 8
Int 8
Grit 16
Cha 8
Per 10
Img 10
Spd 14

HP 42
Armor 5

The hill people have a wide range of powers and abilities, and it's up to the GM to establish individual hill people powers. The hill people's abilities often reflect the elements of nature: fire, wind, earthquakes, floods, and so on. Though few hill people can create the effects of the full force of nature, when they combine their powers, actual floods and earthquakes can become a reality. Additionally, once activated, these forces can affect adult humans just as if they were caused naturally. All hill people have access to one of the four elemental schools of magic, and can use these spells freely.

Some of the smaller hill people can use their wind related powers to give themselves limited flying abilities. This is often done by using wings to glide across their own breeze, or flutter around almost at random with precise gusts.

Humans

Humans are an oddity amongst the intelligent races. They are the only ones who lose their connection to the supernatural world as they age, and yet even without magic to aid them, they have essentially conquered the planet, or at least the non-magical world that they can perceive. The only thing keeping humanity safe from the Shadow Lady's influence is the Initiated, the human children who have a brief window of opportunity to combat her evil before losing all memories related to their lives as Initiated.

Humans weren't always like this though. For much of their history, adult humans practiced magic, fought supernatural evil, and even had entire belief structures based upon the stories of the light and dark sisters. Somewhere in the last few millennia, they began to disconnect, to slowly close off their belief in the magical world and adopt a forced perception of a planet ruled by the limitations of what they subconsciously chose to see. Initiated scholars have posited a variety of theories on how and why this happened. Some believe that human invention and technology pushed the supernatural out of their perception. Others think organized religion is to blame, arguing that these powerful groups silenced dissenting views and wiped out all traces of the magical. Some believe that it was an evolutionary development, since with the lack of perception of the magical world, humans have developed a considerable defense system against supernatural powers. After all, only the most powerful of magics can affect human adults. A few think it is more directly connected to the Dark Lady, her nefarious actions having severed humanity from magic ages ago.

While the exact reason is unknown, it is clear that kids have not suffered this same detachment from magic, and are now the largest defense force for their species against evils that would happily devour the whole of humanity. This has created something of an existential crisis for these kids, who have a huge burden to bear knowing they must learn all about the supernatural and master their powers, all the while knowing it will all be lost one day, along with their knowledge of the threats humanity faces.

Humanity's unique split from the supernatural has also caused the other intelligent races to question many things about humans. Where as once all intelligent races had only their racial differences to distinguish them, humans are now a class all to their own, unlike any other living thing on the planet. Even animals are able to perceive the supernatural, if not actively cast spells and the like. Some of these intelligent races consider humans to be corrupted, less pure in their worldly existence since they have such little connection to so much of it. Others think humanity is a true reflection of the split between light and dark, representing the two halves at different points in their life cycles. Some question whether the Shadow Lady succeeded in wiping out her qualities from humanity, thus killing off a significant part of her dual creation with her long lost sister. All intelligent races however distrust human adults, and secretly fear that one day, their whole way of life will be wiped out either by humans, or by the same forces that left humans in their current state.

Humans have a range of average attributes based on their age, with their young having lower average attribute scores compared to the older humans. The list below gives the average attribute scores for humans based on age. This is not a static representation of attribute scores however, and there are plenty of exceptions to these examples. Humans have no natural armor.

Age	Average Attribute Scores
8-14	10
15-18	11-12
19+	13-14

Leprechauns

The leprechauns are a small statured peoples that resemble bearded, old, human men. They stand about 3 feet tall, wear tall pointy hats, and are all bearded. If leprechaun women exist, none have been observed by outsiders.

The leprechauns operate the largest magical banking system in the world. These banks can be found just about anywhere intelligent life exists, including human cities and villages. In these places, they are disguised

as dilapidated old businesses run by grouchy old men who don't seem interested in attracting any customers. They are often found in older parts of a city or town, in the run-down neighborhoods amongst the poor and the downtrodden. Anyone familiar with leprechaun banking however will recognize one of these locations, and be allowed to do their banking at all hours of the day. At night, most leprechauns prefer to shut themselves indoors and design and construct shoes.

Outsiders can't explain why leprechauns are so fond of shoe making, and no leprechaun has been able to provide an answer beyond "we just do, okay!" They rarely sell these shoes, instead hoarding most, and giving the rest as gifts amongst their own people and outsiders alike. A gift of a pair of shoes from a leprechaun is considered a huge sign of trust and friendship, and it is advisable to always accept this gift graciously. It helps that leprechaun shoes are all masterfully constructed, and highly valued on the open market.

Leprechauns that set up banks in non-human places tend to have slightly less modest storefronts, often advertising themselves as a bank branch location and doing business in the open. Leprechaun banks are considered part of a vast and unnamed chain. A leprechaun can name their individual location whatever they wish, and appear to have no relationship with a bank in the next town over. Yet a customer can make deposits and withdrawals at any location without trouble.

These banks are also completely secure from any sort of robbery, as none of them keep a single coin on sight. Instead, all deposits are immediately transferred to a hidden pocket dimension never seen by non-leprechauns. So a deposit of any object could be made at one location, picked up at another location in a distant part of the world, and is guaranteed safe as soon as the deposit is accepted.

There has never been a successful theft from a leprechaun bank. A leprechaun will die before summoning treasure from the pocket dimension for anyone other than the owner of the property. Furthermore, all attempts at coercion or threat against a leprechaun banker have been met by complete failure. Any attempt at robbing a leprechaun bank is followed by the bank issuing a huge bounty on the would-be thief. Those captured and delivered to the leprechauns are never seen again. Those who evade capture usually must spend the rest of their lives in hiding.

A deposit in a leprechaun bank is made at a percentage cost of the value of the deposit. The leprechaun will assess the value of the deposit, and charge up to 10% of the total, at which point it will be held for as long as the customer chooses to leave it with the leprechauns. Deposits of gold with the purpose of building interest can be made with specific contracts guaranteeing the customer will not withdraw from the sum for an agreed upon period of time. The interest gain is based on how long the gold is left in the bank's care, averaging 1% for every year the deposit is in place. Thus a deposit of 100 gold for one year would recoup one additional gold at the end of the year, while a hundred year deposit of the same gold would double the total. How the leprechauns invest this money, and how they are able to guarantee a return is not known to outsiders.

Leprechauns are a somewhat solitary peoples, with most living alone or in very small groups. They are seen as grouchy by outsiders, and often thought of as "crotchety old men". Their appearance only furthers this perception. They are known to have a sharp wit, and are quick to spot any form of dishonesty or cheating in their business dealings.

Leprechauns refuse to take part in combat, and have an uncanny ability to disappear as long as they aren't being observed. It only takes a moment of being out of sight for them to pull their disappearing trick. Even if chained in place or physically held by someone, they can disappear the moment they aren't being observed. This makes it very difficult to capture or assault a leprechaun, as all they need to do to escape is

run around a corner or duck behind the counter. If combat breaks out, all leprechauns will attempt to immediately flee, and will do so until they feel they are no longer being threatened.

Str 7
Dex 16
Int 15
Grit 8
Cha 8
Per 12
Img 8
Spd 16

HP 25
Armor: Based on worn armor. Average 0-3

The G-Men

The G-Men are a secretive organization that appears to be comprised of adults who can see and interact with the supernatural, particularly the greys. They are not human adults however, but a strange, supernatural creature that behaves and appears similar to human adults. Perhaps due to these attempts at appearing “normal,” the G-Men can be seen by many human adults when they meet. The G-Men are a reclusive group however, and avoid being seen as they go about their business.

Their appearance is that of an average human adult, dressed in business suit, tie, and dark glasses. Despite being known to outsiders as the G-Men, they can appear as either male or female humans. Careful observation will reveal that their skin has a translucent quality however. Their eyes bug out much further than human eyes, and the skin behind their ears, around their armpits, and between their fingers is scaly and moist.

The G-Men appear to be engaged in a secret war with the greys, each side attacking the other at any given opportunity, and constantly working to undermine each others' works. Similar to the greys, the G-Men's power does not seem to stem from magic, but advanced technologies unlike anything known to the normal human world.

Str 15
Dex 14
Int 12
Grit 10
Cha 8
Per 12
Img 6
Spd 12

HP 35
Armor 2

Blaster

All G-Men carry a high tech blaster capable of doing 1d6 +3 damage on the low setting, and 2d6 damage on the high setting. This weapon works like a normal ranged attack.

Mind Wipe

An ability that can be used both during and outside of combat. When used in combat, it affects all intelligent creatures adjacent to the man in black. Anyone within range must make a grit check at a -3 penalty to try to resist the attack. Failure means the target forgets what they were doing and is unable to act on their next turn while they figure out what's happening around them.

When used out of combat, it can wipe all of a person's memories up to a few days previous to when the attack is used. This ability works automatically against adult humans, and is often used to cover up the G-Men's activities. Everyone else still gets a grit roll at a -3 penalty to resist.

Super Jump

A man in black is able to jump anywhere on the combat map once per combat session. This is a single action and requires no rolls to succeed.

Mole People

Mole people appear to be humanoid mole... people, about 4 feet tall, and with pink or earthen toned skin. They live in vast, subterranean communities. Theirs is a largely insular culture, with a strong sense of community and support for their own tribes, and to a lesser extent, mole people from other tribes. Their treatment of non-mole people however can be downright vicious, though is more often just guarded and unfriendly. They are sometimes willing to trade with others, but will never give favorable deals to outsiders.

Mole people can be found in a wide range of underground environments, some human made, but many of their own construction. They can also be found as exploration, mercantile, and scouting parties in dungeons. Though many can function as mobile shops, they can also be competitors for dungeon loot (or at least that's how they're likely to see it).

In groups, mole people are organized and very capable, often taking down enemies which might appear much larger and more powerful.

Str 12

Dex 12

Int 10

Grit 12

Cha 8

Per 6

Img 10

Spd 9

HP 34

Armor 1 (can be augmented with additional worn armor)

Tunneling

A mole person can tunnel under their opponents once per combat. They will dive into the earth as though it were liquid, tunnel underground in a straight line up to 6 spaces, and pop back out in their new square. Anyone caught in the wake of one of these tunnel lines will receive the knocked down status effect.

Diggin' Claws

The mole people's fingers are tipped with tick, powerful claws which they won't hesitate to use in combat.

Their claws do 1d6 +3 +melee damage, and can be used once per turn.

Vampires

Vampires are creatures infected by the vampiric curse. Many of the intelligent races are susceptible to the curse, including the buck, gremlins, and humans. Some non-intelligent mammals have been converted as well. Those infected by the curse will go through a transformation that can eventually make the victim very powerful, but at some cost.

In order for a person to be infected, they must exchange blood with a vampire. This has to be done intentionally as it takes a significant amount of blood to allow for the conversion. Usually the vampire will facilitate the exchange, guiding their recruit (or victim) along the process. Once completed, the newly infected person will fall into a death like coma for anywhere from a few hours to a couple of days.

During this period, they will undergo radical changes to their body and mind. Their bodies will appear to grow thin and pale as their blood and fat is used as fuel to alter their internal organs by the curse. They will lose the ability to consume and digest food like normal people, and instead will develop a hunger for blood. Their minds and personalities will also undergo change. The curse puts a predatory instinct into its victims, causing them to view living things as food rather than people.

When they finally awaken from their coma, the young vampire will be like a wild animal, looking for its first kill. It will be beyond logic or reason, and any previous humanity will seem lost. Thankfully once their hunger has been satiated, their humanity will slowly return. It can take a few months, but eventually the vampire will regain their previous physical appearance, slowly looking more and more as they did before their infection. In fact, besides a mildly paler complexion, they will go on looking as they did the day they were infected for as long as they live. And vampires can live for a very long time.

Vampires can maintain their existence for as long as they can regularly find sustenance in the form of blood. This blood can be fresh or preserved, from intelligent races or wild animals. The eldest vampires are said to be hundreds, if not thousands of years old. As they grow older, vampires learn to make better use of their cursed bodies, growing more power with each passing year. Elder vampires can even develop powers to rival the gods.

Despite myths about vampires, they are not actually dead or “undead.” Instead, the curse suspends their bodies aging process along with all the other changes to the vampire's body. Any death-like characteristics in the vampire's appearance are due to a lack of nourishment (blood), and are quickly cleared up once the creature feeds.

The vampire has many natural powers and abilities. It can take a lot more physical damage than before its conversion, and can heal that damage quickly and easily. It cannot regrow severed limbs, but deep cuts, broken bones, and gun shot wounds can all be patched up within a few hours. Vampires also increase all their physical traits upon the conversion, growing stronger and faster, and developing keener senses with which to perceive their surroundings. As mentioned, they no longer need to consume food or water, and can even go for extended periods without oxygen. A vampire can survive up to an hour without breathing, though eventually they will need some breathable air to stay conscious. They won't die from lack of oxygen, but will fall into a coma until they are able to breath again. Vampires don't need to sleep as prior to their conversion. An average vampire can function perfectly on no more than an hour or two of rest and meditation, with some vampires managing many weeks without any rest.

Vampirism has a price as well. The vampire will often lose a great deal of their empathy, embracing their predatory nature in favor of their previous humanity. They will need to sustain their bodies with blood, without which they will shrivel up into emaciated weaklings, unable to support the weight of their own withered bodies. The average vampire requires about two liters of blood per week to maintain their peak physical condition. More blood is needed if the vampire is exerting itself, or taking physical damage. A vampire that goes more than a week without blood will suffer -1 to all their attributes, losing another point each additional week without nourishment. A vampire does not need to kill for its sustenance, but can easily survive off of one host for decades with a little care for their well being. Some even choose to only drink the blood of animals, or donated blood from blood banks. More villainous vampires delight in the hunt and the kill however, and will often gorge themselves beyond their need. Many of the darkest legends about vampires stem from the activities of such creatures.

Vampires must avoid the sun at all costs. Sunlight will do 1d6 damage to a vampire each turn. They don't catch fire or explode as so much popular fiction would suggest, but rather their skin begins to blister and blacken until they eventually die a most painful death. Exposure to sunlight is perhaps the easiest way to kill a vampire. Otherwise, a vampire must be decapitated to truly die. A vampire will recover from most attacks given enough time and blood. Chop off their head though, or burn their body to a crisp and they're as dead as they get. Vampires require the use of an intact vertebrate to function, and though a broken one can be repaired by their powers, it takes time, making it a good target if someone wants to incapacitate a vampire without killing it.

Not all vampires give in to the monstrous instincts of the curse. Many have been known to hold onto their humanity, with some even using their new found powers for the good of others. Both Initiated and other intelligent races will try to recruit these individuals, understanding that they are very useful as allies. These vampires will find their sustenance in the moderate consumption of blood from friends or blood banks.

Vampires are nearly sterile, but there have been some instances of them reproducing with other non-vampires. These extremely rare offspring of vampires do not suffer any of their parent's weaknesses, while enjoying all the perks. They do not need blood for sustenance, but eat and drink as normal people (though they require far less food). They can withstand the sun without any more trouble than an extremely pale human.

Vampires have existed longer than recorded history, and in some parts of the world they have entire societies made up of vampires and their hosts. Most of these places are in eastern Europe, Asia, and the Mediterranean area. These vampire cities represent a wide range of cultures, with some being safe havens for generally good vampires, and others being hellish landscapes ruled by tyrannical monsters. The Americas don't have the same sort of vampire presence however, with no known vampire societies in existence in Northern America, and only one in South America.

GM's note: Player characters should be largely immune to the curse, and only contract vampirism by the GM's planning, and not from random roll tables. Vampirism has both benefits and inconveniences to a story that wasn't planning for vampire characters. A newly converted vampire will automatically receive +1 to their strength, dexterity, grit, perception, and speed. They will also have a natural armor bonus of +2. They will however be unable to take part in any outdoor activities during the day so as to avoid the sun, which can hamper the entire player group. They will regain all lost HP within 6 hours of taking damage (provided they have drunk blood in the last few days). Players should also be ready to role play the first few weeks of vampirism, struggling with their primal urges to feast on those around them. If a player is unable to role play this struggle, the GM should use dice rolls to help compel them (grit check to maintain control), but this is not necessary and should only be used as a last resort.

Young Vampire (first few months)

Str 10-14
Dex 10-14
Int 8-12
Grit 10-14
Cha 8-12
Per 12
Img 8-10
Spd 12

HP 30-38
Armor 2

Average Vampires

Str 12-16
Dex 12-16
Int 10-14
Grit 12-16
Cha 10-14
Per 15
Img 10-14
Spd 15

HP 34-42
Armor 4

Elder Vampires (over 200 years old)

Str 16-18
Dex 16-18
Int 15-18
Grit 16-18
Cha 14-18
Per 16-18
Img 16-18
Spd 18

HP 42-46
Armor 6

Vent Goblins

Vent goblins live in ventilation shafts and air ducts. They are largely harmless, but have a tendency to quietly steal small trinkets and baubles that they see from their hiding places. Vent goblins are small

creatures, standing at less than a foot in height. They have squat bodies, their frame constantly hunched over as though the ceiling is always a little too low. Their skin is earth toned. They often dress themselves in odd assortments of found clothing, stitched together along with jewelry and other valuables. They can be shrewd traders, and guard their accumulated treasures closely.

