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For My Little Brother, Who Introduced Me To Session 9. I've
Never Been Comfortable In Insane Asylums Since.

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Requires the use of the d20 Modern Roleplaying Game and the
Urban Arcana Campaign Setting, published by Wizards of the
Coast, Inc

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BLOOD AND BLADES

THE PROFILER'S GUIDE TO SLASHERS



chain saw (CHAIN-saw): n. 1) A portable power saw with teeth, linked in an endless chain. 2) A tool that can be used to cut down cumbersome tree branches, chop up firewood, and decapitate charming zombies. What if you didn't know that? That's right, chainsaws are messy, but they get the job done and make a nice blended mix of blood and guts in zombie corpses. Just remember to keep the thing gassed up.

shotgun (SHOT-gun): n. 1) A smoothbore gun that fires over short ranges. 2) Whether its zombies, doors, or mere zombies, shotguns get the job done. They blow through everything, make a lot of noise, and are especially useful in silencing a room. The last word in witty repartee...

It was a dark and stormy night. My assignments always seemed to take me to places like this. You know the kind—old, decrepit houses that are dark. With storms overhead.

I checked my revolver for the fourth time. Sure, it was antiquated. But it never jammed and it had enough penetrating power to stop a nutjob high on PCP. Or was that LSD. I lose track of all the drugs kids do these days.

The perp this time around is pretty uncreative: Just your standard machete-wielding maniac who's really pissed off about his mom. Whatever happened to Mom, Baseball, and Apple Pie? If the moms of these psychos were to be graded, they would definitely get a big "F" from me. And a couple of other words that start with that letter.

"Billy," I said in my sternest voice, "come out here, this is the..." I searched for a word. "Police." It was a lie, but calling myself a member of the Paranormal Response Unit was sort of like screaming, "I'm hear to blow your head off if you don't come quietly!"

Billy didn't believe me anyway. I could tell by the way he swung his machete at my head. Fortunately, I've been around enough of these guys to know when to duck.

He's fast and larger than I expected. I'm no slouch at six feet tall, but this guy's nearly seven and maybe a few inches on top of that. The sounds of his footfalls are unmistakable; serves me right for rambling off on my own self-narrative.

"I guess this means you're not going to come quietly," I say as I catch my breath. Billy's too intent on pulling his machete out of the crumbling molding of his mother's family home to respond.

That's when I notice the back of his head.

Now I've seen a lot of ugly mothers in my time. But Billy was ugly even from the back. The straps of his mask (of course he was wearing a mask, don't they all?) bit deep into his flesh. He must have been wearing that mask forever. Nobody wears a mask that long and survives. That whole Man the Iron Mask

But no mere mortal can take the slasher on alone. Teenagers, psychics, cops, and FBI agents have all have tried and failed. It will take teamwork, nerves of steel, and more than a little luck. The PCs have but one goal—stop the slasher before he stops them.

THE ROLE OF THE HEROES

Blood and Blades: The Profiler's Guide usually takes place in the 1980s: the height of slasher movies. The slasher is not just a psychotic killing machine; a slasher kills with style, be it a modus operandi or a supernatural edge. Demon, undead, ghost...whatever the slasher's form, he's not going to be easy to stop.

So who hunts the hunters? Those schooled in the art of profiling will have an edge, but even they aren't immune to the depredations of the slasher. Enter the Paranormal Response Unit (PRU), a secret branch of the Critical Incident Response Group (CIRG [and yes, the government does have an acronym for everything]). The PRU doesn't just hunt down slashers; the one and two man teams' main job is to take the supernatural slasher down by any means necessary. When the PRU shows up, it's usually because things have gone to hell, escaped, and are playing basketball with your neighbor's head.

INTRODUCTION

Blood and Blades: The Profiler's Guide requires the use of the d20 Modern Roleplaying Game and the Urban Arcana Campaign Setting, published by Wizards of the Coast, Inc.

SUMMARY

The best and worst humanity has to offer face off against predators stalking their favorite prey: humans.

CAMPAIGN IN BRIEF

The slasher. The quintessential mass murderer for the 20th century, the slasher's psychotic, oft-masked persona has slowly evolved from crazed killer to unstoppable revenant. In *Blood and Blades*, the slasher is real. And he's out for blood.

Slashers rack up more murders than any other type of serial killer. Their attacks eventually lose any sense of rhyme or reason, as they vainly seek to recapture the thrill of their first kill. Silent, invincible, unstoppable—slashers have become such an epidemic that humanity decides to fight back.

THEME

Blood and Blades pits the art of profiling against the quintessential slasher movie. An offshoot of horror and monster movies, slasher movies involve a psychotic killer, melee weapons, and heaps of victims. Not all horror movies are slasher movies, but all slasher movies are horror movies.

Teenagers. The teenagers are stereotypes such as the nerd, the jock, the virgin, and the stoner. And of course, said teenagers die by the boatload. In fact, the victims come and go so often that the killer, not the victims, is really the star of the show.

thing? That's just a myth.

Billy reminds me to pay attention by unleashing his machete with a wicked swipe. He keeps taking head shots. I start to take it personally.

It's when I leg Billy that I get the sense that maybe the chief was right—this WAS a PRU matter after all. Billy doesn't flinch. And no blood spills out of the wound.

"You're not human, are you kid?"

Billy tries to explain it to me with his oversized cutting implement. This time he's a little more creative, barreling towards me with one shoulder while he lifts the machete over his head. I guess when you're dead you can afford to repeat the same mistakes over and over. Well maybe Billy can, but I'm still alive and mostly kicking.

I shout into my mic. "Job to Gabriel, Job to Gabriel. A little divine intervention please."

Billy smacks me backwards into the wall and all the air goes out of me. I see the machete come up and those dead eyes staring back at me.

"Nothing personal," I mumble through gritted teeth.

Billy's head explodes in a shower of gore as an explosive round from a sniper rifle finds its mark.

"Took you long enough, Gabe."

"Aww, shucks Job, you only shoot me a prayer when you're in trouble," husks the decidedly female voice of my partner, Gabriel. "You don't appreciate me."

"I'll buy you dinner next time. But I'm a little busy right now."

"What now?"

"Billy just got back up."

became more common. It's almost as if serial killers are a reaction to the stress of our collective conscience crammed so tightly into one place. Or perhaps they've always been with us. In the wilderness there are no witnesses.

The United States in particular has more than its fair share of serial killers. In the first half of the 20th century, there were an average of two serial murder cases per year nationwide. By the 1960s, authorities logged six cases a year; by the 1970s it was 18 cases a year. Since 1980, the United States averages three new serial killers a month and the numbers continue to rise. PRU agents have to get up every morning to those kinds of statistics. And you thought your job was bad.

Serial killers differ from slashers. The slasher myth arose from serial killers, but the two are now only distantly related. Serial killers are actually even more violent and gruesome than depicted in the plots of slasher films. That's because serial killers have serious personality defects. (As opposed to scriptwriters, who are just greedy.) Slashers attack quickly and without warning. And they have a fondness for sharp objects.

The slasher is well on his way to joining the Horror Hall of Fame. And so, the psycho with the knife has been elevated to something more than just horror movie status—he is a horror staple, a character so progressively awful and familiar that we end up rooting for him.

Disclaimer: Serial killers aren't funny. This book makes fun of slashers, not serial killers, but there's a fine line between the two. Those who are easily offended should run away from this book with their hands over their ears shouting "LALALALALA!" For the rest of you who plan to continue reading, we will make fun of cheerleaders, authority figures, sex, the mentally ill, and gamers. Consider yourself warned.