Vent goblins do not rush into a fight, as they are generally small and weak. They do however enjoy using traps and subterfuge to defend their homes from intruders.

Str 6

Dex 14

Int 10

Grit 8

Cha 8

Per 12

Img 8

Spd 12

HP 24

Armor 0

Werewolves (lycanthropes)

Werewolves are people cursed with lycanthropy, an affliction which causes them to transform into half-person, half-wolf monster hybrids during a full moon. Anyone bitten by a werewolf has a chance to contract the curse, which cannot be removed by even the most powerful of magics. The only way to end the curse would be to kill a werewolf further up the line.

When an elder werewolf does die, all other lycanthropes it had cursed, and their own progeny all the way down the line will lose their powers and become normal people again. These ancient, original creatures are well hidden however, often in distant places where few humans exist. They are vastly powerful, and can easily take down a party of hunters without much trouble. Sometimes werewolves find their curse ended suddenly, not knowing what ancestor wolf died in far off lands.

Regular werewolves, though also very powerful, are nowhere near as dangerous as an elder. Many are just normal people who were in the wrong place at the wrong time, and now must try to live the rest of their lives dealing with this dangerous condition. With practice, a werewolf can learn to stay in control of its mind when it transforms, but this can take months or years of effort to reach this point. Even a disciplined werewolf will be edgy and easily provoked when transformed.

Humans who contract lycanthropy have one added advantage normal humans lack. They are able to perceive the supernatural long after they would have lost this ability through reaching adulthood. In fact, some initiated children have been known to intentionally seek out other werewolves with the hope of maintaining their knowledge of the supernatural. This sort of behavior is generally frowned upon though, and anyone intentionally taking the werewolf's curse is expelled from the ranks of the initiated.

That said, werewolves who do not succumb to the evil influences of their curse, but maintain their humanity while transformed will often work with the initiated and other supernatural races in order to help fight evil and oppressive forces. Some werewolves have even formed clans with stated missions of ridding the world of evil or helping the initiated in their missions when needed. These groups are only active around the full moon however, and they tend to blend in with normal human civilization the rest of the time.

GM's note: Player characters should be largely immune to the curse, and only contract lycanthropy by the GM's planning, and not from random roll tables. A player's initial transformations should be controlled by the GM, with the player given some control over their transformed characters after the first few moon cycles. Werewolves transform both on the night of the full moon, and the nights prior to and after, totaling three nights in all per cycle.

The attributes below only reflect a werewolf's ability when it is transformed, with younger, smaller werewolves being on the lower end of the spectrum provided.

Str 14-16
Dex 13-16
Int 4-12
Grit 12-16
Cha 6-8
Per 10-15
Img 8-12
Spd 12-15

HP 36-42
Armor 3

Wolf's Bite

The werewolf bites a target for 2d6 + melee damage. This ability can be used once every other turn.

Wolf's Claws

The werewolf rakes its opponent with its large, sharp claws. Target takes 1d6 + melee damage. This is the werewolf's normal attack, and can be used freely.

Monsters

Monsters, Creatures, and Other Encounters

All creatures listed here can use melee attacks based on strength, just like player characters. Attributes listed are based on averages, and GMs are free to tweak them as they see fit. GMs are also free to add, exclude, or change anything listed here to better suit their game. Unless otherwise stated in an attack description, all melee attacks use normal melee rolls, and all ranged attacks use range attack rolls. All attacks use one action unless otherwise stated. All armor ratings refer to natural armor unless otherwise stated.

When characters come across particularly otherworldly supernatural creatures, or creatures that have frightening characteristics (evil clowns, giant spiders, shadows, so on), they must make a grit roll or risk becoming so frightened as to not be able to act on their first combat turn. It is ultimately up to the GM whether the player characters must make this horror grit check, based on the circumstances of the encounter, the character's dispositions, and their fears. Characters can develop a certain degree of immunity to this horror factor through exposure. For instance, while the first few encounters with giant spiders might cause them great distress, eventually they will become used to the creatures, and be able to face them without fear.

Additionally, while some creatures might not be frightening on their own or when encountered in broad daylight, a large number of these creatures together or encountering them in a particularly creepy environment might cause the characters distress.

Monster Bonuses

Most creatures in the following section are balanced for small groups of starting characters. As characters progress, or travel in larger groups, these creatures are likely to lose their ability to really fight the player group on an equal footing. If the GM finds their players are defeating monsters too easily, they can apply one of the following upgrade “packages” to a creature's stats, thus buffing them without changing their fundamental nature. Ultimately, all combat encounters should be challenging, but possible to overcome by a player group. Since each player group is different, it is up to the GM to determine how much each monster type should be upgraded. With a bit of practice, GMs will find it easy to add upgrade packages to meet their players' needs. A GM is free to apply an upgrade package mid-combat if they realize their climactic boss encounter is turning out to be too easy for the player group, though this should not be abused. Remember, this is meant to be fun and challenging, not frustrating to the players.

GMs are also free to tweak creatures abilities as they see fit, and can ignore the following section if they prefer to customize the combat encounters themselves.

Upgrade Package 1

Starter Buff

+5 HP

+1 to hit
+1 damage

Upgrade Package 2

Tanking Buff

+10 HP
+1 to defense rolls
+1 Armor

Upgrade Package 3

HP Buff

+30 HP
+20 additional HP if enemy is a “boss” fight

Upgrade Package 4

Brawler Buff

+20 HP
+1 to hit
+3 damage per hit

Upgrade Package 5

Dark Inspiration Buff

+15 HP
+1 to defense rolls
Creature provides following buffs to its allies while it is in combat: +10 HP +1 to hit

Upgrade Package 6

Experienced Buff

+20 HP
+1 to hit
+1d6 damage per hit
+1 on defense rolls

Upgrade Package 7

Expert Buff

+35 HP
+2 to hit
+2d6 damage per hit
+1 on defense rolls
+2 armor

Upgrade Package 8

Final Boss Buff

+50 HP
+2 to hit
+2d6 +3 damage per hit
+1 on defense rolls
+3 armor

The Babysitter

Babysitters are the bane of all initiated. Semi-adults with no real claim to authority over the kids intrusted into their care, yet baring the arrogance of a supreme leader in the small, military dictatorship. Babysitters come in many varieties of course. Ultimately though, they will not see it as a wise idea to let their charges run around the streets at night without “adult” supervision. They will do everything they can to stop characters from engaging in their Initiated duties, and won't listen to reason.

Babysitters are immune to magics or the supernatural, and like adults, will not perceive any of these things. This includes immunity to magical spells, and weapons that rely on magic to work against monsters (water guns, cap guns, so on). They are also not combat adversaries, at least not unless it's a last resort. Often times, these are people the player characters know and with whom they have some history. Anything done to the babysitter will get back to the character's parents, and that means more trouble than it's worth.

Occasionally, parents will entrust their children into the care of someone just young enough to still be affiliated with the Initiated, in which case they can be significantly more understanding, if not accomplices to the characters' activities.

Str 16
Dex 12
Int 14
Grit 16
Cha 10-16
Per 12
Img 6
Spd 10

HP 42
Armor 3

Tackle

The babysitter attempts to tackle any kid within 2 yards. Roll the babysitter's strength vs. the target's dexterity to determine success. A successful tackle pins the target down for two rounds. The tackled character can attempt to escape each round with additional strength vs. dexterity rolls. After two rounds, the babysitter can pick up the character and carry them home. It's up to the GM whether the target can try to escape at this point.

Bandersnatch

The bandersnatch is a creature that resembles a greyhound with lion-like fur and mane. They usually run in small groups of 2-5, and roam the countryside with supernatural speed. The bandersnatch has a unique

hunting method, not common in nature. Instead of going after the weaker straggler of a group, it will target the apparent leader. A person or creature at the front of a group will be the primary target of the bandersnatch. The further ahead of the group, the more enticing a target, leading to problems for scouts and the bold alike.

Str 14
Dex 15
Int 6
Grit 14
Cha 6
Per 14
Img 8
Spd 16

HP 38
Armor 2

Bite

The bandersnatch is able to make a melee attack using its jaws and teeth. A successful hit does melee + 4 damage. This attack can be used once per turn.

Claws

The bandersnatch uses its to attack its target. A successful hit does normal melee damage. This attack can be used once per action.

Tackle

The bandersnatch will attempt to tackle the perceived leader of the party. Roll the bandersnatch's dexterity vs. the target's dexterity to determine if the attack hits. If successful, the attack does normal melee damage, and the target takes the knocked down status effect.

Bees, Wasps, and Hornets

Bees, wasps, hornets, and similar creatures are neither evil nor supernatural. They will behave as their nature dictates, defending their hives and queens, but largely ignoring anything they don't feel is a threat. Kids feel compelled to draw the attention of these creatures however, often wondering "why did I just do that?" at the precise moment they throw a rock at a hive.

Bees, wasps, and hornets behave as a group for purposes of combat. A swarm can only be "killed" by appropriate types of weapons. A slingshot or a baseball bat won't cut it. A can of bug spray will do 1d6 damage to a swarm.

Str 4
Dex 16
Int 6
Grit 12
Cha 2
Per 15
Img 3
Spd 16

HP 22

Armor 0

Stinger Attack

The stinger attack does melee -3 per hit, and can be used repeatedly.

Swarm of Stingers

The entire swarm attacks one character as a whole, stinging them all over their bodies. The swarm rolls its dexterity vs. the target's dexterity. A successful attack does 2d6+2 damage. This ability can only be used once per combat. Bee swarms will die after using this attack, but not wasps or hornets.

Bogie

Bogies are long-limbed, hair covered creatures about four feet in height, and with slim but muscular bodies. They live in dark, residential places, usually under the beds of children or in their closets. Bogies aren't necessarily dangerous or evil, but they will do what they can to frighten, confuse, or generally cause trouble for kids. They can act as spies for more powerful and evil supernatural creatures, which is why it is best not to discuss anything important in rooms that might have a resident bogie.

When cornered or attacked, they can be dangerous adversaries that fight dirty. They will try to flee if the fight is not going well for them however. They are also able to crawl along walls and ceilings when attempting to escape their enemies. Moving between floors, walls, and ceilings counts as one action.

Str 14

Dex 15

Int 8

Grit 12

Cha 8

Per 12

Img 12

Spd 14

HP 36

Armor 2

Claws

The bogie attempts a melee attack with its claws, doing melee +2 damage with each successful attack.

Knock Down

The bogie flings its full weight at the target in an attempt to knock them down. This counts as a normal melee attack, and applies the knocked down status effect on the target.

Bullies

Bullies are often thought of as large, obnoxious, lazy, stupid children often accompanied by a couple of cronies or sidekicks. That's the common perception of bullies anyway. Bullies can also be inconspicuous, hurting others without drawing attention to their actions. They can be charming and witty, and they can be completely alone in their world without even the benefit of a single person in whom to confide. One thing that is common to all bullies however, is that they have little to no knowledge of the magical world.

Bullies are in many ways outcasts from the world of kids. Their disconnect from the world of magic and

superstition leaves even the most charming amongst them separated from something the rest of their peers all share. In that way, they are victims of their own shortcomings, aggressors lashing out at a group they should belong to, but can never join.

No one knows why this minority is blind to magic. They have seemingly always existed, yet little effort has been made to understand the phenomenon.

Bullies will actively try to hinder the player characters. They will tattle, they will deceive and lay false blame on others. They will even resort to violence when the situation warrants it from them. Many bullies actively enjoy causing violence, and will seek out opportunities to hurt the player characters physically.

When confronted by a great magical force, all bullies will run like cowards. Though they may not see what is really going on, they seem to have a reactionary instinct to flee at the first sign of the supernatural. They will not be able to explain why they suddenly felt such terror, and will often choose to forget that anything out of the ordinary ever even happened. Despite this, normal spells and magical weapons have no effect on bullies, often leaving powerful spell caster children at their mercy.

The following stats are for an average bully, though they can range in attributes much like any other character.

Str 8-14

Dex 8-10

Int 6-14

Grit 8-14

Cha 8-12

Per 8-12

Img 4

Spd 10

HP 26-38

Armor: Based on worn armor. Average 0-3

Wedgies

Not all bullies use wedgies, but the ones who do have it down to an art. Wedgies will cause 1d6 damage to their target (must be wearing underwear to be effective), and apply the knocked down status effect. A wedgie can only be used once per combat.

Noogies

If a character fails their dexterity roll vs. the bully's strength roll, then the bully will grab them in a headlock, and do 1d6 damage by rubbing their knuckle into the victim's head. The roll is repeated each round the bully continues to hold his captive. If the bully receives more than 4 HP in damage from another character, they will release their victim.

Cockatrice

A cockatrice is a small creature with a reptilian body and the head of a rooster. Cockatrices are highly territorial, and will attack any trespasser on sight. They are often used to guard important places or objects.

A cockatrice's primary weapon is its ability to turn people to stone with its gaze. They can be very powerful adversaries, and it is often advisable to avoid them if at all possible.

Str 8
Dex 14
Int 3
Grit 8
Cha 2
Per 16
Img 8
Spd 10

HP 26
Armor 0

Stone Gaze

Simply by looking at another living thing, a cockatrice is able to turn it to stone for 1d6 hours. Though this has no lasting effect, any damage done to something while turned to stone will effect them once they return to their normal form. The cockatrice will use this opportunity to try to destroy its prey, so it can devour them once they revert. A cockatrice's stone gaze can effect other cockatrices. A mirror or other reflective surface can be used to force the cockatrice to look at itself, thus using its power on itself. The cockatrice rolls their perception against their target's grit to see if they are successful in turning them to stone. It can use this ability every other turn in combat.

Dogs

Not all dogs are bad or dangerous. Most are friendly or just generally benevolent. Some however will try to hurt kids, whether because they were trained as guard dogs or for violence, or because they're simply mean old bastards.

Dogs have varying attributes and attack abilities based on their size, with larger dogs being more powerful and dangerous than smaller dogs.

Small Dog

Str 8
Dex 13
Int 7
Grit 8
Cha 12
Per 14
Img 8
Spd 15

HP 26
Armor 0

Bite

The small dog can bite someone for 1d6 -1 + melee as its normal attack..

Medium Sized Dog

Str 12
Dex 12
Int 8
Grit 12
Cha 12
Per 14
Img 8
Spd 13

HP: 34
Armor: 1

Bite

The medium sized dog can bite someone for 1d6 + melee as its normal attack.

Large Dogs

Str 15
Dex 12
Int 9
Grit 15
Cha 12
Per 14
Img 8
Spd 12

HP: 40
Armor: 1

Bite

The large dog can bite someone for 1d6 +2 + melee as its normal attack.

Drag Down

A large dog is able to grab its target with its powerful jaws, and drag them to the ground. Roll the dog's strength vs. the targets dexterity to determine if the attack hits. A successful attack does 1d6 damage and applies the knocked down effect. This attack can be used every other turn.

Doll Golem

A child's toy doll can be enchanted to take on a semblance of life, performing tasks for an [animator](#). Though they can follow simple orders indefinitely, their creator is also able to take direct control over a golem and see and hear what's happening in the doll's vicinity. As such, these dolls are often employed by spell casters as spies and semi-intelligent security cameras.

They can vary in size and appearance as just about any toy can be used to create a doll golem. Action figures, baby dolls, stuffed animals, and even classic wooden toys can all be animated. The toy must represent a living creature though in order to be animated. A toy car or doll house cannot be animated, but toy people and animals can.

Larger toys require a skilled animator, while a novice can only give life to smaller toys.

Small Toy

Str 4
Dex 10
Int 5
Grit 5
Cha 10
Per 12
Img 8
Spd 12

HP 19
Armor 1

Large Toy

Str 10
Dex 10
Int 4
Grit 8
Cha 10
Per 12
Img 6
Spd 14

HP 28
Armor 2

Evil Clowns

Clowns are terrifying supernatural horrors with a variety of attacks both physical and magical. They might be a fairly normal looking, (well, normal for a clown anyway) modern party clown, a sad hobo clown, or monstrous things with razor sharp teeth and claws. Evil clowns tend to live in dark, dank places, usually underground. Sewers are some of their favorite habitats, and they like to wait in the shadows of curbside storm drains and grab little children as they pass by, dragging them to their lairs deeper underground.

Clowns are not to be taken lightly. They can easily take out a small group of the Initiated if their targets are not properly prepared for the encounter. Only skilled teams should be sent after evil clowns. Anyone else should flee. Victims of evil clowns are never seen again. Well, not alive anyway.