Sex. Where there are teenagers, there's sexual tension. Slasher flicks have copious amounts of gratuitous sex and nudity because...well, because it makes it more interesting for the teenagers who are watching it. The killings are even more horrible when people are murdered at their most vulnerable moments.

Boo! Things hop out at the victims (usually false alarms, at least the first time), people are found murdered in horrible ways, and the killer seems to be everywhere and nowhere at once.

Blood. Buckets of blood. Swimming pools of blood. Whole oceans of blood—you get the idea. It's not a slasher flick if there's not plenty of gore as victims are hacked, mulched, stabbed, ground, burned, melted, ripped, shredded, eviscerated, disemboweled,

decapitated, smashed, defenestrated, or otherwise mangled in a suitably graphic manner.

The slasher as icon has been with us throughout history, although we did not always have a name for him. Harkening back to the 1400s, Giles de Rais slew more than 100 children. Margaret Davey poisoned her employees in 1542. And of course, there are the so-called werewolves of the late 1500s who killed and ate a lot of people.

Serial murders continued well into the 19th century, the most famous being Jack the Ripper. Good 'ole Jack stalked the darkened streets and further enforced the myth of the dapper man by day and psychotic murderer by night. Not that anyone has ever positively identified Jack...

As society became more advanced, repeat murders

CHAPTER ONE: CHARACTERS

This chapter covers everything you need to make a character. Maybe the first hint was the title.

If you want to start hunting slashers, the Paranormal Response Unit (PRU) is a good place to start. The PRU is trained to take the psychos down with a well-placed bullet. Preferably from somewhere out of machete reach. But of course, it never works that way. If it did, slasher movies would be very short.

The PRU is one way to approach slashers with the PCs as heroes. Conversely, the PCs can play victims, which is the plot of every slasher movie ever made: teenagers in a remote location get attacked by mad slasher; final girl maims slasher just enough so that he can survive for a sequel. Rinse and repeat. Voila! Instant horror franchise.

If you want to play a horror movie-style game, this chapter covers a host of victim rules, including character creation, victim classes, and flaws. That's right, flaws: the usual tropes that are a surefire indicator a victim will be killed by the slasher. Remember the bitchy cheerleader, the arrogant jock, and the lazy frat boy? Now you can collect the whole set...and then kill them!

VICTIMS

"Victims" are everyone else. They're the poor saps terrified out of their wits by the shape at the window, the fools who get stabbed when they go outside to take a whiz, and the clueless goobs that always go down into the basement to "check it out." They never come back.

Victims don't have to be NPCs. Playing a victim can be a lot of fun. Why? For some, role-playing a normal person defeating the slasher really makes it special—it's one thing to shoot a slasher with an AK-47, it's entirely another to outwit the slasher with a

ball of string and a frying pan. For a game that's not about combat, playing the victim can actually be a blast.

GROUPS

Victims—us—tend to work in groups. These groups can vary considerably. Try these on for size:

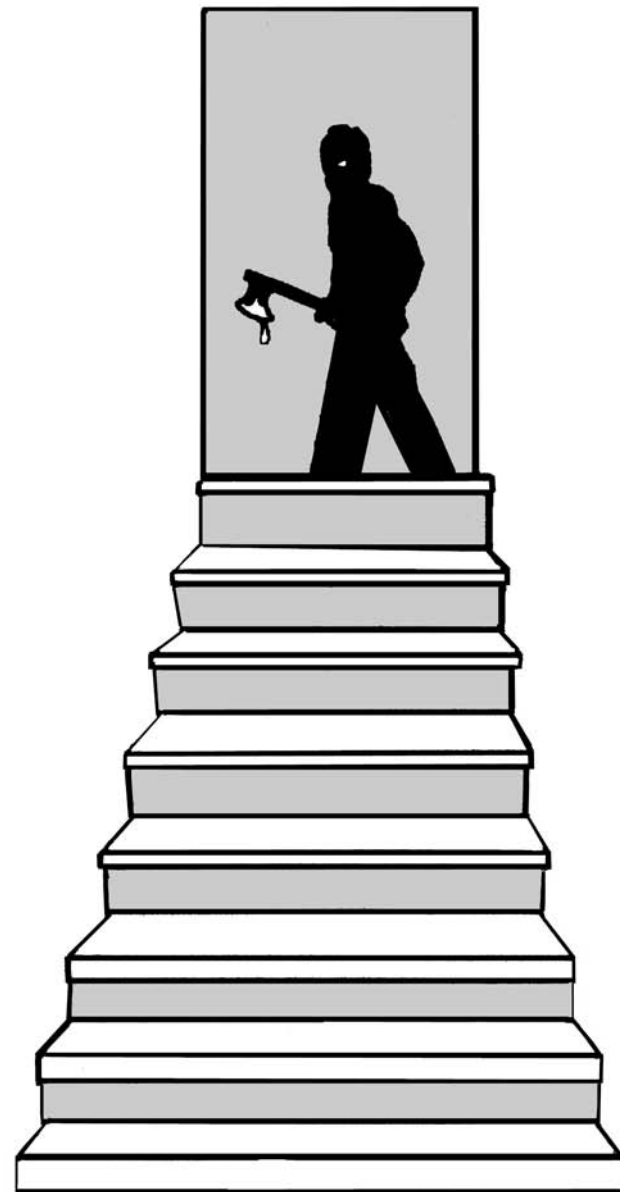
Family: The victims are all related. This is the typical daddy, mommy, and children scenario. Although the dad might at first seem like the hero, it's often the mom who is left to protect her brood. Not all families have this mix however—families can be broken up, have extended members (a creepy psychic grandma is always a nice touch), or just be a parent and child. The one thing a family has is each other. Whatever the hell that means.

Slasher Exposé: These "Dare You to Eat It!" types of shows throw young, attractive people into dangerous situations and then capture it on camera. Alternately, the victims might be trying to tape their own documentary. Of course, this is like hanging meat out for a tiger; the victims are perfect bait for slashers. And ghosts. And zombies. (But those are other books entirely.)

Tourists: Ah, tourists. They're the perfect target for slashers because they don't know where they are, they don't know anybody, and they carry cameras around with them. Okay actually that's a disadvantage, but really, slashers turn that around by killing the tourist. No more worrying about those pesky pictures—see what happens when you think positive?

CREATING VICTIMS

Victims are built using the eight victim classes (Tough Guy, Jock, Nerd, Mundane, Outcast, Cheerleader, Stoner, and Scream Queen) and have starting



CHAPTER 1: CHARACTERS

occupations, skills, and feats. As they gain levels, victims increase their skill points, base attack bonus, saving throw modifiers, Action Points, Defense bonus, and Reputation bonus just as heroes do. However, victims differ from heroes in several ways.

A victim character has:

- The standard starting ability score package
- Random starting hit points
- No levels in an advanced class

STARTING ABILITY SCORES

Victims do not roll their ability scores. They start with the standard score package: 15, 14, 13, 12, 10, 8. The player can assign the scores as he or she sees fit. At 4th level and every four character levels thereafter (8th, 12th, and so on), a victim adds 1 point to one ability score—just as heroes do.

HIT POINTS

Unlike heroes, victims do not automatically receive maximum hit points at 1st level. The GM should roll a victim's starting hit points normally.

ADVANCED CLASSES

Victims cannot multiclass between the victim classes. They're bad stereotypes, not well-rounded personas. However, if a victim survives until 5th level, he or she can advance thereafter as a hero.

CHILDREN

Children (newborn to age 11) are handled differently from other characters. They do not have classes or levels. They begin with the same ability score package as victims (15, 14, 13, 12, 10, 8), but their ability scores are reduced as follows: -3 Str, -1 Dex, -3 Con, -1 Int, -1 Wis, -1 Cha.