An evil clown is able to project images of its victims to terrorize or psychologically torture its next target. These projections are not the normal version of the clown's victims, but what they looked like when they died, the violence or torture inflicted on them apparent in their horrific form. Though these phantoms cannot cause any physical harm, the mental terror they produce is often much worse.

Evil clowns get 3 actions per turn instead of 2.

Not all clowns are evil monsters looking to feed on children. Some clowns are just normal adults who think dressing like monsters might be entertaining for kids.

Str 16
Dex 16
Int 14
Grit 16
Cha 6
Per 14
Img 12
Spd 16

HP 42
Armor 5

Living Nightmare

The clown will appear to personify its targets' greatest fear, be that spiders, a particular bully, or even clowns. This vision will be a much more sinister version of its real life counterpart, playing up any aspect that might further terrorize the target. Each observer will see their own individual terror reflected in the evil clowns gaze. Anyone looking at the clown must roll their imagination or be unable to act for one full round. The evil clown can use this ability as a single action, then continue to move or act if it has actions remaining.

Noxious Balloons

The clown is able to produce a set of 3 balloons filled with poisonous gas. It can release these balloons onto the battlefield where they will move around freely at 1 spaces per action. The balloons can explode at any time, covering a 2 yard radius with their poisonous payload. Anyone caught in one of these toxic clouds takes on 1 poison counter. Characters continue to take on poison counters each round they remain in the gas. The gas will dissipate in 3 rounds, or can be blown away either with natural or magical winds. This attack can be used every other round.

Long Limbed Claws

The clown is able to reach out across 3 spaces on the combat map, and rake its victims with its claws. The target must roll their dexterity vs. the clowns strength, or be hit for 2d6 +3 damage. This attack can be used once per round.

Chomp

The clown will bite an adjacent target for 3d6 damage. The target must roll their dexterity vs. the clowns strength to try to avoid the bite. This attack can be used every other round.

Acid Spray

The clown is able to squirt a corrosive, acidic liquid out of an accessory (flower on the lapel, bow tie, belt buckle, big-red-nose, so on). The spray can target someone up to 5 spaces away. Target must roll dexterity vs. the clown's perception, or take 1d6 +6 damage. This attack can be used 3 times per combat.

Flame Salamander

Flame salamanders are elemental creature that look like a normal salamander, but share very few other properties with their non-elemental counterparts. Flame salamanders are born from fire with the aid of

magic. With the right spells a caster can create a flame salamander out of fire, which is then kept as a pet, used in magical experimentation, or used as a weapon against the caster's enemies.

Flame salamanders are small creatures, between 6 to 12 inches in length depending on age. They look like normal, non-magical salamanders, but with a flaming aura around their bodies at all times. They can control the temperature of these flames, reducing them to harmless levels, or increasing them to much higher levels. With magical help from a flame elemental, they can reach over a thousand degrees Fahrenheit. Only practiced flame salamanders are actually able to get that hot however, and will require the elemental's aid.

As pets, flame salamanders are curious and intelligent creatures. With time, they can develop a psychic link with their creator allowing them to communicate on a base level. Flame salamanders will fight besides their creator and will even die for them after the bond is developed.

Str 4
Dex 14
Int 10
Grit 8
Cha 10
Per 12
Img 10
Spd 10

HP 22
Armor 1

Flame Out

The flame salamander concentrates all its efforts into its flame aura, increasing temperatures anywhere from 200°F to 1000+°F depending on age. All attacks on a flame salamander while it is flaming out (both successes and failures) will cause damage to the attacker. 1D6 for young salamanders, 2d6 for a salamander that is at least a year old, and 3D6 for salamanders that are older than three years. The oldest (5+ years) and most powerful flame salamanders can cause 3d6 +6 damage. This ability can only be used once per combat, but can be maintained for 3 full turns.

Flame Breath

A flame salamander is able to shoot a thin jet of fire from its mouth. The flame has a range of 4 spaces, and does 2d6 damage. The salamander can only use this once per combat.

Golem

Golems are short lived creatures, constructed and animated by spell casters with knowledge of the Shaper spell books. They are built using materials such as cooking dough, modeling clay, mud, chewing gum, and so on. They do not have free will, personality, or self-awareness, and can only follow simple orders from the caster who created them.

Golems can be used for a variety of purposes, including combat help, carrying goods and messages for the caster, simple guards, and even a form of transport should they be large enough to carry a character. They can be designed and built in any form (not limited to humanoid), but must be balanced or they will fall over.

Golem attributes can vary based on size and crafting materials used.

Str 6, 10, 14 (small, medium, large)

Dex 6

Int 4

Grit 6, 10, 14 (small, medium, large)

Cha 4

Per 10

Img 6

Spd 9

HP 22, 30, 38 (small, medium, large)

Armor 1, 2, 2, 3 (mud, cooking dough, chewing gum, modeling clay)

The Jabberwock

The Jabberwock is an extra-dimensional being who can be summoned onto this plane by a skilled rhyme singer. It stands about 12 feet in height and has a body like a mythical dragon, with a long neck and limbs, and wings capable of flight. Its fingers are tipped by long claws which it uses as a primary weapon. It's head looks like a deep water fish, with tentacle like whiskers and forward facing eyes. It has a long, reptilian tail which it uses to balance itself when it stands on its hind legs. The Jabberwock will often do battle standing on its hind legs, but it runs on all fours, and can be a deadly force as it chases down its pray.

The summoning of the Jabberwock can change the tide of a battle, but at great risk. Should the summoning spell backfire, the Jabberwock will escape the field of combat, and set up residence in the local wilderness. It can survive in many climates and terrains, including frozen winterscapes or blazing deserts. Once it finds its new home, it will begin hunting the children of the area, stealing them away late at night to be consumed at its pleasure.

A rogue Jabberwock is usually of great concern to the Initiated, as it is from their own ranks, or those of their younger siblings that the monster finds its meals. It will also hunt the children of other intelligent creatures in the area, but usually only if it can't find human children. It is still of concern to those populations, and they too will do what they can to hunt the monster down. Rogue Jabberwocks have lead to many diplomatic disasters between the Initiated and the local supernatural communities.

A Jabberwock not hunted will eventually fade back into the dimension of its origins. It can remain in this reality for 6-12 months, after which it will quickly fade back into its own world. If the Jabberwock is in this world, attempts at summoning another one within a few hundred miles seem to always fail. It is not known why these proximity limitations exist.

Where exactly the Jabberwock originates, why it hunts only children, and what its diet consists of while it is in its home world are not known.

The Jabberwock is a large creature that takes up 4 spaces on the combat map (forming a larger square shape on the map).

Str 18

Dex 14

Int 8
Grit 18
Cha 6
Per 14
Img 10
Spd 12, 15, 18 (hind legs, all fours, flight)

HP 46
Armor 5

Jaws that Bite

The Jabberwock is able to bite one opponent within 2 spaces of its location for 3d6 +melee damage, once per turn.

Claws that Catch

The Jabberwock is able to grab an opponent within 2 spaces of its location by successfully rolling its dexterity against its target's dexterity. A success means target takes 2d6 damage, and is captured and unable to move until freed. The Jabberwock holds onto its target and carries them around the map. The target is considered to take up a space on one of the squares occupied by the Jabberwock. The target can roll dexterity independent of the Jabberwock (not against the Jabberwock's attributes) each turn to try to escape. A successful escape allows the character to still use 1 action for movement, without an attack of opportunity against them. The Jabberwock can only hold one character at a time with this ability.

Eyes of Flame

The Jabberwock is able to shoot jets of flame from its eyes. This attack counts as a ranged attack with a range of 8 spaces, and does 2d6 +3 damage. It can set things on fire with GM's discretion.

Leaf Pile

During the autumn months, lawns across the neighborhood will accumulate leaf piles. Though apparently harmless at first glance, they are in fact a dangerous intelligence that operates as a hive mind entity. Each leaf pile is just an extension of a larger force that has never made itself known beyond its multitude of leaf pile incarnations. The leaves of a given pile are not exactly the flesh of the creature, but rather the creature animates them as a slow moving appendage of its invisible being. Leaf piles crawl around the neighborhood looking for careless children to consume. When a leaf pile finds its prey, it will attempt to fully immerse the victim within its leaves, where unless saved, they will slowly be digested until nothing more than the bones are left behind.

Leaf piles can range in size, and take up multiple spaces on a combat map. Smaller leaf piles can merge into larger ones by crawling to adjacent spaces, just as they can break apart into smaller piles by crawling away. Each space a leaf pile occupies acts as an individual pile for the sake of attacks, and each part must be scattered or destroyed before the leaf pile is defeated. A destroyed pile does not directly harm the intelligence controlling the pile though, but merely eliminates one of its sources for sustenance and information about the area.

For some reason, the scattering of the once neat piles of leaves across a lawn seems to usually upset adults.

Certain attributes of leaf piles will be added together when two or more leaf piles merge. So a leaf pile taking up one space will have a strength of 2, but when two piles merge and take up two spaces, their combined strength is 4. Attributes marked with an asterisks (*) will merge in this manner. All attributes are

capped at 18, and armor caps at 3 for the pile regardless of how many spaces a single pile takes up. The attributes listed below reflect those of a leaf pile that takes up a single space.

Str 2*
Dex 2*
Int 2*
Grit 6
Cha 0
Per 10
Img 4
Spd 3

HP 18 (+2 added for each additional pile that merges with the first, up to a total of 34)
Armor 1*

*Attributes that merge based on size of leaf pile. See description of Leaf Pile for further details.

Leech

Leeches are blood sucking, slimy, slug like creatures (actually segmented worms, but whatever, they're gross!) that live in freshwater lakes and other bodies of water. They can attach themselves to people moving through their waters with suckers on either end of their body. They will then suck out 1 HP worth of blood every 10 minutes for up to an hour. Roll 1d6 to determine how long the leech stays attached, with 10 minutes for each die point up to a full hour. The leeches will let go once they are satiated.

When passing through leech infested waters, all characters must roll 1d6 to determine how many leeches cover their body. Leeches will go unnoticed if they aren't seen. As long as part of a character's body remains submerged in water, they will not notice the leeches on their body. Once out of the water, leeches can remain hidden under clothing. Unless unclothed skin is found to have leeches present, the character will not notice them.

If the leeches suck more than 6 HP from the characters, they will notice that they aren't feeling well, and may choose to investigate further.

Str 2
Dex 2
Int 2
Grit 2
Cha 1
Per 6
Img 2
Spd 3

HP 14
Armor 1

Leeches have no attacks beyond their natural need to suck blood from living things.

Magic Cymbal Monkey

A strange, evil creature, the magic cymbal monkey appears to be a normal children's toy until it attacks. Small (6 inches tall) creatures that look similar to squat monkeys, they often wear a red fez hat and vest, and carry a set of cymbals in their hands. They have wide mouths full of knife like teeth, and beady, black eyes.

The cymbal monkey cannot act unless it is first wounded with a key that is permanently protruding from its back. Once the key is wound however, they can move freely for about an hour, and will attack anything within reach with maniacal persistence, not stopping until they have been broken down to nothing more than gears and parts. They are most effective in large numbers.

Str 6
Dex 10
Int 4
Grit 6
Cha 2
Per 12
Img 6
Spd 12

HP 22
Armor 0

Monkey Bite

Their bite does melee -2 damage.

Cymbal Smash

The sound of their cymbals crashing together can do 1 HP of damage to anyone within range. Though fairly ineffective on its own, when multiple monkeys use this attack together, they can cause a great deal of pain and damage to anyone on the combat map. Those hearing the crash will feel like they are being attacked inside their head, and will feel the urge to cover their ears. This power affects all living things, including whoever released the monkeys into the field in the first place. Each monkey can use this ability once per round.

Mirror People

The mirror people are a supernatural reflection of our reality. They inhabit an alternate plane of existence similar to that of the player characters'. Their reality however, is a dark reflection of our own, for mirror people are the embodiment of the opposite. Everything in the mirror world behaves in opposition to its "normal" counterpart. One side's villain is the other side's hero. A rich man in one world is poor in the other, and vice versa. These things are not immediately apparent to most people who cannot see the supernatural however, and it takes a particularly gifted person to identify the differences in the mirror world with ease without first crossing over to the other side.

Mirrors and other reflective surfaces act as portals between the two worlds. Crossing from one side to the other is no easy task however. With a person's reflection trying to cross over at the exact moment every time a character tries to cross, they will always appear to be blocked by their opposite. Getting around this requires some trickery, and a fair bit of magic. If someone does cross over into the mirror world, their

reflection will replace them in their own reality. Being the opposite of the person who crossed though, the reflection will work against the character's interest in their time in this reality, making it generally beneficial to spend as little time in the mirror world as possible.

The people in the mirror world share the abilities and attributes of their counterparts. They are exactly matched in skill and defeating one in combat is the equivalent of defeating yourself.

Nesting Dolls

Nesting dolls are magically animated, simple guards that can be ordered to protect specific objects, people, or places. They have minimal intelligence, and can only understand simple commands from their creators. Their appearance can vary, but is generally a simple statue that may or may not be painted. Though they can be designed to look like the classic Russian nesting doll, they can also come in other forms depending on the tastes of the creator. This can range from classic, Greek sculpture to something more modern and stylized. The basic form is always fairly simple though, and lacks intricate or complex parts. The lack of moving parts means they move by bouncing from space to space, and attack by throwing their bodies against their adversaries.

The nesting doll will attack anything short of its creator that approaches whatever the doll is assigned to protect. When the nesting doll's surface is cracked, its outer shell falls away to reveal a smaller version of the figure inside. Furthermore, once that shell is cracked, a smaller and final figure emerges. The first form is the largest, toughest, and slowest, with the third being the smallest, weakest, and fastest of the three.

Large (1st) Doll

Str 14
Dex 8
Int 5
Grit 14
Cha 6
Per 10
Img 5
Spd 6

HP 38
Armor 2

Medium (2nd) Doll

Str 10
Dex 10
Int 5
Grit 10
Cha 6
Per 10
Img 5
Spd 9

HP 30
Armor 1

Small (3rd) Doll

Str 6
Dex 14
Int 5
Grit 6
Cha 6
Per 10
Img 5
Spd 12

HP 22
Armor 0

Body Throw

The nesting dolls' only attack is to throw themselves against their foes. The amount of damage they can do this way and the number of times they can attack per turn is determined by the size of the doll (large, medium, or small). The first phase of the doll (large) does 2d6 +melee damage, and can attack once per turn. The second doll (medium) does 1d6 +melee per hit, and can attack twice per round (once per action). The final doll (small) does only melee damage, but can attack twice per action in this manner, with a maximum of 4 attacks per turn.

Normals

Normals are children who are incapable of seeing the supernatural. A monster could be swooping in for the kill, and they wouldn't even know it. Fortunately for them, their absolute lack of belief protects them from all but the most powerful of the supernatural. Unfortunately for the player group, they can be dangerous enemies to the initiated.

Normals can weaken or outright nullify the abilities of spell casters, who are almost completely powerless against them. This is a key difference between normals and bullies. Where as a bully fears magics when they are exposed to them, a normal won't even acknowledge the supernatural even if a monster was about to eat them whole.

All attempts at spell casting suffer a -3 penalty when within visual range of a normal. Each additional normal in range adds another -1 to that penalty. Thankfully, normals are pretty rare, often with no more than 2-3 per school.

They are generally boring children who lack any imagination, and do everything they can to speed toward adulthood. They wouldn't know fun if it sat on their dull little faces. Though they may find kindred spirits in each other should they meet, more often normals see others of their kind as a source of competition along the road to adulthood. Someone trying to beat them to the eventual goals of getting a job, wearing a tie, and becoming as boring as they know how. They are the most likely to remind the teacher that everyone's homework has not been collected right before the school bell rings.

Normals have the same attributes as any other child their age. They will however always have very little imagination (less than 4).

Str 8-12
Dex 8-12

Int 8-14
Grit 8-12
Cha 6-10
Per 8-12
Img 1-4
Spd 10

HP 26-34

Armor: Based on worn armor. Average 0-2

Normals can use weapons just like other kids, as long as the weapon is of a non-magical or supernatural nature. They do not have access to abilities, spells, or, skills.

The Old Lady/Man that Lives in the Big House

There seems to be one in every neighborhood. A dark, dilapidated, old building housing an eccentric old person who seems to really value their privacy. "I think she's actually a witch," or "I heard he did time in jail for murder" are common rumors about these individuals whispered amongst the local children. There is a pretty good chance these rumors are true.

These homes are their own personal dungeons, hiding horrors and treasures alike, waiting to be discovered by any brave or stupid enough to investigate. An old dog with one mean eye might guard the entrance to these lairs. Shadows crawl with malicious life, and the lost spirits of missing children can be heard from the attic.

Though they appear to be elderly people with permanent scowls on their faces, the true nature of these people is not actually human, but evil spirits of negative emotions. The victims of these spirits are humans who are filled with regret, hate, jealousy, anger and other negative emotions in the twilight years of their life. At some point, when the negative emotions reach critical mass, they become vulnerable to attack by a corresponding emotional spirit.