Children have 1d4 hit points plus their Constitution modifier (minimum 1 hit point). They have no skills, feats, action points, or occupations. Their base attack

bonus is +0, they have a +0 modifier on all saving throws (plus any modifiers for high or low ability scores), and their Reputation bonus is +0. Children have a +0 modifier to Defense and a normal speed of 20 feet. Children have no effective attacks and should be treated as noncombatants.

When a child turns 12, he is considered a young adult and takes his first level in one of the victim classes.

Why play kids? Beyond the obvious physical disadvantages, playing a child means a world of know-it-all adults, unsympathetic authority figures and plenty of slasher fodder. What's not to like?

VICTIM CLASSES

CHEERLEADER

Cheerleaders are known for their good looks, loose morals, and tight-fitting clothes. As cheerleaders, they are known for their acrobatics and the ability to shout phrases at the top of their lungs. In the bedroom, they are known for their acrobatics and the ability to shout phrases at the top of their lungs. And oh yeah—cheerleaders are hot. At the Game Master's option, Cheerleaders can also double for hot guys who have no athletic skill (thus not qualifying them as Jocks).

Class Information

Hit Die: 1d4

Action Points: 3 + one-half her character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Cheerleader's class skills (and the key ability for each skill) are: Craft (Int), Disable Device (Int), Hide (Dex), Move Silently (Dex), Perform (Cha), Sleight of Hand (Dex), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 6 + Int modifier
Class Features

I've dealt with plenty of maniacs in my time, but if they had a king, he would most certainly be Dr. Cannibal.

He had a name once, but I think he traded it away with the rest of his soul. Dr. Cannibal's a little too enamored with his self-image. The man filed his teeth to points, for crying out loud.

When I stand in front of his cell, the guard stiffens. Sometimes Dr. Cannibal takes a swipe at me. Never physically of course. He's blackmailed guards, made three escape attempts, and even convinced a few cellmates to commit suicide. I keep telling the PRU brass to just put him in a plain old cellblock, Alcatraz-style, but they never listen.

People are Dr. Cannibal's meat, literally and figuratively. He might have a taste for flesh, but it's their minds he most enjoys nibbling on.

"Hello, Mr. Beckem," he says in hushed tones. Except for the filed down teeth, Dr. Cannibal could be Santa Claus. He was quite jolly with kind eyes and a long, bushy beard. Of course, Santa Claus didn't eat twenty-seven people and sell the food as a "special brand of sausage."

His history notwithstanding, Dr. Cannibal's really a nice guy, once you get to know him. And have two inches of plexiglass between you.

"Hello Doc. Guards treating you well?"

"Oh, well enough. I've got my books back, so things are looking up."

Dr. Cannibal is a voracious reader. Sorry, that was too easy.

"You know why I'm here?"

"Of course," says Dr. Cannibal. He was sitting in the corner of his cell, shadows covering most of his face except for his gleaming white teeth. I swear, he could sell more dentures than a dozen celebrities with those chompers. All of them

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Class Features

Popular: A Cheerleader gains a +4 Charisma bonus.

Cheerleader (Ex): As a standard action, the Cheerleader can cheer for allies, bestowing a +1 morale bonus to either attack rolls, damage rolls, AC, hit points, saving throws, or skill checks as chosen by the Cheerleader. The effect lasts for as long as the allies hear the Cheerleader cheer and for 1 round thereafter. The bonus increases as the Cheerleader increases in levels. Use of this ability costs 1 action point but the competence bonus can be increased by +1 for every additional action point spent.

Tight Shirt (Su): Cheerleaders were clothes at least one size too small for a reason, and it's not because they can't read store tags. Okay, maybe it is.

Each male humanoid to be fascinated must be within 90 feet, be able to see and hear the Cheerleader, and be able to pay attention to her. The Cheerleader does not need to be able to see the male however (perv!). The distraction of a nearby combat or other dangers prevents the ability from working. The Cheerleader must make a Perform (act) check. Her check is the DC for each affected male's Will save against the effect. If a male's saving throw succeeds, the Cheerleader cannot attempt to fascinate that male again for 24 hours. If his saving throw fails, the male sits quietly and stares at the Cheerleader, taking no other actions, for as long as the Cheerleader continues to cheer (up to a maximum of 1 round per Cheerleader level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as

Listen and Spot checks. Any potential threat requires the Cheerleader to make another Diplomacy check and allows the male a new saving throw against a DC equal to the new Diplomacy check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Tight shirt* is an enchantment (compulsion), mind-affecting ability. A normal use of this ability requires the expenditure of 1 action point and affects one male per level of the Cheerleader. However, the Cheerleader may affect 1 additional male per additional action point spent.

Fit: The Cheerleader gains the Endurance or Run feat as a bonus feat. All that cheering works up a sweat. Down boy!

My Boyfriend (Ex): The Cheerleader can select one other teen to be "My Boyfriend." The boyfriend's maximum action point value increases by 1 and he receives a +1 morale bonus to all saves. Any time the Cheerleader takes damage, she may expend 1 action point to cause half of the damage to be inflicted on the boyfriend instead. This relationship can be ended at any time. A boyfriend who has been dumped receives a -1 morale penalty to all rolls for one day, but still retains the action point for the rest of the day. If she's really unlucky, the boyfriend might end up starring in his own slasher film.

Charming (Ex): Cheerleaders double their Charisma bonus on all Diplomacy checks. This is how cheerleaders get their jobs.

Pretty Please? (Ex): The cheerleader asks... nicely. The definition of "nicely" usually involves

still intact too. "And you know what I expect in exchange?"

"You want Billy's drawings. I can't give you the real things, but I can give you copies."

"That'll never do," he says. "I want to smell the crayons. Taste the desperation, the rage, the hurt."

"All right, one of the originals. That should be scent enough for that shnoz of yours."

"So pedestrian," he says. For all his pleasant mannerisms, the Doc is very sensitive about his proboscis. It's not overtly large, but I guess he wished it were smaller. It's a minor weakness, but I play on it to keep him under control.

"Speaking of delicious odors, you had teriyaki chicken today with that delicious treat of a partner. I can smell her on you. Have you slept with her yet?"

"You're getting slow, doc," I say, ignoring the jab. He knows I'm married. "You didn't mention this," I pull out the crayon drawing. I knew Dr. Cannibal could smell it.

"Please, let me see it," says the Doc, excitement creeping into his voice.

I plaster it up against the Plexiglas. It's a family portrait of a mother and child, but with one subtle difference. A single stick figure hand sticks out of a nearby lake.

I can't see the Doc's eyes, but he scans it in a moment and determines it's the real thing. I pull it away.

"So, about Jerry."

"Ah, Jerry. Yes, he was my patient several years ago. He had quite a thing for the kiddies, you see. I tried to cure him, but it didn't work out."

I knew how the Doc cured his patients. They turned into Mystery Meat for the unsuspecting guests at his restaurant.

TABLE 1-1: THE CHEERLEADER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Cheerleader +1, tight shirt, fit, popular	+2	+2
2nd	+1	+0	+0	+3	Charming	+2	+2
3rd	+2	+1	+1	+3	Cheerleader +2	+3	+2
4th	+3	+1	+1	+4	My Boyfriend	+3	+3
5th	+4	+1	+1	+4	Pretty Please?, cheerleader +3	+3	+3

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strategically revealed skin. Cheerleaders can spend 1 action point per Hit Die of their target to make a *suggestion* as per the spell. Using this ability does not break the Cheerleader's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. A Will saving throw (DC 10 + 1/2 Cheerleader's level + Cheerleader's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

JOCK

Jocks are exceptionally good at one sport, and that's about it—unless you count abusing their girlfriends or having sex as sports. They have physical prowess in their favor, but as everyone knows, that's useless against slashers.