These evil entities will extend the lives of their host by decades, inhabiting bodies that are only a shell that allow the spirits to interact with the physical world. Should the spirit be driven from its host body, most often that body will quickly deteriorate and be inhospitable for any further possession. The actual person that once called that body home is long dead by this point, and beyond help unless the possession took place within a few days of the spirit being driven out.

The spirits primary weapon is the emotion over which they hold dominion. They can influence the minds of those within range (10 spaces) with these emotions, causing friend to turn on friend, or filling one with despair or regret so great that they are incapable of acting.

Anyone within range of these creatures must roll grit with a -1 penalty or be overcome by emotion. Characters must roll every 10 minutes they are within range of the creature until the spirit is driven from the body. The GM can determine the exact emotion and how it affects the characters.

A spirit will flee its host body should the body become too uncomfortable or inhospitable for it to inhabit comfortably. Though this means beating one up to within an inch of their life will force a spirit to flee, so too will extreme weather conditions, unbearable smells, or even a really strong showing of an opposing and positive emotion.

Many will also carry a [walking stick or cane](#), which they can use as a melee weapon.

Str 8
Dex 10
Int 12
Grit 16
Cha 8
Per 15
Img 10
Spd 12

HP 36
Armor 2

Older Kids

No one knows when exactly they lost their ability to see the magical world, or when they lost their memories relating to that world, but at some point it happens to everyone. Somewhere around the ages of 15-18, magic no longer exists in the reality of most humans. They simply choose to ignore it on a subconscious level, to the point where it no longer affects them. There exists an in-between time for these people though, where they are neither kids nor adults. This is the place for older kids.

Not exactly teenagers, since plenty of teens can still interact with the magical world, older kids are often concerned with their own affairs, too much so to take notice of the day to day adventures of the younger kids. A few may choose to bully those younger and weaker than themselves. Some may occasionally choose either to help or hinder a younger sibling or neighbors. Overall however, they're more concerned with relationships, or school, or their own personal problems.

When the older kids choose to involve themselves in the affairs of the younger kids, it can seem like a powerful and chaotic force for change has entered the picture. Older kids can have the size and abilities of adults, but still hold onto their teenage rage and ability to do violence with little consideration for consequences. They can be a powerful ally to a player group, or a dangerously disruptive force. They aren't much use when dealing with the supernatural though.

Str 14-16
Dex 12-14
Int 10-14
Grit 14-16
Cha 8-16
Per 10
Img 6
Spd 12-15

HP 38-42
Armor 2

Wedgies

Not all bullies use wedgies, but the ones who do have it down to an art. Wedgies will cause 1d6 damage to their target (must be wearing underwear to be effective), and apply the knocked down status effect. A wedgie can only be used once per combat.

Noogies

If a character fails their dexterity roll vs. the bully's strength roll, then the bully will grab them in a headlock, and do 1d6 damage by rubbing their knuckle into the victim's head. The roll is repeated each round the bully continues to hold his captive. If the bully receives more than 4 HP in damage from another character, they will release their victim.

Sewer Gators

Some sewers, particularly in larger cities, house a curious breed of alligator that lives in the sewers. Legend has it that many years ago, some department stores would sell baby alligators as pets for kids. As these alligators grew in size, they would become a dangerous nuisance, and would be flushed down the toilet by concerned parents.

Years went by and department stores topped selling alligators for children's pets. But the gators that were flushed down into the sewer systems never went away. Instead they continued to grow, reproduce, and slowly evolve into a fearsome monstrous threat.

Most sewer gators are about 6-9 feet in length (the limited space and food supply in the sewers preventing them from growing too large), have light or white skin, and have poor vision. They make up for their near blindness with a keen sense of smell, and the ability to feel disturbances in the water within a 50 foot radius.

Str 16

Dex 14

Int 6

Grit 16

Cha 4

Per 5 (15 for smell or sensing movement in water)

Img 4

Spd 10 on land, 15 in water

HP 42

Armor 3

Gator Bite

The sewer gator bites for 2d6 damage. This is the gator's normal attack, and can be used repeatedly.

Snap and Roll

The sewer gator bites into its opponent and begins to spin around without letting go. A successful dexterity vs. dexterity roll allows the gator to latch onto their victim, and begin to spin. Successful attacks do 2d6 +3 damage, and apply the knocked down status effect on the target. The gator is unable to take any other action on its next turn when it uses this attack. Snap and roll can only be used once per combat.

The Shadow Creatures (Shadow Monsters)

The shadows are magical creatures that literally live in shadows. They prefer places where light rarely penetrates, such as deep forests, underground places like sewers, caves, and boarded up and abandoned buildings. They can move freely across any surface shadows at high speeds.

The Shadows are agents of The Shadow Lady, and act as her eyes and ears. They can carry out her wishes anywhere they exist, and often act as her personal escorts and guards when she enters the mortal world. Though quite possibly created by The Shadow Lady, they do have a degree of independence. They are far from intelligent in a human sense, but very crafty and capable of accomplishing their goals.

They can materialize at will, and rise from the shadows to strike out with claws and weapons made of the same black, tar like substance as their bodies. Ordinary weapons have no lasting effect on shadows, at best momentarily slowing them down. The only real weapon against them is light.

By isolating the shadow from darkness with which they might escape, one can carefully reduce the amount of available darkness in which a shadow might hide, until an environment is completely lit. This is much more difficult to achieve in practice however, and most adventurers will have nothing more than flashlights and torches with which to keep them at bay.

A direct beam of light striking a shadow does 2d6 damage for each action. Shadows can regenerate 1d6 HP per round however as long as they have darkness in which to hide and recoup their strength. If a shadow loses all its health, it does not die, but must retreat into darkness for a few hours to recover its health. The only way to truly kill a shadow is complete light immersion.

Str 10
Dex 14
Int 8
Grit 12
Cha 6
Per 12
Img 8
Spd 15 (within shadows, 3 when in full light)

HP 32
Armor 6 for conventional weapons, 0 for light.

Shadow Strike

The shadow attacks with the embodiment of its darkness. The attack does 1d6 +melee, and ignores all armor bonuses.

Shield Bearers

Shield bearers are statues of medieval knights carrying giant kite shields. This shield is always held up in front of the statute, and is largely impenetrable by all conventional weapons and spells. Thus a shield bearer cannot be attacked directly, but must be flanked by the attacker.

Shield bearers do not have an intelligence beyond simply guarding whatever they are assigned to guard. They are often placed in front of doors or valuable objects as a final obstacle for any unwanted visitors.

For purposes of game play, shield bearers will turn toward their closest attacker, and continue facing that opponent until they are dispatched or run away. Thus it is very difficult for any single person to successfully destroy a shield bearer. One person is needed to keep the shield bearers attention, while their companions attack from the sides or behind. A shield bearer can choose to change their focus if they deem a new opponent a bigger threat, so keeping the focus of the creature on the distraction can sometimes be

difficult. This shield is far too large for children to use, and it and the armor are worth nothing more than scrap metal.

Str 16
Dex 7
Int 4
Grit 16
Cha 4
Per 10
Img 6
Spd 3

HP 42
Armor 3 (8 on shield side)

Broadsword

All shield bearers carry a heavy sword which they can use to attack the space directly in front of them, and the two spaces to the left and right of that space (3 spaces in front of them). The sword attack does 2d6 +melee damage.

Shield

The shield bearer's shield has a constant effect that provides an 8 armor bonus against all attacks (physical and magical) originating from the direction the bearer is facing. For melee attacks, this includes anyone standing directly in front of the shield bearer, or in either space on either side of that square.

Spirit Defender

A spirit defender is a creature summoned by a paper fortune teller to aid the party in combat. It is a simple creature that exists only to aid those who summoned it, fighting their enemies until it is defeated, or there are none left to slay. It can vary in appearance, but usually appears to be a larger than normal animal made out of translucent, glowing light. Its attacks are very real however, and it can be a great addition in combat.

Str 14
Dex 14
Int 8
Grit 12
Cha 10
Per 10
Img 8
Spd 15

HP 36
Armor 2

Spirit Burn

The spirit animal leaps through its foe, landing behind them and doing 2d6 +2 damage. The space on the opposite side of the target must be clear for the spirit animal to use this ability. This ability can only be used once per combat.

Sprites

Sprites are small, supernatural creatures that appear as little more than glowing lights floating through the air. Take a closer look however, and they turn out to be small humanoids with wings that most closely resemble the classic representation of pixies. They have always been tricksters and nuisances, but in the last few decades, have become a real threat to all intelligent races that make use of electronic devices.

With the advent of electronics, sprites have found that they can meld with these items, and get an amazing, drug like high from them. The problem with this is that they also disrupt how the device works, and reduce it to a worthless paper weight while they enjoy the sensations the device provides.

To make matters worse, sprites are immune to non-supernatural weapons and attacks, making them particularly difficult to deal with. The only thing keeping these little pests from destroying the world wide electronics systems is their rarity and distant proximity to civilization. Sprites live deep within natural environments such as forests and jungles, usually in small villages numbering less than a few dozen members. They have avoided civilization for so long that even with their new found love of electronic devices, they are hesitant to venture too far from their lands. Some enterprising individuals have captured sprites and used them as deterrents in their lairs, hoping to keep nosy trespassers at bay by disrupting their electronics. This is often more trouble than it's worth for these people, as getting sprites to agree to only attack outsider's electronics can be a bit difficult.

Sprites are capable of speech (provided they know the language used), and are fairly intelligent. Their short attention span and care-free mannerisms mean they haven't developed like other intelligent races, and are seen by many as possessing something between animal and human intelligence.

A sprite must roll an imagination check to infiltrate an electronic device, with a successful roll allowing them to meld with the device. Any item infiltrated by a sprite is useless until the sprite can be compelled to leave the device. Methods of getting them out can include attempts at convincing them through diplomacy (though it's hard to get through to a doped up sprite) or baiting them with even more powerful devices. Other methods include using seeker spells, which affect the sprite rather than the device. Finally, the sprite in possession of a device will feel whatever is done to the device as though it were happening to them, so attacking the device or exposing it to extreme cold or heat could convince a sprite to leave, though with obvious negative consequences for the item itself.

Str 5

Dex 16

Int 8

Grit 5

Cha 14

Per 12

Img 16

Spd 16

HP 20

Armor 1

Electric Shock

Sprites are able to produce an electric shock that has a range of 3 spaces, and does 1d6+1 damage. This is mostly an attack of last resort as most sprites dislike combat and avoid it if possible.

Swarm of Gnats

Often on hot summer nights, it seems the air is filled with swarms of gnats, getting in peoples hair and eyes and mouth and generally making everyone uncomfortable. As annoying as they are, their true evil is rarely understood.

These swarms are in fact agents of The Shadow Lady, revealing much of the human world to her as though she were actually there.

Though swarms of gnats can't physically harm people, they have some remarkable abilities. They can influence small or lightweight objects by gathering into more dense swarms and carrying or pushing against objects. They can hide very large numbers of gnats in small spaces, coming out en masse when they are needed.

Their most impressive ability however is to spread across a patch of sky and blot out the light from the sun, creating a dark and shadowy place where The Shadow Lady might visit the human world. They can also fill the air like a fog and prevent people from seeing more than 3 yards in any direction.

Swarms of gnats cannot be fought in conventional ways (melee or ranged weapons), but need to be attacked with poison gas, flames, heavy wind, and similar attacks. Fighting them is usually not a priority though, as they do not actually attack anyone or anything. If they need to be cleared from an area, it is up to the GM and the players to establish the best way to do so, and how effective the players' attempts are in getting rid of the swarm. If the Shadow Lady is present, the swarm is essentially impervious to being destroyed or removed, and will continue to blot out the sky for as long as their mistress is present.

Televisions

Televisions are not sentient in any way, but are the tools of the malicious spirit - [TV](#). Televisions are used to capture the magical energy of entranced children, leaving them weak and unable to use magical abilities.

Kids are drained of their magic when they watch a show that holds their full attention for at least 30 minutes. Roll a character's grit anytime they are exposed to a television show that interests them. A roll of 1 or 2 means they are caught up in the show, and nothing short of turning off the set will break their trance. After 30 minutes of watching, they feel sluggish and slow, and suffer a -1 to all rolls involving magic. After one hour, the penalty is increased to -3 for all magic rolls. After two hours, they can no longer use magical abilities, and will need a nights rest to recover their power.

Adult shows, programs like the nightly news or television dramas usually won't work on kids, and can safely be watched for extended periods without risking anything other than extreme boredom.

The Whispering Terrors

The whispering terrors can be found in the usual places in which all things creepy reside - dilapidated mansions, attics and basements, sewers, caves, cemeteries, and so on. Their true form has never been seen, as they exist largely as disembodied voices. They whisper in people's ears so that other might not hear them, their voices agonized and screechy, their words terrible and full of violence.

A character who hears these voices must roll their grit to maintain control of their mind. Should they fail the check, they will slowly begin to follow the voices' instructions, and may attempt to sabotage their

friends' plans and progress. The voices will rarely suggest outright murder, or anything that would draw attention to their victim, but rather use more subtle methods to hinder the rest of the groups progress.

Should the intended victim pass their grit check, the whispering terrors might continue to try to influence them. Every 10 minutes in-game, the character must make an additional grit check, each time with an extra -1 penalty applied. This penalty is applied to each attempt by a whispering terror regardless of the character passing or failing their checks. Eventually, all fall prey to the whispering terrors. On failing the first check, characters can be made to say hurtful or aggressive things. The sorts of ideas they might harbor against their friends in their darkest moments. On a second failed roll, they can be made to actively oppose the rest of the party on all decision making attempts, arguing and hindering at every opportunity. They won't try to physically alter their companions' actions though. By the third failed roll, the character will attack party members with the intention of knocking them out. At no point can they be made to kill someone for whom they didn't already hold murderous intent. A whispering terror can only hold sway over one person at a time, and will usually focus on one target. After the initial failure by the character, further successful rolls do not negate the previous levels of influence by the creature, but only prevent it from advancing to the next stage.

The only way to get rid of the voices is to leave the area (at least 100 yards from the source of the voices) or to find the source of the voices and destroy it. The problem with the second option is that the voices can originate from any item in the area that once held sentimental value to an intelligent being (humans or anything with a near-human or greater intelligence). The only way to find this object without any clues about its nature would be to hold it in the moonlight, at which time the object will seem to glow with a soft, cool light. Knowledge of the history of a place, or relevant information about the residents there (past and present) can help narrow in on these objects. The object need not be completely destroyed, but merely broken beyond functionality.

The whispering terrors have only appeared to exist in the forms of these possessed objects, and it is unclear whether they have any physical form outside of these objects previous to possession.

Some have argued that the whispering terrors are agents or creations of the Shadow Lady or the Spider Queen, but no evidence has been found to confirm these rumors.

GM's Note: If a player seems able and willing to really roll play the influence of the voices on their character, give them more control over how they behave and encourage them to work with the voice. Some players will attempt to fight this though, outside of their character's ability. In those cases the GM should feel free to take more direct control over the character's actions. GM's should not use this often, as taking control away from the player can be upsetting, as the player only has their character to call their own.

Int 12
Cha 14
Per 14
Img 15

Whispering Terrors only have some attributes, as they do not have physical form. The only way to destroy one is to break the object they possess.

Zombies

Zombies are unfortunate individuals who have fallen to a virus or curse (not known) that reduces its victims to shambling, mindless monsters. They will walk around endlessly, looking for magic infused flesh

to feast upon. Unfortunately, a zombie's bite has the potential to transform its victim into a zombie as well.

Where zombies come from, how they are created, and why they seem to randomly spring up around the globe is unknown. By all accounts, most zombie outbreaks seem to happen in places with recent grey and G-Men sightings. Members of the Initiated and some of the other intelligent races have been looking into this apparent connection, but haven't found anything conclusive yet.

Wherever they come from, zombies spread quickly. A zombie will actively search out any magical living creature. This includes human children, but not human adults. A zombie's bite does not guarantee the victim's zombification. Characters bit by a zombie roll 1d6, with a 6 meaning they remain as they were, but anything between 1-5 meaning they will slowly transform into a zombie over the next 12 hours. The only way to prevent zombification at this point is to remove the part of the body that was bit. If this is an arm or a leg, it means amputation. This must be done in the first 6 hours, otherwise it will be too late. Most of the torso, neck, and head area cannot be removed however, and a bite there means certain zombification for the victim. Once someone is infected, zombies tend to lose interest in that person until they become zombies themselves.

Adult humans will see zombies as people with a severe flu, to the point of causing brain damage and hallucinations. If treated by human physicians, zombies will be considered people with a severe illness that might be contagious. They will find no way to cure or treat the illness, and will usually try to restrain the victim and hospitalize them indefinitely. Zombies take little interest in adult humans, and are unlikely to try to bite them. Should they bite an adult human however, that person will be immune to zombification, and have nothing more than blood loss or infection to worry about. Zombies in adult human custody seem to disappear within a few days of capture. It is believed that the G-Men are behind these disappearances.