Class Information

Hit Die: 1d6

Action Points: 3 + one-half his character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Jock's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Jump (Str), Spot (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier

Class Features

Heroic Surge (Ex): The jock gains a temporary +2 morale bonus to Strength, Dexterity, and Constitution for 2 rounds per action point spent. Entering a heroic surge is a free action that may only be initiated on the jock's turn. At the end of the surge, the jock is fatigued for 1 minute per round of the surge.

Trained: Jocks gains Power Attack or Weapon Finesse as a bonus feat.

Jock: Jocks receive a +2 Strength and Dexterity bonus.

Athletic (Ex): Jocks are into sports. This may come as a shock to you non-jocks (uh, all of us). A Jock may choose to use his Strength or Dexterity modifier for Climb, Jump, Tumble, or Swim checks.

Fearless (Ex): Jocks are not terribly imaginative and thus don't know enough to be afraid of slashers. They receive a +4 morale bonus to Fear saves.

Team Spirit (Ex): The Jock works best when working on a team. All "aid another" actions involving the jock, regardless of whether he performs the action or receives the benefits, confer a +4 instead of the standard +2 bonus.

MUNDANE

Mundanes are pretty boring. They do exciting things like eat, sleep, and generally obey the rules. They have social cliques that aren't very large. They wear fashionable clothes but nothing too daring. They read the stuff that's on the top ten best-seller list and watch

"I don't imagine you like the taste of child molesters," I said with a smirk.

"Not at all, too stringy," he replies without skipping a beat. "Have you found slash marks on the victims? The should be," he put one hand out into the light, fingers splayed, "arranged in groups of five."

"Yes," I said.

"That's Jerry's trademark. He invented a glove with blades attached to each finger. He showed it to me several times during our sessions. Jerry was quite proud of it. He called it the Dreamcatcher. Jerry believed he could draw out the dreams of each dying child and play them like strings on a cello."

"Great," I said. "So I've got another psycho with another blade." I reminded myself whom I was talking to. It's easy to forget with the Doc. "No offense."

"None taken," he says.

"So how do I catch him?"

"You can't," says the Doc. "You see, before I could see Jerry for his last visit, the local peasants took matters into their own hands and burned him at the stake. He's quite dead, I assure you."

"I was afraid you were going to say that," I said, pushing the drawings into the drawer that allowed me to exchange objects with Dr. Cannibal.

"If it's true, if he's come back," said Doc, "you'll be afraid of much, much worse. Always a pleasure, Mr. Beckem. Say hello to beautiful Gabriel for me."

And with that he retreated back into the darkness of his cell.

TABLE 1-2: THE JOCK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+2	+0	Heroic surge 1/day, trained	+3	+2
2nd	+2	+3	+3	+0	Athletic	+4	+2
3rd	+3	+3	+3	+1	Heroic surge 2/day	+4	+2
4th	+4	+4	+4	+1	Fearless	+4	+3
5th	+5	+4	+4	+1	Team spirit, heroic surge 3/day	+5	+3

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TABLE 1-3: THE MUNDANE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+0	Bonus feat	+1	+1
2nd	+1	+0	+0	+0	Bonus feat	+1	+1
3rd	+1	+1	+1	+1	Bonus feat	+2	+1
4th	+2	+1	+1	+1	Bonus feat	+2	+2
5th	+2	+1	+1	+1	Bonus feat	+3	+2

only the movies that win Oscars. In short, Mundanes are what make the world slowly grind around and around. Almost all adults in a *Blood and Blades* game that aren't heroes are Mundanes.

Class Information

Hit Die: 1d6

Action Points: 4 + one-half her character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Mundane's class skills (and the key ability for each skill) are: Craft (Int), Drive (Dex), Knowledge (Int), Profession (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

Bonus Feat: Mundanes get to choose from the following bonus feats: Acrobatic, Alertness, Animal Affinity, Athletic, Attentive, Builder, Cautious, Confident, Creative, Deceptive, Educated, Focused, Gearhead, Guide, Low Profile, Medical Expert, Meticulous, Nimble, Stealthy, Studious, Trustworthy, Vehicle Expert.

Told you they were boring.

NERD

Nerds are students who have difficulty fitting in with everyone else. They also happen to be the most well-read of slasher victims, which sometimes gives them an edge. Sometimes. They are particularly fond of

role-playing games, which is like a homing beacon for slashers looking to hack them up into little dice-sized pieces. Hey, wait a minute...

Class Information

Hit Die: 1d4

Action Points: 4 + one-half her character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Nerd's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical) (Int), Knowledge (any) (Int), Repair (Int), Research (Int).

Skill Points at Each Level: 2 + Int modifier

Class Features

Nerd: Nerds receive a +4 bonus to Intelligence. 'Cause they're smart. And stuff.

Insight (Ex): By spending action points, the DM can provide the player with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The

advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If the Nerd doesn't act on the information, the conditions may change so that the information is no longer useful. Multiple use of insight about the same topic by the same Nerd yields the same answer each time. For questions that do not pertain to slashers, the more action points spent, the more information the Nerd receives (minimum of 1). It requires one action point per Hit Die of an opponent to discover its weakness.

Astounding Intellect (Ex): Nerds double their Intelligence modifier whenever we—err, they—are required to make a check involving riddles, conundrums, or problem solving. This is why nerds will one day rule the world.

Enforce Logic (Ex): Once per day, at a cost of half of his maximum daily action points, the Nerd can force a slasher to attempt a Will save (DC equal to 10 + ½ the Nerd's level + Int modifier). Should the creature fail, it loses access to all spell-like and supernatural abilities for the duration of the encounter while the Nerd logically explains why the slasher's abilities couldn't possibly work. Pointy ears are optional.

OUTCAST

Ah, the Outcast. Maybe he's on his skateboard in the park at night, peering out from beneath his long stringy hair at people who pass. Maybe she's the goth grrl with a perpetual attitude and more piercings than she can count. Or maybe it's that one person who

TABLE 1-4: THE NERD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Focused, insight 1/day, nerd	+2	+1
2nd	+1	+0	+0	+3	Astounding intellect	+2	+1
3rd	+1	+1	+1	+3	Insight 2/day	+3	+1
4th	+2	+1	+1	+4	Enforce logic	+3	+2
5th	+2	+1	+1	+4	Insight 3/day	+3	+2

TABLE 1-3: THE OUTCAST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Forgettable, quick, sneak attack +1d4	+4	+0
2nd	+1	+0	+3	+0	Deceptive	+5	+0
3rd	+1	+1	+3	+1	Sneak attack +2d4	+5	+1
4th	+2	+1	+4	+1	Improved uncanny dodge	+6	+1
5th	+2	+1	+4	+1	Hide in plain sight, sneak attack +3d4	+6	+1

just has absolutely no social skills and smells like cat urine. Whoever the Outcast is, it takes days for people to notice she's missing.

Class Information

Hit Die: 1d4

Action Points: 3 + one-half her character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Outcast's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (Int), Hide (Dex), Spot (Wis), Move Silently (Dex), Perform (Cha), Sleight of Hand (Dex), Survival (Wis).

Skill Points at Each Level: 6 + Int modifier

Class Features

Outcast: An Outcast gains a +4 Dexterity bonus. They tend to be very good at disappearing.

Forgettable (Ex): Outcasts are never noticed by anyone, including slashers. When presented with other targets, the Outcast is always the last to be attacked. What were we talking about again?

Quick: Outcasts receive Combat Expertise or Dodge as a bonus feat.

Sneak Attack (Ex): If an Outcast attacks an opponent while the opponent is unable to effectively defend himself, she can strike a vital spot for extra damage. The Outcast's attack deals extra damage any time her target is denied a Dexterity bonus to AC (whether the target actually has a Dexterity

bonus or not) or any time she flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two Outcast levels thereafter. Should the Outcast score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, an Outcast can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even after the usual -4 penalty is applied.

An Outcast can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The Outcast must be able to see the target well enough to pick out a vital spot and must be able to reach that spot. An Outcast cannot sneak attack when the target is a creature with concealment or when striking a creature whose vitals are beyond reach.

Deceptive (Ex): Outcasts use their Intelligence modifier for untrained Bluff checks instead of Charisma. Outcasts double their Dexterity modifier for all Move Silently checks.

Uncanny Dodge (Ex): An Outcast can react to danger before her normal senses would typically allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Hide in Plain Sight (Ex): An Outcast can use the Hide skill even while being observed. In fact, one is hiding behind you right now...

SCREAM QUEEN

Scream queens have it tough. They are faithful to their boyfriends, traumatized by the murders of family members, and never quite fit in despite their hot bodies and tight-fitting clothes. Some horrible incident in their past has scarred them for life but made them true survivors, capable of withstanding even slashers (at least for one or two sequels, anyway).

Class Information

Hit Die: 1d8

Action Points: 3 + one-half her character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Scream Queen's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Knowledge (Int), Search (Int), Spot (Wis), Move Silently (Dex), Sleight of Hand (Dex), Survival (Wis), Treat Injury (Wis).

Skill Points at Each Level: 6 + Int modifier

Class Features

Resourceful (Ex): Scream Queens know what to do in just about every situation because they use their common sense. A Scream Queen can apply her Intelligence bonus to any Horror checks.

Scream (Ex): By spending an action point, a Scream Queen can scream once per Scream Queen level to automatically succeed on a Horror check. Strangely, nobody ever seems to come to her rescue.

Sense Trouble (Ex): The Scream Queen notices when things don't seem right. She receives a +4 insight bonus to Sense Motive checks.

TABLE 1-6: THE SCREAM QUEEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+2	+2	+2	+2	Resourceful, sense trouble	+2	+2
2nd	+3	+3	+3	+3	Scream	+3	+3
3rd	+3	+3	+3	+3	Elaborate plan, empathic link	+3	+3
4th	+4	+4	+4	+4	Survival instinct	+4	+4
5th	+4	+4	+4	+4	Prophetic vision	+4	+4

Elaborate Plan (Ex): A Scream Queen is capable of formulating plans that would make a military commander jealous. She receives a +4 insight bonus to Knowledge (tactics) checks.

Survival Instinct (Ex): Scream Queens receive a +4 insight bonus to Escape Artist and Survival checks. Because unlike the rest of us, Scream Queens really, really want to live.

Empathic Link (Su): By spending 1 action point, the Scream Queen can detect the surface emotions of a slasher within 100 feet. She can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can be perceived. The Scream Queen gains a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that she makes against the slasher for 1 minute per Scream Queen level.

Prophetic Vision (Su): By spending 1 action point, the Scream Queen poses a question about the slasher and then falls asleep. If the slasher is active within 10 miles, the Scream Queen receives a vision about the slasher's activities by succeeding on a Wisdom check

(1d20 +1 per Scream Queen level) against DC 20. If only detailed information on the slasher is known, the DC is 25 and the information gained is incomplete. If only rumors are known, the DC is 30 and the information gained is vague.

STONER

Stoners are dudes who know how to have a good time. And by that, we don't mean sex; we mean the other good time: drugs. Be it pot or ecstasy or whatever kids take to get high these days, stoners do it all. They're popular because they bring the fun stuff to parties. Unfortunately, their favorite hobby makes them useless in a crisis. In their favor, stoners rarely freak out when faced with the supernatural.

Class Information

Hit Die: 1d4

Action Points: 8 + one-half his character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Stoner's class skills (and the key ability for

each skill) are: Bluff (Cha), Craft (chemical) (Int), Gather Information (Cha), Knowledge (popular culture, streetwise) (Int), Sleight of Hand (Dex).

Skill Points at Each Level: 6 + Int modifier

Class Features

Dude: A stoner's creative use of drugs and alcohol makes him better at hiding his illegal activities. At 1st level, a stoner gains Deceptive or Improved Initiative as a bonus feat (gotta be fast to hide the stash, man!).

Stoned: Stoners receive a +4 Wisdom bonus. Just 'cause.

Happy Thoughts(Ex): A Stoner can heal the wounds of one of his allies as a standard action by indulging in his favorite pastime. The Stoner and the wounded character must be in direct contact—if enemies are nearby, it provokes an attack of opportunity. The Stoner can heal 1d4+1 hit points of damage per action point spent. Alternately, the Stoner can heal one of his allies within 30 feet through the miracle of secondhand smoke. This is also a standard action that provokes an attack of opportunity, but all allies in range (including the Stoner) regain 1 hit point per action point the Stoner spends.

Rapid Recovery (Ex): Thanks to the Stoner's extracurricular activities, he can recover spent action points faster than normal. Once per day, by spending half an hour doing nothing but "idle daydreaming," the Stoner may recover 1d4 action points.

Dude? (Ex): Stoners double their Wisdom modifier when making Craft (chemical) checks.

I Think I Can (Ex): By believing in himself, the Stoner can accomplish nearly anything. By spending 1 action point, the Stoner can take 20 on any skill check as a standard action, even when circumstances or time would normally prohibit it.

Dude! (Ex): The Stoner receives a +4 morale bonus to Fear saves. This can turn out to be a disadvantage if running away in terror would be the wiser course of action.

TABLE 1-7: THE STONER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+2	Dude, stoned, happy thoughts	+2	+2
2nd	+1	+0	+3	+3	Rapid recovery	+2	+2
3rd	+2	+1	+3	+3	Dude?	+3	+2
4th	+3	+1	+4	+4	I think I can	+3	+3
5th	+4	+1	+4	+4	Dude!	+3	+3

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TOUGH GUY

The name says it all; tough guys are tough and they're guys. It's possible to have tough girls, in which case they're almost like guys anyway. All that bravura means little when it comes to facing down a slasher. Teasing and socking the slasher in the nose usually don't work too well. In any case, everyone's glad when tough guys die because they're big bullies that taunted us just like in high school...wait, are we sharing too much?

Class Information

Hit Die: 1d8

Action Points: 3 + one-half her character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Tough Guy's class skills (and the key ability for each skill) are: Bluff, Intimidate, Knowledge (streetwise), Sense Motive, Search, Spot.

Skill Points at Each Level: 2 + Int modifier

Class Features

Tough Guy: Tough Guys gain a +2 Constitution and +2 Charisma bonus.

Brawler: Tough Guys are practiced in the art of brawling. At 1st level a Tough Guy gains Improved Unarmed Strike or Improved Grapple as a bonus feat.

Smite Weakling (Ex): A Tough Guy can smite a weakling with one normal melee attack. He adds his Charisma bonus to his attack roll and deals 1 extra point of damage per Tough Guy level. A weakling is considered any target with a Strength score lower than that of the Tough Guy. If the Tough Guy tries to smite a target that does not qualify as a weakling, the smite attack has no effect and the ability is used up for that day.