Zombies have limited sight, almost no sense of smell, and a highly acute sense of hearing. They move slowly, and are unable to navigate complicated paths or terrain. They'll basically pick a direction, and continue trying to move that way until something else grabs their attention. Thus it is not uncommon to find a zombie walking into a corner and stumbling against the wall for hours until they are distracted by potential food, or hurt themselves enough to be incapacitated.

Instances of massive zombie infestations can happen from time to time. Should the zombie problem reach a certain level (more than half the local magical population is infected), the G-Men tend to show up posing as government officials, quarantine the area, and deal with the problem themselves. When this has happened with Initiated observers present, they've found that all the zombies are identified, rounded up, and taken away in black helicopters or armored vehicles. The remaining population is mind wiped to the point where the parents of zombified kids might remember having a child, but know only that the kid died some time ago. If pressed, they'll have a hard time coming up with the specifics of the child's death. Other communities of intelligent creatures tend to be more susceptible to zombie attacks as their entire population is magical, and thus can fall victim to the zombie's bite. Being already aware of zombies, and knowing how to deal with them means most of these communities are much faster at dealing with the problem before it gets out of hand.

A zombie on its own isn't particularly powerful or dangerous, as long as you don't get too close to them. Zombies can form hoards surprisingly quickly though, and in large numbers they are one of the most dangerous things an Initiated group might face. Killing zombies does not require a head shot or anything special as so much popular culture suggests. Merely doing enough damage as to deplete their health will suffice.

There is no known cure for zombification, despite extensive research into the subject.

Str 6
Dex 6
Int 4
Grit 9
Cha 2
Per 6 (15 for hearing)
Img 4
Spd 6

HP 25
Armor 0

Drag Down

If 3 or more zombies are adjacent to a character, they can drag the person to the ground with their collective effort. All adjacent zombies take part in the attack, and can attack with the action of any single zombie amongst them. To drag someone down, the character must make a successful strength roll vs. the zombies combined strength of 18 (3 zombies x 6 strength) or be pulled to the ground. Once a character is dragged down, they receive 1d6 damage. All zombies involved in the attack get no other action until their victim escapes or is infected. The zombies are all considered to take up the same space as their victim. On the character's first turn after being dragged down, they can make a dexterity check vs. the zombie's combined strength of 18. Should they succeed, they escape the monsters and stand up on an adjacent square of their choosing. They will still have one action at this point for their turn. Should they fail the dexterity roll, they receive an additional 2d6 damage, and are bitten by one or more zombies. They will have to roll 1d6 to see if they receive the infection (a 6 means they're okay). At this point, the zombies will lose interest in the character, and move onto other prey on their next turn.

Zombie Bite

The zombie attempts to bite their victim (melee attack). A successful attack does 1d6 damage and has the potential to infect the victim with zombification. Victims must roll 1d6 to see if they receive the infection (a 6 means they're okay). A zombie can try to bite someone once every other turn.

Zombie Slap

The zombie will flail its limbs at its intended target for 1d6 + melee damage. This is the zombie's normal attack.

Myths and Legends, Heroes and Gods

The Beginning of All Things

Once upon a time there lived two sisters who worked together to create all the things in the world. The older sister would create the earth and the things that grew from it. She gave life to the creatures that walked on its surface, swam in its waters, and flew through the air surrounding her creation. The younger sister created something very different than her elder. Hers were the things of magic and shadows. Ethereal things that flowed through her sister's creations, gave them strength and power and wisdom. The two sisters worked together, always improving on their work, creating newer creatures and magics that would exist in unity with each other.

One day, the older sister took everything she knew of creation, and started a new project. She took from the apes of the forests, and infused in them from birth a bit of her younger sister's magic. She did this without telling her sister, hoping to surprise her with this new thing. When her new creature opened its eyes for the first time, the older sister felt a love for her creation like she had not felt for any of the others. This felt different. More a part of her and her sister than anything she'd made previously.

She went to show her younger sister, excited to share this new thing with her closest friend. When the younger sister saw the creature though, when she saw how her sister had robbed her of a bit of her magic to create it, when she saw how her sister gazed upon it with love unlike any she'd shown to their other creations, she grew jealous.

In a rage, she tore out as much of her magical essence as she could find from the creature. It wasn't all her magic, for without any of the younger sister's power, the creature would have died. But it was enough to blind the thing to its parents. When the elder sister found that her youngest creation could not see her, could not even interact with her, she grew sad, and left the home the two sisters had always shared.

And she didn't come back. The younger sister missed her sibling, and waited for her return. With time, she too became sad. As more time passed, she became angry. And with more time, she went mad. In her madness, she began to hunt the things which she and her sister had made. She hunted their children, and slew them one by one, until only a few remained. Those that survived went into hiding, for if their mother ever found them, she would surely kill them as well.

The creature that was the cause of all this strife by this time had lived on the earth for a long time. It had multiplied and thrived on the land, despite having lost most of its magic. The mad sister tried hunting the creatures, but found that as soon as she stamped them out in one place, more seemed to spring to life somewhere else. With time, she realized the only way to kill them completely would be to remove their magic completely. To root out those last few slivers that she'd missed, and cleanse the creature of them. Only then, she believed, would her elder sister return. Only then would they be happy again.

Greater Powers

The world has creatures living within mortal reach that are leagues above the player characters in terms of power and scope. These aren't monsters to be fought in a sewer somewhere, but rather the forces manipulating those monsters. They are not simple fodder for a party to destroy for epic loot and experience points, but story elements to drive the players forward, to keep them guessing, and occasionally, show them their limitations. The following creatures range from unstoppable juggernauts to god-like beings. They are not meant to be confronted directly, but are dealt with through role-play and story. If the game gets to a place where their defeat is necessary it should be done through story telling, and not through rolling dice in combat.

In most cases, stats and attack abilities are not listed for the entries below, as these creatures should not be met in regular combat.

Baba Yaga

Baba Yaga is an ancient crone and a powerful witch. She lives in a shack that has a life of its own, walking around on chicken legs and often turning its back to people attempting to visit. When the shack is not traveling, it is often surrounded by a fence made of bones, with skulls mounted on the fence, each with glowing, red eyes. The shack will only allow people who know a magical phrase to enter.

Baba Yaga is a mysterious and inexplicable character. Stories about her often claim that she is an evil witch who devours children and attacks heroes on sight. Some stories however claim that she will help “the pure of heart”, providing magical aid or guidance. Either way, all the stories confirm that she is a very powerful creature, and one that is not to be trifled with lightly.

When traveling, it is said that she rides inside a large mortar, and uses a pastel to “row” through the air and navigate the currents as though she floated on a river. Her arrival is marked by moaning winds and an ominous feeling by those who are present.

Baba Yaga's affiliations in the supernatural world are unknown, with some believing her an agent of the Shadow Lady, and others claiming that the two are bitter enemies. As with all things relating to this enigmatic figure, this too is a mystery.

Baba Yaga is thought to have a toad familiar, who is as ancient as the witch, and possibly a powerful spell caster as well. The toad is her only real friend, and they have a strange relationship built on mutual trust and respect. Some believe that the toad is in fact Baba Yaga herself, transformed to roam the deep forests in peace. In truth, she both has such a familiar and is able to transform into a toad herself.

The Dungeon Keeper

The Dungeon Keeper is a trickster spirit and considered by many to be the invisible hand that guides those who construct dungeons, crypts, and any variety of places hiding treasure from adventuring kids. For gameplay purposes, any combat oriented environment with loot and monsters can be considered a dungeon, including homes, commercial buildings, labyrinthine parks or gardens, and so on. Though never observed, the Dungeon Keeper is said to watch over all such places he considers a part of his domain. He decides when to let the attacking monsters overwhelm a party or when to keep a trap from triggering. He is that bit-of-luck that pushes the adventurer's chances of passage through a dungeon toward either safety or doom.

The Dungeon Keeper is neither a force for evil nor good, but is only interested in making sure each dungeon provides him with entertainment. He will help those adventurers he likes, and hamper those he doesn't. What determines whether the Keeper likes any given adventurer is not known however, and an adventurer's favor with the Keeper can change from one dungeon to another. Many adventurers will leave a small percentage of their collected loot at the exit of a dungeon as a token of thanks to the Dungeon Keeper for allowing them safe passage through the place. Stealing from the offerings of previous dungeon delvers is considered very unwise, and the thief will have a difficult time convincing others to join them on their next excursion if word gets around that they stole from the Keeper.

GM's Notes: The Dungeon Keeper is in fact one of the Dark Lady's children, and went into hiding when his mother began killing his other siblings. He was so good at hiding from her, that he has not been seen since that time. His influence over dungeons remains strong though, suggesting his hiding place isn't too far from the mortal world.

At the game master's choosing, roll the dice to see if a random element affects the party when they enter a dungeon. Roll 3d6 to see which effect is activated. The effects stay in place for the duration of the parties visit to the dungeon. Should the characters choose to wait out the effect before entering, they cannot get a new roll until the next day. The Dungeon Keeper roll is entirely optional, and should only be used if the GM wants to introduce a random element into a dungeon.

- 03** All player characters gain +5 HP during their visit to this dungeon.
- 04** All enemies gain +5 HP in the dungeon.
- 05** Any traps the players trigger have a $\frac{1}{6}$ chance of failing to activate. Roll 1d6 before triggering any traps. A roll of 6 means the trap fails to activate.
- 06** 1d6 of players' primary weapons disappear, and can be found near the end of the dungeon. The GM chooses who loses their weapons.
- 07** 1d6 inanimate objects of little or no value in the dungeon will explode if anyone comes within 3 spaces of them. Anyone within 5 spaces of explosion suffers 2d6 damage. The GM should "place" these items before the players enter the dungeon.
- 08** Each party members attributes match their highest attribute value while in the dungeon.
- 09** Each party members attributes match their lowest attribute value while in the dungeon.
- 10** Party members experience a gender swap while in the dungeon, with girls becoming boys and vice versa.
- 11** The party's shoes weigh 100x their normal weight unless removed from the dungeon.
- 12** The party becomes very gassy, burping and farting their way through the dungeon. Stealth is impossible.
- 13** The party members lose their ability to speak while in the dungeon. If any spell requires a spoken element, it will be uncastable until the caster leaves the dungeon.
- 14** The party is unable to lie while in the dungeon. They must answer all questions as truthfully as possible, or not answer at all.
- 15** The party is unable to tell the truth while in the dungeon. They must lie or not speak at all.
- 16** $\frac{1}{6}$ chance for each party member to become invisible while in the dungeon. As long as they aren't wearing heavy (loud) armor, they can remain completely hidden from sight. Each character gets a 1d6 roll with a 6 providing invisibility for their visit.
- 17** Every party member will be convinced one of their group is actually an enemy spy bent on destroying the group from the inside. No amount of evidence will convince them otherwise, just as they will never be fully convinced that any one specific party member is the traitor. These feelings will pass quickly once the party leaves the dungeon.
- 18** The party loses their long term memory. They know why they're in the dungeon, and remember their objectives, but beyond that, it's all a blank. This includes their relationships with one another. They will know that they are a team, working together, but not much else.

The Forest Lady (aka The Green Lady, Lady of the Wood, and many more)

If there is one powerful creature to be considered before all others as standing in opposition to the Dark Lady, it is the Forest Lady. Whether she has a real name is unknown. The Forest Lady is just what a lot of kids have taken to calling her. Many amongst the Initiated consider her to be their protector, a guardian spirit to ward off the advances of the Dark Lady. And there is some truth to this idea, as the Forest Lady has waged war with the Dark Lady since before recorded history.

It is not a direct or confrontational war however, as the Dark Lady could destroy the Forest Lady with little effort in direct combat. Instead, the Forest Lady fights her ancient adversary from her lair, well hidden in the deepest of forests outside of the Dark Lady's reach. She fights carefully, without ever drawing too much attention to herself. She uses her powers to influence others, bring them into the conflict as pawns. This isn't done in malice, as those she chooses to aid her are always given a choice, and their fights are for a greater good. It is the nature of the forest to allow for death for the sake of life. Plants die to feed small animals, who in turn die to feed the larger predators. A cycle filled with death, to preserve life. So she uses the Initiated, and others in her fight, and by doing so, the earth lives on.

The nature of the forest is also the nature of her avatar, for the Forest Lady is the embodiment of the world's forests. As both humans and other intelligent races spread across the planet, they moved through her forests, hunting its animals, eating its fruit, building homes from its wood, the Forest Lady took notice. She spent much time studying these young races, learning of their ways, their struggles and goals. When she felt she understood them, she decided to approach them. Not as a grand goddess, wielding powerful magics meant to impress the primitive peoples. She came quietly, revealing herself to promising individuals or small groups of people that could be useful to her. With time her legend grew, and eventually she was known amongst all the intelligent races, including the humans.

As the humans' magic withered and shrunk however, she found she could only make herself known to their children. This saddened the Forest Lady, because the humans at one time had powerful magics, and were very capable in carrying out her wishes. To prevent the loss of this important ally completely, she approached groups of children, those still powerful in magic and wise beyond their years. She spoke to them, and planted the idea of organization into their minds. The suggestion that they might work together to help fight the Shadow Lady, who had stolen their magics, and wished to see them dead.

Thus she has always been something of a matriarch for a magical army made up of children. She has taken a very hands off approach to the Initiated, rarely revealing herself or making her wishes known to them. She appears only to a few, and almost always to kids with little or no power in the larger Initiated organization. If she needs these children to get a message out to the Initiated at large, she would give them a charm that proves that this child has indeed been approached by the Forest Lady, and give people reason to listen to what the kid has to say on her behalf. She never demands action, but few would openly oppose a suggestion by the Forest Lady amongst the Initiated. To do so would be political and social suicide, regardless of how dangerous or seemingly insane her words might sound.

The Forest Lady's relationship with the Initiated is only one facet of her influence in the world. She is after all a part of all the world's forests, and everything within them. She has influence over the trees and vegetation, the animals who call the forests home, the rivers that run through them and the mountains that rise from them. She is a force of nature, or better yet, she is nature. Her perspective, her thoughts and beliefs and outlook on reality would seem alien to mortals. She is both the terrified rabbit and the hungry wolf. She is the mighty redwood and the tiny seed waiting to one day grow. She sees the world from their eyes, feels the wind in the leaves of trees, and the flowing of water through their branches. She is a

thing of wild power.

And she is so much more. The Forest Lady is one of the few surviving offspring created by the Dark Lady's long lost elder sister. She was created in the earliest of days, and tasked with covering the earth with forests with which to feed and house many of the later creations of the two sisters. She went about her given task with joy as she painted the planet over with trees and rivers. She worked with her siblings who had dominion over other aspects of the earth, the Lord of Stone and the great Sea Serpent, and many others.

She carried out her duties until the day her mother left, and in maddened grief, her other mother went on a destructive rampage, killing her brothers and sisters. So the Forest Lady did what she had to, going into hiding deep within her domain, much like those of her siblings who survived. The Spider Queen was amongst these few, still young by their standards, frightened and confused, as they all were.

Since that time there have been many close calls, many near misses where she was spared her vengeful mother's clutches by chance, or by the intervention of her allies amongst the intelligent races. And while the Dark Lady would like nothing more than to finally end her troublesome daughter's existence, wringing the life from her with her own hands, she also knows that should her final plans for the world ever be realized, the Forest Lady and all the other meddling children will no longer trouble her.

The Huntsman

The Huntsman is a powerful agent of the Forest Lady who wanders through the forests of the world. His skin is like smooth tree bark, his hair wet grass, with a mossy beard on his face. His clothing is made of animal hides, his armor is of stone and bark. He wields an ax that can fell any tree in a single swing, and a bow that will find its mark anywhere in the forest. He stands tall and large, looking like a powerful human in shape and form.

The Huntsman goes from forest to forest, all across the globe, seeing to the Forest Lady's every need. He might help a small animal caught in a trap in the morning, reroute a river in the afternoon, and plant seeds at the edge of a forest by moonlight where the woodland is meant to grow. He travels by way of secret paths that connect all the forests of the world, allowing him to move across the planet quickly and easily. These paths are known only to a very select few of the Forest Lady's servants, though the occasional adventurer has been known to stumble upon them. Some of the paths even lead to magical forests that cannot be accessed by any other means.

The Huntsman doesn't have much to do with humans or other intelligent creatures, unless his mistress asks it of him. He would prefer to spend his time with the animals and the trees. When not working, he will wander the forests freely, doing as he pleases, and spends his quiet evening hours in a hidden cabin somewhere that he built many thousands of years ago.

He is a creature with a tender soul, preferring to gently help where he can. Like the forests he loves however, he also observes that there is a natural order to things, and sometimes death and destruction are necessary to breath new life into the world. He will not save the rabbit from the fox, anymore than he would stop a forest fire.

On the very rare occasions when the Forest Lady has wanted to meet with someone in her own domain, she has sent out her Huntsman to fetch the person, and guide them through the hidden forest paths to her home.

Ileana Cosanzeana

During the Romanian War of Independence of 1877, thousands of Romanian civilians were killed due to fierce fighting between Ottoman, Russian, and Romanian forces. The chaos and confusion of the war allowed for many of the more villainous supernatural creatures of the region to run wild and terrorize the populace. Though most of the 10,000 casualties of the war were from the human fighting, many also died at the hands of vampires.

The various vampire houses of the region used the war to mask their own battles amongst their kind. In the wake of these conflicts, many would die, and a few would be reborn as vampires themselves, pawns for the elder blood suckers to throw at their enemies.

Ileana Cosanzeana was one such newly born vampire. Ileana was sixteen years old when her village was attacked late one night. Most of her friends and family were captured and taken to the vampire strongholds, where they were used to nourish the vampire lords in their exhausting and nightly battles. Her parents wouldn't survive this experience, taken from their holding cell, never to be seen again by the terrified girl. Ileana believed she was slated for the same fate, a violent death at the hands of these nightmarish monsters of folklore.

As the vampire wars progressed, many of the vampire houses found they were losing too many of their ranks. Fearing for their own undead immortality, they turned to the ranks of human cattle. Most of the local adults either caught up in the human war, or already drained of their life by the vampires, the vampires converted the younger human captives. Small, skinny children and teenagers ignored in favor of larger adults, they now made up the ranks of freshly converted vampire foot soldiers. Most were given little information about their new lives, and sent into combat with other freshly turned vampires, often ending in massacres on both sides.

While most of these youth died in these battles, Ileana came out of each encounter alive, often unharmed. The lord of her house soon took notice of this young girl and began grooming her to lead his soldiers against his enemies. Ileana's intelligence and charm helped her rise quickly in her new environment. Near the end of the war, she led her own unit of trained, killer vampires, and rumors were circulating amongst her kind of the deadly young woman who never lost a battle. Ileana never forgot what had happened to her family and village though, and used this time to build her own power and connections in vampire society.

Two years later, she would murder her vampire lord, take over his house, and slowly become one of the most feared individuals of the local vampire houses. Soon, her name was spoken with reverence amongst the local human population, most of whom believed in vampires regardless of age, and came to see her as a protector of humans from the undead monsters.

Over the decades that would follow, Ileana's power and influence grew to the point where she would soon become the vampire queen of all of Romania. She was beloved by the people, and seen as a patron of the arts for the common folk, hosting cultural events across the nation. She held her position well into the late 20th century, until the coming of the Russian vampire lords.

The collapse of the Soviet Union led to a great upheaval in Soviet vampire society, and just as in the Romanian War of Independence, the vampires used the confusion of the changing human power structures to mask their own wars amongst their kind. The fighting bled over into Ileana's territory, and despite her resourcefulness and military genius, she was far outnumbered by her enemies.

On the night of the collapse of her once great house, she was spirited away from her homeland, and flown to the United States where she would stay with the Zolnays, distant relatives from her pre-vampire days. She brought with her a large portion of her own wealth, and one servant, who had been with her since her early days as a vampire.

For a few years life was pleasant, if not as exciting as in Romania. The Zolnay family took her in without question, and she lived in their manor on the mountains of Greenwood. Due at least in part to Ileana's charm and wit, her new family soon grew to care for her as one of their own. In this way, she had found two new parents, and with it, a realization of just how much her own parent's murder had affected her. She also had a new brother of sorts in the only other child in the family, the young Alexander Zolnay.

For three years, Ileana would live with her new family, embracing the perception that she was a young Romanian girl with a skin condition that wouldn't tolerate direct sunlight, but loved going out in the evening and embracing the culture and peoples of her new home. But then one day, she returned to the Zolnay manor to find her adoptive parents murdered, and Alexander Zolnay near death at their side. In desperation, Ileana did something she had never done before. She turned a human into a vampire.

Over the coming months, she would help Alexander come to terms with his new existence and the violent death of his parents. It wasn't long before she found her old enemies from the now fallen Soviet Union. Her rage at having yet another family taken from her by monstrous vampires brought out the warrior instincts of her early years, and she systematically hunted down all of her enemies in the States until not a single Soviet vampire remained.

Since then, Ileana has lived in the Zolnay manor with Alexander and her long time servant, the vampire Stefan Pavel. Pavel was an old man that lived in her village in Romania during the War of Independence. He was taken along with Ileana and their entire village by the vampire lords. When her parents were killed, he helped her cope. Being old and frail, he too was ignored by the vampire lords until they needed new blood for their armies. Where as he had helped her through the last of her human days, she protected him in the vampire wars, and he has remained her faithful servant since then. He took care of her needs when she first came to the US when the Zolnay family was alive and well. He helped keep Alexander alive after the attack on their household that would kill the boy's parents. He is with her to this day, often working in the shadows to push Ileana's influence where she wants it to reach.

Just like in Romania, Ileana has become a local champion of culture and the arts in the town of Greenwood. Once a month, Ileana hosts a fair on the grounds of the Zolnay estate, and many of the townsfolk come to enjoy live performances of music and theater, art exhibitions, and local crafts and artisan products. Zolnay manor sits near the top of the Greenwood mountains, and though accessible by road, is more conveniently reached by cable car.

These near monthly events begin at dusk on the first Friday after the new moon, and tend to go well into the night. They have helped Ileana establish herself as a fixture of the town of Greenwood, and an influential and powerful individual who has some say in almost everything that happens. She is loved by most people who meet her, or at the least accepted and respected by those who don't agree with her views or her vision for the future of Greenwood.

Ileana is also on good terms with the local chapters of the initiated, providing occasional financial support, or information to help them track and destroy dangerous supernatural creatures. She has allies in most of the intelligent supernatural communities of the area, and people say she is even friendly with the Forest Lady.

Her relationship with Alexander Zolnay is cordial, but strained. Though she cares for her adoptive brother a great deal, Alexander holds feelings of resentment toward her since it was her enemies that murdered his parents, which also resulted in him being turned into a vampire. Something with which he still struggles. He appreciates all that she has done for his benefit, but can't help his feelings of anger toward her. He is an intelligent and kind person though, which has allowed him to rationalize the events that have led to his current life, and kept him from turning against Ileana.

The Kids Who Came Before

The loss of memory of all things related to the Initiated that accompanies a kid's growth out of the magical world has the somewhat frustrating effect of quickly knocking veterans out of the fight. As these capable children grow and forget, they often take their wealth of knowledge and experience with them. The quick turn around of Initiated due to the small window of time most humans are allowed in the world of magic means new kids are coming in all the time, just as the older children are leaving. Combined with the generally poor quality of record keeping amongst most branches of the Initiated, it's rare for even the greatest heroes of the movement to be remembered for more than a few generations of Initiated kids.

As these kids grow and are forgotten by their successors, their names and deeds are forgotten or reduced to nothing more than a few lines of text in an ignored notebook sitting in a pile of other junk in a club house somewhere. They stop being real people to the new Initiated, and instead slowly come to be known as the kids who came before. They are described or talked about as legends and myth rather than flesh and blood kids. Their actions, successes and failures while working for the cause become stories kids tell each other on the schoolyard or around a campfire.

While valuable knowledge and resources are lost with these kids, the stories that replace them often work to bolster the younger children's spirits as they're tasked with seemingly impossible missions. They can think of the legendary kids that came before them, and take heart that they too might have the potential to achieve levels of greatness equal to (or even greater than) those heroes of old.

These stories also serve as warnings and cautionary tales of the kids who'd gone bad, warred with the Initiated due to misguided rebellions, or the worst of all, actively supported the Dark Lady. These kids' missteps and crimes against the Initiated can take on greater significance with each telling of a tale, growing in scope and magnitude until the young ones all tremble to hear of Johnny the Jerk or Mean Martha or any other local villains from previous generations.

Sometimes, kids might stumble upon the notes, weapons caches, abandoned forts, laboratories, or similar habitats of these lost generations. Even with kids who were actively involved members of the Initiated only a decade prior to such a discovery, their forgotten possessions and sanctuaries can seem ancient to the new generation who stumble upon them. They can be alien and confusing, and beg to have legend and lore built around them by the children who rediscover them.

Occasionally Initiated will come across a truly unique or powerful artifact from these previous generations, lost to the organization or local chapter due to poor record keeping or general carelessness. Such discoveries are prized by the Initiated and guild leadership, and have been known to quickly change the local political power structures. They can lead to one party gaining great influence, or infighting as opposing guilds all sweep in and try to claim the discovery as their own. They might also lead to treasures that can tip a war against the forces of darkness, and have occasionally even helped save a chapter that might not otherwise have survived a battle in which they were entrenched.

Usually though, the remains of the kids who came before that most Initiated find are nothing more than scraps of information, narrow vignettes revealing little about the lives of these forgotten kids, and often raising more questions than answers. Chalk drawings, hastily scribbled notes, the charred remains of a long forgotten base, or broken fragments of weapons and toys found in hidden chests do little more than feed into the myths and stories of the previous generations.

The Mall Santa

Every kid learns the bitter truth about Santa sooner or later. There's no such thing, after all. Just parents fooling their young with intricate lies about a jolly, overweight man who runs an economically unsound sweatshop in the frigid cold of the wastelands near the Earth's northern pole. Santa isn't real, he doesn't have a team of miniature elves building toys for the children of the world, nor does he have flying reindeer or a supernatural ability to visit every household across the globe in a single night. Kids who are old enough for their initiation are usually old enough to know that Santa Clause is a lie.

But then there is Mall Santa. Mall Santa is real. He's there, every year, in every mall across the western world, taking kids onto his lap in turns, one by one, asking them about their fondest desires, and promising gifts that may or may not materialize come Christmas morning. Mall Santa is like adults, in that he appears to be an elderly human man, with wrinkled skin, long white beard, and a large, round belly. But he's also nothing like adults in that he seems to know things about the magical world that no other adult would know.

It all started with the earliest incarnations of Mall Santas. Reports came trickling into larger Initiated bases from around the globe of kids venting their frustrations to Mall Santa as they sat on his lap, expecting nothing more than a stranger who might listen and not judge their fantastic tales of hardship against an evil and ancient adversary. Only Mall Santa didn't just treat them like other adults, pretending to listen and nodding away, all the while not really paying attention to these children's games of pretend. Mall Santa gave these kids advice or clues regarding their dilemmas. Advice that would often work. Clues that saved many a child in their fights against supernatural evil, where they may have otherwise fallen.

Furthermore, it seemed almost as though the knowledge of one Mall Santa was shared by all of his peers. If an Initiated chapter went to their local Santa with a query, the Santas in neighboring towns, or even across the country seemed to learn of the kids' troubles simultaneously, providing far flung Initiated chapters with news and information from these distant towns and helping them coordinate efforts in their fight against the Dark Lady, all in a casual, jolly manner.

Since then, Initiated scholars and scientists have tried to learn as much as they can about Mall Santa. Despite their efforts, they have little to go on thus far. They know that the Santas all seem to know about the world of magic, though they will rarely comment on it explicitly, choosing instead to discuss it in riddles or vagaries. If it wasn't for the usefulness and consistency of the Santas' comments and advice, it could almost seem the ramblings of a drunken old man mumbling incoherent nonsense that one might draw biased truths from that reflect a child's own preconceptions and beliefs about a situation, rather than actual, worthwhile advice. But this has proven to be untrue, due to the consistency with which Mall Santa seems to be correct in his Oracle's prophecies.

While it is widely believed that Mall Santa is a supernatural being at this point, it is not known if he is a singular entity, able to exist in multiple malls at the same time, or if the Mall Santas are legion, and share a hive mind amongst their numbers that let each Santa know everything his brothers know.

The Santas all seem to also have one or more helpers: little people who may or may not be humans who silently stand watch with each Santa, making sure the line to see the elderly creature move smoothly, and no

one threatens their jolly master. Should a kid try to pull off Santa's beard to reveal his “true identity” or cut ahead of others, the helpers are quick to swoop in and take care of the situation. The scope of their power and ability is unknown, but appears to be sufficient to deal with any situation that might arise in the mall setting.

The only thing known for certain is that the Mall Santa has thus far worked with the Initiated, giving good, if not always easily understood advice. He is only available as a resource for a few months out of the year in the lead up to the winter holidays. Where he and his staff disappear to for the rest of the year, and what they do in this time is not known. Some have discussed mounting an expedition to the North Pole, suggesting if Mall Santa has a base of operations, this would be the logical area to search. Others believe the Mall Santa simply disappears from their world while he is not in the mall, existing instead in an alternate reality or merely hibernating in between worlds as he waits for the next holiday season. Some think he disguises himself as a normal human adult, going so far as to maintain a job and home, pretending to be as ignorant of the supernatural as any other grown up. A few have even suggested that he never leaves the mall, instead taking up residents in the hidden and forgotten places of these sprawling urban structures, waiting for the holiday decorations of next year to reveal himself once more to the children of the neighborhood.

The Skinny

The Skinny is a thing of nightmares made manifest. He appears as a tall, white-skinned humanoid with long arms and legs, and a smooth, featureless head and face. He is clothed in literal shadows that seem to have a life of their own, spasming against the edges of his body. By all accounts, he is able to travel across space instantaneously, appearing and disappearing at will.

His intentions, goals, interests, and desires are completely unknown. The Skinny has never attempted to communicate (with anyone who has lived to tell the tale anyway) and is characteristically silent in all its actions. Those who have witnessed his appearances claim his presence seems to sap sound from the space around him.

The Skinny's only real occupation appears to lie in stalking seemingly random children. He will make himself known initially by appearing in the distance, or just out of one's periphery, only to disappear without a trace. The intended victims are the only ones who seem to be able to see this creature. Over time, he will slowly move in closer to his victim, gradually driving them to paranoia and constant fear.

At some point, when the victim is sufficiently terrorized, the Skinny will finally take them. Some victims are found murdered, often in violent ways. Most are never seen again.

With such little info about the Skinny, it's hard to say where he comes from or what his purpose is beyond base sadism. By all accounts however, he's not a very old being, with the earliest reported sightings coming from the 1800's.

Some believe he was created by the Shadow Lady, particularly due to his shadow like clothing.

Str 16

Dex 16

Int 10

Grit 16

Cha 6

Per 14

Img 14

Spd - The skinny can move across a combat map freely without constraint. Movement does not count as an action for the Skinny, and it is able to move as many times as it wants on its turn.

HP 32

Armor 5 – The Skinny can only be harmed by magical means. Non-magical weapons are ineffective. The Skinny cannot die. If defeated, it will disappear for a time to recuperate.

Shadow Reach

The Skinny's shadowy outfit extends up to 6 spaces to envelope an opponent in shadow. Opponent must roll their imagination vs. the Skinny's imagination to try to avoid the attack. A successful attack does 2d6 damage per turn (ignoring armor) and gives the target a -5 penalty to hit on all attacks until they escape the shadows. A character can attempt one imagination roll (vs. the Skinny's imagination) per round to try to escape, or they can move out of the attack's range (6+ spaces away from the Skinny).

The Spider Queen

The Spider Queen is an ancient and evil creature with near god like power and influence, and has existed since the earliest of legends. She is said to live deep underground in cavernous chambers interconnected by labyrinthine tunnels. Her domain is covered in miles of webbing and she has full awareness of anything that touches or vibrates even a single strand. At the first sign of intrusion, she can summon an army of giant spiders to attack, capture, and kill or take the intruders. No one captured by the Spider Queen has ever escaped, and the theories surrounding the victims' fates are as many as they are wild.

Accounts of her physical appearance seem to vary, with some claiming that she is a monstrous spider while others suggesting that she has a humanoid head and/or upper-body (similar to a centaur). The spider portion of her body is said to be covered in a hard, black exoskeleton. The tips of her eight legs razor sharp and able to cut through stone. Those who claim she has a humanoid head and body believe her to be both beautiful and horrific, with dark blue skin tipped by even darker growths of horns and exoskeleton-armored plates. She looks very little like an actual human, and might be described as demonic.

All of these accounts are accurate as the Spider Queen is able to change her shape between these forms freely. She is limited in that half her body will always be spider-like. She can transform her spider's head into a humanoid head. She can further transform by pulling her humanoid torso out of her spider body, the humanoid head leading the way, clawing her way out with humanoid arms.

The Spider Queen is the last of her kind. An ancient and ruthless species that once held great power on earth. She remembers when her people ruled the land, a god-like, nearly immortal civilization with city-like nests that spanned large parts of the globe. She has lived for so long that she remembers the rise of the mammals as one of the dominant life forms on the planet.