Taunt (Ex): As a standard action, a Tough Guy

TABLE 1-8: THE TOUGH GUY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Tough Guy, brawler, smite weakling 1/day, taunt	+2	+2
2nd	+2	+3	+0	+0	Intimidating	+2	+2
3rd	+3	+3	+1	+1	Smite weakling 2/day	+3	+2
4th	+4	+4	+1	+1	Pile-on	+3	+3
5th	+5	+4	+1	+1	Protector, smite weakling 3/day	+3	+3

can attempt to taunt a foe with an Intelligence of 3 or higher, once per day per level. The foe must be able to hear the Tough Guy clearly and must understand his language. The target must make a Fear save or suffer one of the effects below. The DC is 10 + ½ the Tough Guy's level + Cha modifier. If the target succeeds, it is immune to the Tough Guy's taunting for the rest of the day. Creatures that have at least 4 or more hit dice than the Tough Guy are immune to the effect. This ability may be used more than once per day per level but doing so costs 1 action point per use.

Hesitation: A Tough Guy with 4 or more ranks in Bluff may use his taunts to instill doubt in his target's mind. The target receives a penalty to its next initiative roll equal to the Tough Guy's level.

Doubt: A Tough Guy with 5 or more ranks in Bluff can ridicule a target until it becomes fatigued; it can neither run nor charge and must take a -2 penalty to Strength and Dexterity. This effect lasts for one round per level of the Tough Guy.

Worry: A Tough Guy with 6 or more ranks in Bluff can threaten and intimidate a target creature so that it is shaken for one round per level of the Tough Guy. While shaken, the victim suffers a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Anger: A Tough Guy with 7 or more ranks in Bluff can taunt a target until the target singles him out in combat. The target will move to attack the Tough Guy to the exclusion of all others. The creature will only

resort to ranged attacks if it cannot gain access to the Tough Guy. This effect persists until the creature hits the Tough Guy with a melee attack.

Shock: A Tough Guy with 8 or more ranks in Bluff can release a stream of profanity so foul and offensive that the target is dazed for a single round.

Fright: A Tough Guy with 9 ranks in Bluff can frighten a target for one round per level of the Tough Guy. Frightened creatures flee immediately and suffer a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. If the target succeeds its saving throw against the Tough Guy's insults, it instead becomes enraged and gains a +2 morale bonus to attack and damage rolls against the Tough Guy for the remainder of the encounter.

Intimidating (Ex): Tough Guys double their Charisma modifier whenever they use the Intimidate skill.

Pile-On (Ex): Tough Guys bestow a +4 circumstance bonus to grapple checks to each ally participating in the grapple.

Protector (Ex): Tough Guys who live long enough to reach 5th level realize that survival is more important than bullying. Once per round, when an adjacent ally is the target of an attack, the Tough Guy may intervene and take the target's place. The ability must be declared before the attack roll is made. The Tough Guy and the target switch spaces and the attack is resolved normally.

THE PARANORMAL RESPONSE UNIT

The CIRG facilitates the FBI's rapid response to, and the management of, crisis incidents. CIRG was established in 1994 to integrate tactical and investigative resources and expertise for critical incidents that necessitate an immediate response from law enforcement authorities. CIRG deploys investigative specialists to respond to terrorist activities, hostage takings, child abductions and other high-risk repetitive violent crimes.

Each of the three major areas of CIRG—the Operations Support Branch, the Tactical Support Branch, and the National Center for the Analysis of Violent Crime (NCAVC)—furnishes distinctive operational assistance and training to FBI field offices as well as state, local and international law enforcement agencies. CIRG personnel are on call around the clock, seven days a week, to respond to crisis incidents.

The NCAVC consists of three components: the Behavioral Analysis Unit (BAU), Child Abduction Serial Murder Investigative Resource Center (CASMIRC) and the Violent Criminal Apprehension Program (VICAP). But there is a fourth unit that is hidden from the public eye: the PRU.

Agenda: The mission of the PRU is to combine investigative and operational support functions, research, and training in order to provide assistance, without charge, to federal, state, local, and foreign law enforcement agencies investigating paranormal violent crimes. Typical cases for which NCAVC services are requested include mysterious disappearance of children, unexplained serial murders, and missing persons.

Structure: Full-time national level tactical government agency.

Symbol: The initials "PRU." The PRU is not known for its creativity.

Most Common Allegiance(s): U.S. Government.
Requisition Limit: (40) military.

OVERVIEW

Formed in 1984, the PRU specializes in crimes that have no other explanation but the paranormal. They have one purpose: to find and eliminate supernatural serial killers. The colloquial name that the PRU uses for its opponents are "slashers," to distinguish them from the repeat killers that plague America already.

The PRU's successes have been few and far between. The most notable was the capture of "Dr. Cannibal," who was imprisoned and consulted on a variety of cases in an effort to build a technical profile of supernatural slashers. The Internet sensationalized the PRU's association with him, the very type of murderer the PRU seeks.

Perhaps in part due to the insane insight provided by Dr. Cannibal, the PRU was able to finally track down the "Goalie Slasher" to his lair. On May 13, 1994, PRU agents blew the Goalie Slasher to smithereens in a carefully planned ambush. Shortly thereafter, the PRU was roundly criticized for violating the civil rights of their targets. In 1995, the PRU was supposedly disbanded. In reality, the PRU has simply become much more discreet about its clean-up operations.

Structure

The PRU has approximately 100 agents in the field. The PRU are structured to deploy with part, or all, of its personnel and resources, depending upon the magnitude of a crisis. The PRU can be augmented by other CIRG entities with specialists trained in areas of negotiation, behavioral science, and communications.

Bases of Operation

PRU Headquarters is currently located in Holbrook, NJ.

Resources

The U.S. Government funds the PRU through the CIRG. The PRU has an annual budget of around 25 million dollars, which pays for salaries, forensics laboratories and weapons. Requisition procedures for anything other than basic equipment can take a few days or longer, depending on the nature of the request.

The PRU is just as bureaucratic as any other government organization and requires a significant amount of paperwork to requisition specialized equipment. A purchase DC of 25 or higher requires an Agent in Charge's authorization, 30 or higher requires the Assistant Director's authorization, and 35 and higher requires the Director's authorization.

INVOLVING THE HEROES

One does not choose to join the PRU; the PRU chooses you. Most agents are culled from the other branches of the CIRG, although police officers and U.S. soldiers will often be recruited if they have a successful encounter with a supernatural entity (read: they kill the monster). Heroes who have high profile contact with the paranormal are likely to be monitored and, if they have the right contacts and interest, may get their foot in the door.

The PRU is at its best when hunting down slashers. With only 100 agents, resources are stretched very thin, so it's unlikely for more than one agent to be available at any one time. Slashers who rack up a high enough body count will eventually warrant an extreme tactical response that involves tanks and explosives. After 1994, the PRU actively disassociates itself from military action and only acts in an advisory capacity to the National Guard. The PRU considers the National Guard to be a last resort.

PCs who use paranormal abilities like psionics or spells to kill enemies will pique the interest of the PRU. Should a PC flagrantly disregard the law or kill a series of people (3 or more) without being caught, a PRU agent will inevitably be assigned to the

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case. Although PRU agents are few, their expertise is formidable. All PRU agents have a license to kill and will resort to sniper attacks, poison, or small explosives as necessary.

USING THE PRU

PRU agents will arrive on a crime scene when several murders appear to be related. They discreetly advise law enforcement personnel under the aegis of FBI involvement and will only become personally involved to remove any evidence of paranormal activity. This includes eliminating the paranormal threat.

The definition of “paranormal threat” is intentionally vague, giving the PRU jurisdiction in tracking down spell casters, the psychically gifted, mutants, ghosts, and yes, zombies. The PRU and the National Center for Reanimation Prevention and Control (NCRPC) have come into conflict on several occasions, most specifically in the Goalie Slasher case; the NCRPC classified the Slasher as a zombie, the PRU classified him as merely paranormal. Ultimately, the PRU caught their man (er, corpse), tarnishing the NCRPC’s reputation. The NCRPC has never forgotten this.