Her perception of the passage of time is very different than that of a short lived species. To her eyes, humans, and most intelligent life on earth are so new that she hardly takes notice of them, and treats them as nothing more than food for her spiders if they stumble upon her great, underground system of webbing. She has however noticed the coalescence of magic amongst these new life forms, and this has troubled her, as this is the first time any other creature has had anything like the kind of power her people once commanded.

The giant spiders that crawl across her domain are her children, failed attempts at revitalizing her kind by

mating with regular spiders. They have only a fraction of her power or intelligence, but it is enough to make them very dangerous. They are hyper-intelligent by human standards, can survive a great deal of damage, and can tear a person in half with their clawed limbs.

She is aware of other god-like entities in the world, but sees most as young upstarts not too worthy of her attention. Her greatest enemy, and only real threat to her continued existence is the Shadow Lady. Their rivalry is ancient and bitter, and the Spider Queen survives them more by avoidance rather than direct conflict, for despite her age and power, the Shadow Lady is older and more powerful still.

GM's Note: The Spider Queen is a god-like being without attributes. Only other creatures of her caliber can face her in combat, and these combat situations would be resolved with story telling rather than dice rolls. Player characters that actually meet the Spider Queen (this should be a rare or impossible situation unless it's key to the GM's campaign) cannot fight her with their usual combat skills and abilities. Her power is unimaginable by human standards.

The Stories Our Parents Told Us (The False Myths)

Most kids have heard these stories from their parents. Cautionary tales of curious children whose unrestricted explorations lead to inevitable tragedy. The kid who made ugly faces so often, their face was forever frozen in contorted vileness. The child who dangled their hands out the car window, only to have a passing vehicle sever them. The youngster who rolled their eyes at their mother so many times, that their eyes one day fully rolled back, and they could see nothing other than the inside of their own skull for the remainder of their lives.

These stories are lies, or so it is believed by most Initiated. No records exist of these so called false myths. Only the words of parents, whose track record concerning what is and isn't best for their kids is far from spotless. Why parents would make up these wild tales is unknown, as they serve no purpose beyond terrifying the younger children, and alienating the older ones who see through the lies. They are explained away as further proof of how shallow and stupid humans become as they grow older and forget about the magic of their youth. They are swept aside by the Initiated leadership, and ignored by all but a few kids.

Those few who do decide to investigate these claims occasionally have to question the Initiated logic on the subject though, provided they dig deep enough into the multilayered mysteries of these parental cautionary tales. There are, after all, rumors of the armless little girl that haunts the old, abandoned hospital where her parents left her after her automobile accident, or the ugly faced child who crawls across the rafters of the school's gym in the dark of night, scrounging scraps of food and stealing from kids' lockers for clothing and supplies, abandoned by parents who could no longer look upon the child's hideous face.

With what little evidence that is discovered on the subject suggesting these unfortunate children not only fell victim to their own disobedience, but were forever held in a perpetual state of disfigured childhood, some have suggested these stories hold a key to the riddle of how humans might hold onto their magics. If the kid with the contorted face has been living this way for as many generations as local rumor suggests, does this mean the child has somehow managed to remain youthful forever, thus also keeping hold of their supernatural powers?

And why would the leadership of the Initiated try to keep such information from the rest of the organization. What secrets could they be trying to hide about this potential breakthrough in the greatest problem facing humanity? When kids across the globe want nothing more than to hold onto their abilities for more than the few short years of youth, why hide the greatest potential clue to solving this dilemma?

With so little available information, and those digging too deep into the conspiracy usually silenced before they discover the whole of the truth, only theories and rumors are whispered amongst the few kids who question this phenomenon. Perhaps the leadership of the organization, in their wisdom, has discovered that the price for maintaining their powers is too great to bear by even the most dedicated warriors in the battle against evil. Or perhaps they wish to hoard the power for themselves, operating the organization from the shadows over many years far greater in number than that allowed other children.

For most kids, these stories are nothing more than the ramblings of weird kids obsessed with hidden conspiracies only they perceive. They are ignored or even mocked as ridiculous, their adherents ostracized from the rest of their peers for being too out there. This hasn't stopped those who believe that there is more to these cautionary tales than it would seem from continuing to search for the truth however.

TV

TV is the name given to a malicious and powerful spirit that uses televisions to ensnare and drain kids of their magical energy. TV can move freely through any television set that's turned on, moving off screen from one set and appearing on another. It can take on any shape it desires, but prefers the form of a man in an old and dilapidated red dinosaur outfit. Part Japanese movie monster suit, and part children's show entertainer, the cartoonish figure might seem friendly at first glance, but quickly takes on a sinister appearance to any kids watching.

TV cannot enter the physical world, but is limited only to televisions sets. That is enough for its purposes however, since TV only wants to capture the magical energy found in all human children. As kids sit hypnotized by a television screen, their energy is slowly drained from them, until they are left feeling lifeless and dumb. The average child can be fully drained in this manner within a couple hours. Most kids need a full nights sleep before they are able to recover their energy.

Though all televisions can have this effect, TV is not necessarily present in all or any actual sets at any given time. It has a vast world of television it can explore and call home off camera. It only visits specific television sets when it has a reason.

Kids are drained of their magic when they watch a show that holds their full attention for at least 30 minutes. Roll 1d6 anytime a character is exposed to a television show that interests them. A roll of 1 or 2 means they are caught up in the show, and nothing short of turning off the set will break their trance. After 30 minutes of watching, they feel sluggish and slow, and suffer a -1 to all rolls involving magic. After one hour, the penalty is increased to -3 for all magic rolls. After two hours, they can no longer use magical abilities, and will need a nights rest to recover their power.

What TV does with the power it saps from children and where its alliances lie is unknown.

GM's Note: TV is one of the Shadow Lady's children, but transformed and adapted to televisions. It's domain in the world of television is safe from its murderous mother, but at the price that TV can never leave without guaranteeing its demise at the Shadow Lady's hands.

Victor the Vile – Boy Genius

Victor always looked up to his older sister Judith. She was the coolest person he knew. Tough as hell, smarter than any of her peers, and an inspirational leader to her Initiated troop. When Victor was initiated

into the world of magic by his sister, he imagined a future where the two would fight side by side against the evils of the world. Victor was a boy genius after all. He'd been building robots and incredible machines when he was barely out of infancy. He understood advanced mathematics by the first grade, and mastered physics 6 months later. The future was looking very bright for young Victor.

Everything changed on their first mission together though. On what should have been a routine job of flushing out some boogies hiding at a local park, the group instead came face to face with a powerful evil clown. Most of Victor's team barely made it out of the encounter with their lives. Judith wasn't so lucky. She died a heroes death, holding the clown at bay while the rest of the group made their escape, a terrified Victor amongst them. At the end of the day, their mission was a complete failure, the clown was still roaming the neighborhood, and his sister was dead.

Victor never fully recovered from that ordeal. Over the next few months, he became brooding and reserved, gradually convincing himself that it wasn't just the clown at fault for his sister's death, but the supernatural world at large. With his incredible intellect, Victor spent the next year constructing a secret laboratory where he developed weapons and high technology to rival the technological marvels of [the buck](#). Killer robots, genetically engineered monsters, high-powered lasers, mechanized combat suits, and many other innovations designed solely to destroy all supernatural creatures, regardless of their intent or harmfulness to humanity.

The Initiated have tried to reason with him many times, presenting examples of the supernatural and humanity working together for the betterment of all, offering tactical and material support for Victor's battles against evil creatures, and promising anything they can think of to get Victor on their side. And in some sense, Victor is on their side. His first act after constructing his secret lab was to hunt down the evil clown that took his sister's life and to destroy it completely. He has wiped out all sorts of dangerous and evil supernatural creatures. But he also attacks allies of the initiated. The buck, the billies, the leprechauns, and others have all been victims of Victor's misguided thirst for vengeance. He also considers humans who practice magic as enemies, attacking spell casters whenever he comes across them.

As a result, he has been placed high on the Initiated wanted list for crimes against... well, pretty much everyone. Unfortunately, Victor's title of boy genius is well deserved. Attempts at infiltrating his lab have all met with failure, even with the aid of the buck's best tech. Spell casters have also been denied access, and find their powers diminished thanks to Victor's inventions based on his research into the [normals](#) – children who can't see the supernatural, and nullify magical properties merely with their presence. In fact, Victor is responsible for some of the most prolific studies on the normals, with plans of trying to use their hidden powers to eventually wipe out all traces of magic from the world.

As such, Victor the Vile (as he is known now amongst the Initiated) is considered one of the most dangerous people alive today. Supernatural races like the buck are also very interested in dealing with Victor as his genocidal goals are obviously a great threat to their entire civilization.

Victor knows that once he is old enough, he will not only be unable to interact with the supernatural, but he will also lose all memory of that reality, thus failing in his ultimate goal of eradicating magic from the world. As he's grown older, he has become more frantic in his research, working feverishly day and night, trying to crack the riddle of how the normals nullify magic, and how he can weaponize that power for world wide use. Recently, he has met this goal at least partially, having designed a magic-nullifying ray gun capable of stopping all magic in its tracks on the same level as a normal.

Unbeknownst to anyone, including Victor, the Shadow Lady has taken an interest in the boy genius and his activities. Over the last year, she has slowly been using her great powers to subvert his intentions, bleeding

evil ideas and intentions into his thinking. Victor might take notice of her influence if not for his increasingly fanatical drive to attain his goal for a completely mundane world. What the Shadow Lady plans to do with Victor is her secret, but it's bound to be something evil.

Str 8
Dex 12
Int 18
Grit 9
Cha 11
Per 12
Img 10
Spd 10

HP 17

Armor – Based on worn armor, Victor has a full mechanized power-suit he uses when in combat that has an armor rating of 8.

Machine Punch

Victor attacks with his power-suit, doing 2d6 + 3 damage to his target. Though this is a melee attack, it does not get a melee damage bonus. This is Victor's normal attack.

Vile Bash

Victor's power-suit smashes the ground with its arms, causing anyone adjacent to take 1d6 damage and suffer the knocked down effect. Victor can do this once every three turns.

Vile Blaster

A gun developed by Victor, anyone shot with it loses all spell casting abilities for the next 3 turns. This weapon can be used once every other turn.

Vile Rush

Victor is able to dash 10 spaces in a straight line across the combat map. Anyone in his way is knocked down and takes 1d6 damage. Victor can use this ability once per combat.

The Wolf (aka The Big Bad Wolf)

The Wolf is the original werewolf. A creature older than recorded history, the Wolf is the point of origin for all werewolf kind. All werewolves could potentially trace the line of their curse back to this one creature.

The wolf was once a man. He and his clan of hunter/gatherers survived in the wilds somewhere around Europe during a previous ice age. When local vegetation began to die out due to dropping temperatures, this man's tribe began to die out, slowly giving way to starvation and predatory animals. In a desperate attempt to save his peoples, he made a pact with a malignant wolf spirit. This spirit promised to save the man's tribe if the man would make an appropriate sacrifice to the spirit. This sacrifice required the blood and flesh of the clans youngest children. Desperate, the man murdered his own offspring, performing the ghastly ritual to gain the promised powers of the wolf spirit.

The spirit kept his promise, in a sense. The power he granted the man was possession, with the spirit taking over his body and creating the first werewolf. At first, spirit and man shared the body, with the wolf

spirit taking over to help in the hunt of other creatures that the man and his people would feast upon, even as neighboring tribes died in the cold. Over the centuries, the man forgot his humanity entirely however, slowly giving way to the spirit's power and influence. He transformed his clan, spreading the influence of the wolf spirit through them by biting or scratching individual members.

Many in his clan received the spirit's curse, and eventually went their own way, their lifespan greatly expanded with the power of the wolf spirit. These werewolves traveled across the globe, taking their affliction with them and slowly spreading it amongst the masses of humanity. As their presence became a reality amongst the slowly growing human civilizations, humans began to deal with them as the predatory monsters that they were. While this helped keep the werewolf population to manageable numbers, they were never fully stamped out.

With each new generation of werewolf, the influence of the spirit diminished, reducing the werewolves' supernatural powers, but also the spirit's violent and evil influence. Modern day werewolves are thus nothing like The Wolf, or the first few generations of his progeny. Many can control their animalistic nature with practice, and can even use their powers for good, protecting humanity from other supernatural horrors. Though powerful, they're strength and ability pales in comparison to the first few generations of werewolf, and they do not have the extended lifespans of their elders.

The Wolf however is as evil and violent as the spirit which took his body. If any shred of his ancient humanity survives, it has not surfaced in many millennia. His exact location is unknown, with sightings in such varied places as the Siberian wastes, Middle Eastern deserts, European wildernesses, and across North America. Many of these sightings are likely other ancient werewolves however, and no conclusive evidence has been presented to prove his actual location.

He does still exist though, and thus keeps the curse alive amongst humanity. His death would be known to all werewolves the moment it were to take place, as the curse would be completely lifted from the globe. Should this ever happen, any werewolf whose life was extended beyond their human span would quickly die as well, the magic keeping them alive quickly fading with the curse.

The Wolf is allied with the Shadow Lady, and though not as powerful as her, it is unknown whether he is treated as her equal or a servant. Regardless, he does seem to perform tasks for her benefit, and some (those who know of this alliance) have suggested the two have a much more intimate relationship. This is all conjecture though, and whether either is even capable of such a relationship is highly questionable.

GM's Note: The Wolf is a god-like being without attributes. Only other creatures of his caliber can face him in combat, and these combat situations would be resolved with story telling rather than dice rolls. Player characters that actually meet the Wolf (this should be a rare or impossible situation unless it's key to the GM's campaign) cannot fight him with their usual combat skills and abilities. His power is unimaginable by human standards.

Thoughts, Ideas, and Suggestions for the Game Master

Odds and Ends

The following section includes a variety of subjects meant to help flesh out aspects of the game world that might help the GM build better campaigns and further understand how the game world operates. While players are welcome to read this section, it is unlikely to be very beneficial to them for gameplay purposes.

How It Got This Way

Kids aren't born with the knowledge to cast spells, fight the supernatural, or perform daring feats and stunts. The knowledge and history and the lore of this world is passed on from generation to generation of children, siblings and schoolyard friends whispering their secrets to the uninitiated.

Whether the player group has been initiated or not, or whether they're a mixed party with older kids leading the younger in their first quest is up to the GM and players. Suffice it to say, uninitiated kids don't have any control over their powers, which will stay dormant or under the GM's control until the kids learn of their abilities and how to use them.

It's rare that a kid isn't initiated into this world, as even the least popular or hated children are initiated for the sake of everyone's safety. At sleepovers, camp-outs, detention halls, club houses, tree forts, under the slide at the park, and anywhere else kids discuss their plans in hushed tones, the word is spread, and new kids are initiated into the struggle against the supernatural.

It has been known to happen however that some kids never get initiated. These children are known as the Ranks of the Uninitiated or the uninitiated for short. They can be good kids in danger from powers they don't understand and in need of help, or mean spirited bullies who delight in their mundane wickedness, or they can be kids who came to discover some aspects of this hidden world for themselves, and reached their own conclusions independent of known facts and information.

Natural Magic

Natural magic is the magical ability that runs through all kids, giving them a bit of a supernatural kick even if they don't know how to cast a single spell. It is that magic that allows water guns to hurt the supernatural, how bubble gum bubbles can slow down a kid's fall, and so on. All kids have some of this natural magic within them. The warrior uses it to crush the skull of a monster twice their size. The hacker uses it to get past the security systems of major powers. The thief uses it to pick a complex lock no normal kid could unlock. This is magic without cost, and that doesn't require knowledge of its workings. It's what makes the kids in this world so much more capable than normal kids in a world without magic.

Hacking

The hacking done in this game is not real world hacking. This is the hacking of movies and make believe. After all, most ten year old kids don't actually possess the skills to get past complex electronic security systems. Instead, they are using their natural magical abilities to get past these defensive systems. They still need their electronic tools, and they still need the right set of skills. But these are tools and knowledge to hone magical energy rather than actually do whatever it is real hackers do to achieve the same goals in the real world. The kids don't necessarily understand all this however. They just know that some amongst their ranks can get past high-tech computer security systems in only a matter of moments using nothing more than their pocket computers.

Adults

Adults are almost never a kid's friend. They are there to disbelieve the children's stories about imminent doom, hamper their attempts at fixing problems, and frustrate them at every turn. Though they won't usually try to harm a kid, some adults can be villains with evil intentions. This should not be overused however, as there are plenty of things more evil than adults - who should remain as mundane as possible in their disbelief and meddling.

Adults cannot see or interact with the supernatural. Likewise, the supernatural will largely avoid them as though they don't exist. The GM should avoid creating too many situations that let the two interact however, as the supernatural is a world without adults. It occurs away from the eyes of non-believers, places that are wild and untamed by the world of grown-ups. Parts of the world dominated by human adults tend to leak magic out. They drain it away, leaving only their own natural laws.

Unfair

A child's favorite word when things don't go their way. And with good reason. From their perspective, life is particularly unfair. No explanations for the rules that govern their days, group punishment for the crimes of individuals, and always those with more power tormenting them with a perceived freedom kids can only dream of. They don't appreciate the responsibilities of adults, who have to hold jobs and pay bills and have others relying on them for even the most basic of day to day needs. This isn't to say all children are exempt from this, as plenty of children around the world (including the western world) have to rely on only themselves for survival, or have to work from a very young age to help support their families.

For most of the player characters, the world is an unfair place, with adults doing whatever they want, whenever they want, and denying kids the same freedoms. The players should feel this way about their lot in the game world as well, at least when dealing with particularly vile antagonists, or even their parents. This doesn't mean the GM should actively cheat or treat them poorly. Instead they should try to create situations where the authority figures in the player character's lives fail to understand the urgency of the child's needs or desires, and stand in their way for a "greater good."

If a kid needs to go on a two day journey with their friends in order to save the town from ultimate evil, nothing they say will convince their parents to just agree to let them disappear for a few days unsupervised. The kids will need to figure out how to navigate past the obstacles and rules set in front of them by adults. Are they claiming to sleep over at a friend's house? Maybe mom decides to call that friend's parents to confirm the plans. Will the kids decide to just run off for a couple days without telling their parents? Well, chances are the police will be looking for them in very short order.

If a GM can get a player to whine "unfair" at something the school teacher does to them, the GM is doing it right. These "unfair" situations should not just be punishment for the players however, but instead lead

to new discoveries, adventures, and rewards that the “fair” situation might not have allowed.

At every step though, the non-magical world will be against them. They can't use their powers to get past their parents or the school principle or the overzealous mall security guard. In this sense, escaping into their supernatural adventures can be a liberating experience for many of these kids. Sure, they have to face life and death situations, and have the fate of the neighborhood (if not the world) resting on their little shoulders. But they also have fireballs at their disposal. They will still have to take orders if their local club works in a hierarchical manner for a chain of command. But it's not the same as a parent who may as well hold the deed to their life until they come of age. It's not restrictive the way school is, forcing the child to show up for dull activities five days a week, for eight hours each day. In the supernatural world, they are the ones calling the shots. They take part in decision making and they make things happen. That alone is more power for some kids than all the magic they can muster or the coolest magical artifact.

Spell Casting Failure

When spell casting rolls fail, there is always the chance that the spell does something the caster did not intend. It's up to the GM to deal with this in a way they feel most comfortable. It is recommended that if the player's margin of failure is small, the spell have no adverse effect, or to do something exciting without benefiting either side of the conflict. Perhaps the spell misfires and destroys a tree, which then falls and creates a new place for cover. If the player's margin of failure is great however, or they roll a critical failure, the results should be more dangerous to the player group or impede an advantage they had in the battle. For instance, the spell might destroy a player's cover, or collapse a wall that then pins a player to a spot until one of their allies can help them out. Or the spell could simply hit the spell caster or their party, and cause HP damage.

It is important to remember however that the reason for this random effect of failed spell rolls is not to punish the player for using their spells, but to keep the combat action-packed and exciting. It also gives the GM a chance to gently prod the players in a direction you think might be helpful to them, or more interesting. For instance a spell might create an avenue of escape that previously didn't exist, thus giving the group a chance to flee from something they weren't ready to deal with.

The Initiation

Unless playing a young, uninitiated child, players should have an initiation story for their characters. This is usually something fairly simple and straight forward like a sibling or schoolyard friend initiating the character. If the local Initiated chapter has a more ritualistic process for initiation, then it is likely all the local members went through the same process, and share similar initiation stories. If the person initiating the new member is an active part of a guild, the initiation might be tinged with some characteristic of the guild's philosophy. Usually though, the process is simple, and done without too much pomp and circumstance.

For more exceptional initiations, players should check with their GM and get their approval to make sure it will work with the GM's game.

When Characters Start Losing the Link to the Supernatural

If a character gets old enough, they begin to lose their connection to the supernatural world. The process isn't immediate, and most kids know when it's coming. They start getting a funny feeling in their stomach. A general unease that they can't explain. It starts off faint, but over the next few months it will steadily

grow. Kids experiencing this can be irritable, irrational, or even downright violent. It is in some sense similar to knowing of one's impending death, but being unable to prevent it in any way.

When it finally does happen, it is quick. A kid will just wake up one morning, and have no memory of their lives as fireball flinging warriors of justice. Often these kids will start drifting apart from their magically active friends, and start hanging out with new groups. Other kids who are now only normal.

While the game doesn't provide a mechanical way to deal with this process, players are free to role-play the process provided it fits within the framework of the game they're playing. Most player characters will start their adventures earlier in their initiation however, and are unlikely to experience this process themselves. They might have to confront it sooner than expected however, if a good friend or mentor experiences it in the game.

In a pinch, this could also be used to explain a character's disappearance if a player has to drop out of a game.

Archetypes

Archetypes are provided here to help in the creation of NPCs in the game world. These are fairly one-dimensional characteristics and shouldn't be used as a character's only defining feature, but are here in the hopes of motivating further thought about character types. These archetypes are inspired by popular depictions of kids in media, and will helpfully better define a game world dominated by children. This is by no means a comprehensive list, but intended more as a starting point for GMs.

The Geek

The geek is a walking disaster. They will consistently fail in their attempts, are clumsy and accident prone, and lack most social graces. They have a chance to pull through at just the right time however, doing one remarkable thing every now and again, often when most needed. They can also turn out to be much darker, dangerous, and more sinister than anyone would have imagined. The name doesn't imply any great intelligence or scientific aptitude. The geek can be a genius, a moron, or anything in between.

The Oaf

The oaf is big, dumb, and mean. On their own they aren't much good for anything besides beating up smaller kids for their pocket money or just cruel fun. When led by a more devious and cunning mind however, an oaf can be a dangerous adversary.

Overly Excited Kid

The kid that is oblivious to their... exuberance, and how much it annoys everyone else. They are excited about anything new, their friends, their activities, something they recently learned about... pretty much anything that's not outright bad. They usually shows up when there is news to be delivered, stumbling over their words with unhindered pluckiness. No one really likes them. They are anything but "cool." They are tolerated however, as anyone who isn't a jerk or a bully doesn't want to be the one to pop their bubble.

The Tag-Along

The tag along will find a person that is the object of their obsession, and constantly follow behind them, getting in the way and generally annoying everyone. This can be a kid from the neighborhood, a younger sibling, or "the new kid." Sarcasm, passive aggressiveness, and hints for them to move along will all be missed. Nothing short of a loud, clear, and direct response will let them see that they're not wanted, and even then they might chalk it up to their personal hero having a bad day, or think someone else is to blame for the harsh words. When a tag-along does finally realize that they aren't wanted however, they can very

quickly become nasty and dangerous.

The Voice of Reason (aka The Know-It-All)

The voice of reason might as well be an adult trapped in a child's body. This isn't to say that they are boring old humbugs who lack any sense of humor or imagination, but it's not that far off either. The voice of reason will regularly argue for the most logical and reasonable approach to a problem or obstacle. Other kids will rarely listen to them however, as most children don't have the same sense of the potential consequences resulting from their actions, and behave on a much more immediate and reactionary level. The voice of reason is often liked by adults (particularly authority figures who don't actively dislike children) and tends to get excellent grades in school. They can also be rather naive when it comes to subject they know little about. They lack “street smarts” and aren't too great at understanding people's hidden intentions, especially if those people come from respected places of authority, power, or influence. Their belief in order and fair play is often so strong, that they don't always realize just how much backstabbing, lying, and politicking take place in such places.

The Weasel

The weasel is always a little turd. If they can find a way to cause trouble for the players or their friends, a weasel will do so, sneering and smirking all the while. They tattle, they spy, they sabotage when they can. Weasels can't do much to defend themselves however, as they're not actually good at much else beside being awful people.

Extremely Abridged Rules

The Eight Attributes

Strength
Dexterity
Intelligence
Grit
Charisma
Perception
Imagination
Speed

Health = 10 + Strength + Grit

Rolling

To roll for non-trivial rolls, use **3d6** and compare to appropriate attribute. **Rolling below or equal to the attribute value is a success.**

Margin of Success/Failure

The amount by which a character succeeds or fails a roll. If an attribute target is 12 and they roll 5, the margin of success is 7 (12-5=7). If they roll a 16, the margin of failure is 4 (16-12=4).

Two Characters Rolling Against Each Other

Both roll based on their appropriate attribute. If one succeeds and the other fails, the success wins. If both succeed, the one with the greatest margin of success wins. If both fail, the one with the smallest margin of failure wins.

Bonus or Penalty to Attribute

If a character has a bonus on an attribute roll, the bonus is added to their attribute value. A strength bonus of +1 is added to their strength before rolling. A

penalty is subtracted from their attribute before the roll.

2 actions per turn
1 turn per round

Combat Initiative

Characters with highest dexterity attribute roll against each other to determine which side goes first, unless one side surprises the other. Once it is determined who goes first, each side chooses turn order as they go, provided everyone gets one turn per combat round.

Combat

Attacker rolls vs. defender based on weapon type. Characters can dodge as many times per encounter as their dexterity divided by 3 rounded down.

Melee Attack – dexterity
Ranged Attack – Perception
Defend – Dexterity

Bonus or Penalty to Hit

A bonus to hit is applied to the appropriate attribute based on weapon (melee – dex, range – perception). +1 to hit with a melee weapon adds 1 point to dexterity before rolling. A penalty subtracts the amount from the appropriate attribute.

Armor

A character's armor score subtracts the amount from any damage taken by that character.

All Melee Attacks Add Base Melee Damage to damage rolls. Base melee damage is determined by character's strength attribute.

Base Melee Damage Table

Str	Damage
3	1d6 - 3
4	1d6 - 3
5	1d6 - 2
6	1d6 - 2
7	1d6 - 1
8	1d6 - 1
9	1d6
10	1d6
11	1d6
12	1d6 + 1
13	1d6 + 1
14	1d6 + 2
15	1d6 + 2
16	1d6 + 3
17	1d6 + 3
18	1d6 + 4

Critical Rolls

3-4 on 3d6 – Critical Success
17-18 on 3d6 – Critical Failure
Bonuses or penalties do not influence criticals.

Attack of Opportunity

Characters incur an attack of opportunity against them if they pass through, or leave a space adjacent to an enemy. Once incurred, the enemy character can get a free chance to attack the character. The attack is resolved before the character finishes their movement (if they still had movement left on their action).

Cover

Characters can take full or partial cover at the start of their turn, or after their first action. Not after their second action.

Full Cover

Cannot be hit by ranged weapons or spells. Ranged attacks and thrown weapons *from* full cover get -5 to hit. Throw distance reduced to 1/4 strength.

Partial Cover

Ranged attacks or spells receive -3 to hit someone in partial cover. Seeker spells ignore partial cover.

Flanking

A character is flanked when they have enemies positioned on any two opposite sides on the combat map. Flanking melee attackers receive a +1 bonus to hit their target.

Crouching

A character can crouch at any time during their turn. Any ranged attack against a crouched character gets -1 to hit. Crouched characters suffers a -2 to hit with melee weapons, and -2 to melee damage.

Running from Combat

Running takes one full turn (2 actions). Characters must step to the edge of the combat grid to run away. **Speed** check to determine success. On a failed roll, roll 1d6 on table below.

Failed Escape Roll

- 1- Nothing happens.
- 2- Slip and fall. Knocked down status.
- 3- Twisted ankle. -2 movement for remainder of combat.
- 4- Disoriented. Run 3 yards away from combat grid edge. GM determines movement.
- 5- Fumble weapon. Character takes 1d6 damage.
- 6- Drop weapon. Character drops their weapon and must use 1 action to pick it back up.

Climbing

Roll a dexterity check to climb difficult surfaces.

Carry and Lift Capacity

Characters can carry 2x their strength plus 1/2 their grit in their inventory.

Characters can lift 4x their strength, and carry the weight as many spaces as their strength attribute.

Throwing

Throw designated objects up to 1/2 **strength** rounded up. Non-designated objects can be thrown 1/4 **strength**.

Jumping

Jump distance set by **dexterity** attribute (see table below). A **dexterity** check is required to determine success.

<u>Dexterity</u>	<u>Jump Distance</u>
1-3	0 yards
4-6	1 yard
7-9	2 yards
10-12	3 yards
13-15	4 yards
16-18	5 yards

Falling

Characters take 2 HP damage for each yard after the first two that they fall. Falls greater than 10 yards reduce HP to 0.

Death and Unconsciousness

Characters become unconscious at 0 HP and cannot take further actions. If HP falls below -10, the character dies. All melee attacks against unconscious characters automatically succeed. Unconscious characters cannot defend against ranged attacks, but attacker must still roll to hit.

Characters can **spend 5 XP to return to life** right after death.

Experience Points

New characters get:
70 + 3d6 XP for **attributes**.
15 XP for **abilities** and **spells**.
15 XP for **skills** and **traits**.

Dice Checks

Perception to search area.
Perception vs. Charisma to determine motives or lying.

Status Effects

Darkness – Characters in darkness suffer -5 to all rolls for activities that require sight. Combat movement is reduced 50% while in darkness. If inflicted through magic, each darkness counter lasts one full turn.

Knocked Down – Lose 1 full turn (per counter). Melee attacks get +1 to hit knocked down characters.

Poison – Each poison counter causes a character to lose 1 HP per turn. Poison counters stay in effect for remainder of combat, unless cured.

Invisible – Characters suffer -4 to hit invisible targets. Invisible targets can only be attacked if their exact location (space on map) is known.

Burn – Each burn counter lasts 1 round, and does 1d6 damage. Multiple burn counters are activated once per turn, causing 1d6 damage per turn each before disappearing. Characters do not take more than 1d6 damage per turn.

Sick – If a contagious illness is present, players roll 1d6 per day, with a 1 resulting in sickness. Take -1 to strength and grit for 1d6 days.

Money

Each player character gets \$10 per week in allowance, unless they have the **poor kid** trait.

Experience Point Cost of Raising Attributes

<u>New Value</u>	<u>XP Cost</u>
6	2
7	2
8	2
9	3
10	3
11	4
12	4
13	5
14	5
15	6
16	7
17	8
18	9

Types of Spells

Self – affects caster. Roll imagination to determine success. Failure can have unexpected results.

Touch – affects adjacent target. Roll imagination vs. imagination to determine success. Failure has no effect.

Projectiles – Ranged spells. Roll caster's imagination vs. dexterity to determine success. Failure has no effect.

Seekers – Ranged spells. Caster rolls imagination to determine success. No defensive rolls.

Spread – Affect an area of combat map, starting from target location and spreading outward a number of spaces based on the area of effect value (counting the targeted space) in a square shape. Friendly fire possible. Roll imagination to determine success. Failure has unexpected effects.

Line – spreads number of spaces in a line based on area of effect value. Roll imagination to determine success. Failure has unexpected effects.

Summon – Roll imagination to determine success. Failure causes caster to lose control of summoned creature. A critical failure causes summoned creature to attack the caster.

Global – Affects the entire local area. Roll imagination to determine success. Failure can have unexpected results.

Duration Base – determines how long an ability or spell is in effect, based on appropriate attribute.

<u>Attribute</u>	<u>Duration in turns</u>
1-12	1
13-15	2
16-18	3

Cool Down Base – determines number of times an ability or spell can be used per combat, based on the appropriate attribute.

<u>Attribute</u>	<u>Uses per Combat</u>
1-12	1
13-15	2
16-18	3

Spell Book Intelligence Cap

Number of spell books from which a character can learn spells based on intelligence attribute. See table below.

<u>≤11</u>	<u>12-13</u>	<u>14-15</u>	<u>16-17</u>	<u>18</u>
1	2	3	4	5.

The Young and the Brave Character Sheet

Character Name Experience Points

Age Gender Guild Carry Weight of

Attribute	Value	Bonuses & Penalties	Fears		
Strength	<input type="text"/>	<input type="text"/>	Health Points	<input type="text"/>	out of <input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	Armor	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	Movement	<input type="text"/>	<input type="text"/>
Grit	<input type="text"/>	<input type="text"/>	Base Melee Damage	<input type="text"/>	
Charisma	<input type="text"/>	<input type="text"/>	Melee Hit Modifier	<input type="text"/>	
Perception	<input type="text"/>	<input type="text"/>	Ranged Hit Modifier	<input type="text"/>	
Imagination	<input type="text"/>	<input type="text"/>			
Speed	<input type="text"/>	<input type="text"/>			

Traits

Spells

Abilities

Skills

Weapon	Damage	Weight	Attribute Req.	Hands
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Off Hand	Damage/Armor	Weight	Attribute Req.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Head Armor	Armor	Weight	Attribute Req.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Chest Armor	Armor	Weight	Attribute Req.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Arm Armor	Armor	Weight	Attribute Req.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Leg Armor	Armor	Weight	Attribute Req.
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Accessories

General Items

Consumables

Bonded Pet

Money