As an ally to the heroes, an NCRPC agent will counsel those facing paranormal threats but will only identify himself as an FBI agent. Many PRU agents are more focused on removing the evidence of the paranormal than actually targeting the slasher, which results in a lot of clean up operations, with agents arriving too late to actually do any good. Some critics even accuse the PRU of making it easier for slashers to get away with murder.

Any spell caster or psychically gifted person who commits more than 3 murders can be defined as a slasher (according to PRU guidelines). Most PRU agents do not define their targets so liberally—there are far too many targets already. However, some of the more experienced PRU agents in the field react to

spell casting with extreme prejudice. Because PRU agents have a very short life expectancy, the few remaining long-term agents are tough as nails. And extremely paranoid.

LEARNING ABOUT THE PRU

The heroes can gather information about the PRU through the use of the Knowledge (popular culture) or Research skills. The charts below represent the amount of detail a hero can collect by using each skill.

Knowledge (Popular Culture)

Although it does have a public face, the PRU is often considered to be a joke manufactured by writers with too much time on their hands. Therefore, much of the lore surrounding the PRU encompasses conspiracy theories involving slashers.

DC 1: The PRU supposedly hunts serial killers full-time.

DC 5: The PRU is an official government organization that deals with paranormal serial killers.

DC 10: The PRU’s top priority is to stop paranormal slashers by any means necessary.

DC 15: The PRU believes there are several cults active in the United States and around the globe who groom and propagate slashers.

DC 20: The PRU’s budget increased considerably in the 1990s to help pay for new technology and more personnel.

DC 25: The GM can provide information about the rumored locations of slashers around the United States.

DC 30: The PRU has “Dr. Cannibal,” a notorious serial killer and psychotherapist, in captivity as an advisor.

Research

Research checks represent a hero’s ability to collect data about an organization through fact-finding efforts like trips to the library and browsing the

Internet. The PRU has its own Web site at: <http://michael.tresca.net/pru>.

DC 1: The PRU’s Web site provides helpful tips on how to avoid becoming a slasher victim.

DC 5: The hero knows the attributes of slashers and can identify one at a glance.

DC 10: The PRU funds the development of several B movies about slashers to educate the masses.

DC 15: The PRU provides advice and assistance to local law enforcement authorities on identification and prevention of slasher attacks.

DC 20: The PRU has been deployed over 200 times since 1984 and has eliminated over 50 paranormal threats.

DC 25: The PRU shares information with an unnamed sister organization based in the United Kingdom and Italy that monitors European slashers.

DC 30: The PRU actively monitors Internet and library activity to look for patterns of slasher activity.

Members

When a slasher is suspected but unconfirmed, GMs should use statistics for PRU Agents (Tough/Smart/Dedicated). If the situation escalates and the PRU Agent cannot eliminate the threat alone, the Tactical Support Branch (Fast/Tough) will be mobilized arrive to eliminate the slasher.

ADVANCED CLASSES

BOUNTY HUNTER

Bounty Hunters track down bounties, earning a living from successful captures. There is no such thing as a bad bounty hunter—bounty hunters who suck at their jobs end up very poor or very dead. Because Bounty Hunters live on the edge, nothing, not even the supernatural, fazes them. When all others fail to catch the slasher, Bounty Hunters inevitably show up to claim the glory.

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Requirements

To qualify to become a Bounty Hunter, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skill: Investigate 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

Class Information

The following information pertains to the Bounty Hunter advanced class.

Hit Die: 1d6.

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Bounty Hunter's class skills (and the key ability for each skill) are: Bluff (Cha), Computer Use (Int), Disable Device (Dex), Drive (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, civics, current events, streetwise) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Bounty Hunter advanced class.

Track: A Bounty Hunter gains Track as a bonus feat.

Contact (Ex): A Bounty Hunter of 2nd level or higher cultivates associates and informants. Each time the Bounty Hunter gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary, not a heroic, character.

A contact will not accompany a Bounty Hunter on missions or risk his life. A contact can, however, provide information or render a service (make a

TABLE 1-9: THE BOUNTY HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Track	+1	+1
2nd	+1	+0	+2	+2	Low-level contact	+1	+1
3rd	+2	+1	+2	+2	Bonus feat	+2	+1
4th	+3	+1	+2	+2	Nonlethal force	+2	+2
5th	+3	+1	+3	+3	Mid-level contact	+3	+2
6th	+4	+2	+3	+3	Bonus feat	+3	+2
7th	+5	+2	+4	+4	Discern lie, swift tracker	+4	+3
8th	+6	+2	+4	+4	High-level contact	+4	+3
9th	+6	+3	+4	+4	Bonus feat	+5	+3
10th	+7	+3	+5	+5	Sixth sense	+5	+4

specific skill check on the Bounty Hunter's behalf).

At 2nd level, the Bounty Hunter gains a low-level contact, at 5th a mid-level contact, and at level a high-level contact.

The Bounty Hunter can't call on the same contact more than once in a week, and when a contact is called, compensation may be required for the assistance the contact renders. In general, an occupational associate won't be compensated monetarily but instead will maintain that the Bounty Hunter owes him a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and skilled experts normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Bonus Feats: At 3rd, 6th, and 9th level, the Bounty Hunter gets a bonus feat. The bonus feat must be selected from the following list, and the Bounty Hunter must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armor

Proficiency (light), Armor Proficiency (medium), Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot.

Nonlethal Force (Ex): At 4th level, a Bounty Hunter becomes adept at using nonlethal force to subdue an opponent. From this point on, he or she can deal nonlethal damage with a weapon that normally deals lethal damage (if he so chooses) without taking the normal -4 penalty on the attack roll. That's the "alive" part of "Dead or Alive" on wanted posters.

Discern Lie (Ex): At 7th level, a Bounty Hunter develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Bounty Hunter must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Bounty Hunter can tell whether the subject is deliberately and knowingly telling a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Swift Tracker (Ex): Beginning at 7th level, a Bounty Hunter can move at his normal speed while following tracks without taking the normal -5 penalty.

He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Sixth Sense (Su): At 10th level, a Bounty Hunter becomes so attuned at tracking his prey that he rarely misses a clue. Whenever the Bounty Hunter spends 1 action point to improve the result of a skill check while using certain skills, the Bounty Hunter may add an additional 1d6 to the result. The skills that Sixth Sense applies to are Gather Information, Investigate, Listen, Research, Search, and Spot.

PROFILER

The Profiler is an expert in understanding how other people (particularly criminals) think. After studying a subject, the Profiler has the ability to accurately predict how the subject would react to a specific situation, what choices he would make, and how he would feel in a certain set of circumstances. A good Profiler can help authorities predict when and where the criminal will strike next, why he is acting a certain way, and the details of how he is executing the crimes. Most profilers are PRU agents or were trained by PRU agents.

Profilers eventually cross paths with the supernatural. In their line of work, they are the first line of defense against the unknown and the unknowable. Unlike other investigators of the occult, Profilers aren't afraid to bring along plenty of backup, including other PRU agents, firepower, and the long arm of the law.

Requirements

To qualify to become a Profiler, a character must fulfill the following criteria.

Skills: Gather Information 3 ranks, Knowledge (behavioral sciences) 6 ranks, Sense Motive 6 ranks.

Feat: Attentive.

Class Information

The following information pertains to the Profiler advanced class.

Hit Die: 1d6.

Action Points: The Profiler gains a number of action points equal to 6 + one half her character level, rounded down every time she attains a new level in this class.

Class Skills: The Profiler's class skills (and they key ability for each skill) are: Craft (visual art, writing) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (behavioral sciences, current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sense Motive (Wis), Spot (Wis), and Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Profiler advanced class.

Profile (Ex): A Profiler knows how to create a profile of a slasher (see Profiling in the Hunting Slashers chapter). In the Criminal Profile stage, the Profiler can make a Gather Information check (DC 13) to compile a rough mental picture of the suspect. This Gather Information check overrides the usual Knowledge (behavioral sciences) check for the Criminal Profile stage and does not take into account the slasher's Challenge Rating.

The Profiler can complete the Investigation stage by making an Investigate check (DC 14) involving the crime scene or other evidence linked to the suspect. This Investigate check overrides the usual Research or Gather Information checks for the Investigation stage and does not take into account the slasher's Challenge Rating. Success provides a +2 circumstance bonus on any skill checks made in the Apprehension stage that



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TABLE 1-10: THE PROFILER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+2	Profile	+0	+1
2nd	+1	+2	+3	+3	Read target+1	+1	+1
3rd	+1	+2	+3	+3	Bonus feat	+1	+1
4th	+2	+2	+4	+4	Identify motive	+1	+2
5th	+2	+3	+4	+4	Enhanced profile	+2	+2
6th	+3	+3	+5	+5	Read target +2, bonus feat	+2	+2
7th	+3	+4	+5	+5	Anticipate move	+2	+3
8th	+4	+4	+6	+6	Read target +4	+3	+3
9th	+4	+4	+6	+6	Bonus feat	+3	+3
10th	+5	+5	+7	+7	Mindhunter, read target +6	+3	+4

involve catching the slasher—the Profiler develops a sense of the suspect’s goals and where he might strike next.

Read Target (Ex): At 2nd level, the Profiler gains the ability to quickly gain deep insight into the people she meets. While talking directly with a person, the Profiler may spend 1 action point and attempt a Sense Motive check (opposed by the target’s Bluff) to “read” the target’s general nature. If the Profiler’s check is successful, she gains a +1 insight bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks against the target. At 6th level, the Profiler’s insight bonus against targets she successfully reads increases to +2. At 8th level, the Profiler’s insight bonus against targets she successfully reads increases to +4. At 10th level, the Profiler may spend 1 action point to increase the insight bonus to +6.

Bonus Feats (Ex): At 3rd, 6th, and 9th level, the Profiler gets a bonus feat. The bonus feat must be selected from the following list, and the Profiler must meet all the prerequisites of the feat to select it. Alertness, Confident, Deceptive, Educated, Iron Will, Low Profile, Personal Firearms Proficiency, Renown, Studious, and Trustworthy.

Identify Motive (Ex): At 4th level, the Profiler can use a crime scene (or evidence from a crime scene) to determine the slasher’s state of mind at the time he

committed the crime. She receives her Profiler level as an insight bonus to all Knowledge (tactics) checks in the Crime Assessment stage of an investigation.

Enhanced Profile (Ex): At 5th level, the Profiler improves her ability to create a general psychological profile of a slasher in the Criminal Profile stage of an investigation. She does so by attempting a Knowledge (behavioral sciences) check with a variable DC (see below). If this check is successful, the Profiler can better determine the suspect’s background, as represented by the suspect’s class level. Rather than produce a specific number, this allows the Profiler to determine the suspect’s level within a certain range. The ranges are: 1st–3rd level, 4th–6th level, 7th–10th level, 11th–14th level, and 15th–20th level. The DC for the Knowledge (behavioral sciences) check is 13 + the suspect’s Challenge Rating. The DC is increased by 5 if the suspect has levels in any advanced class and is lowered by 5 if the suspect is an ordinary character. If the check is successful, the GM should provide reliable information. If the check fails, the GM should provide inaccurate level information—a little too low if the suspect is an ordinary character or a little too high if the suspect is a heroic character.

Anticipate Move (Ex): At 7th level, the Profiler gains the ability to intuit what a slasher will do next. The Profiler may attempt a Sense Motive check with

a DC equal to 10 + the slasher’s character level. If the check succeeds, the GM should give the Profiler a general idea of what the slasher will do next. If the check fails, the GM should give the Profiler misleading information about the slasher’s next move. In general, the information given indicates that the slasher may do one of the following: hide (drop out of circulation), brag (tell other s what he has done), escalate (commit a bigger or more vicious crime), confess (contact the authorities, though not necessarily turn himself in), relocate (move to a different area without otherwise changing patterns), or practice (commit another crime of the same sort, in the same general area).

Mindhunter (Ex): At 10th level, the Profiler is able to put together an extremely accurate profile of the slasher. The Profiler adds her Profiler level to the Knowledge (behavioral sciences) check in the Criminal Profile stage.

SKILLS

KNOWLEDGE (BEHAVIORAL SCIENCES)

The Sanity rules presented here provide a new use for the Knowledge (behavioral sciences) skill, allowing a trained therapist to help characters recover lost Sanity points. The DC and effect of a Knowledge (behavioral sciences) check made to restore lost Sanity depend on whether the therapist is trying to offer immediate or long-term care.

Immediate Care: When a person suffers an episode of temporary insanity, a therapist can bring him out of it—calming a patient’s terror, snapping him out of his stupor, or doing whatever else is needed to restore him to the state he was in before the temporary insanity—by making a DC 15 Knowledge (behavioral sciences) check as a full-round action. A therapist can also use immediate care to stabilize the Sanity score of a

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character whose current Sanity is between -1 and -9. On a successful DC 15 check (requiring a full-round action), the character's Sanity score improves to 0.

Long-Term Care: Providing long-term care means treating a mentally disturbed person for a day or more in a place away from stress and distractions. A therapist must spend 1d4 hours per day doing nothing but talking with the patient. If the therapist makes a DC 20 Knowledge (behavioral sciences) check at the end of this time, the patient recovers 1 Sanity point. A therapist can tend up to six patients at a time but each patient beyond the first adds 1 hour to the total time per day that must be devoted to therapy with each patient. The Knowledge (behavioral sciences) must be made each day for each patient. A roll of 1 on any of these Knowledge (behavioral sciences) checks indicates that the patient loses 1 point of Sanity that day, as he regresses mentally due to suddenly remembered horrors. Couches are optional.

DIPLOMACY

A character can use the Diplomacy skill to get freaky with a member of the opposite sex (or the same sex—whatever floats your boat). Most PC victims start with a reaction of Friendly—they probably wouldn't be available if they weren't friends with the character in the first place. NPCs have a reaction of Indifferent unless other circumstances apply. For example, perhaps one of the PCs brings their girlfriend along, who would be Helpful in that case.

In case it's not clear, the other person's Attitude must be Helpful before any sex happens. Ahem.

In a scenario where anyone might be the slasher, the Diplomacy DC is modified by the Guilt Points (see Playing a Slasher Game in the Hunting Slashers chapter) the victim believes the PC has. For every Guilt Point, add 1 to the DC. In other words, a character is less likely to sleep with a PC that she thinks may be the killer.

Attitude	Means	Possible Actions
Hostile	Hates you	"Not if we were the last people on earth, dork!"
Unfriendly	Dislikes you	"Uhm, no, get away from me!"
Indifferent	Doesn't know you well enough	"Maybe we should get to know each other better first."
Friendly	Likes you	"You're a great friend."
Helpful	Will sleep with you	"Come here..."

As everyone knows, anyone having sex is a homing beacon for a slasher. Roll a Wandering Monster Check (d100%) when the lovers get together. On a 10 or less, the slasher shows up to crash the party.

IMPROVISED IMPLEMENTS

In your hands, screwdrivers become daggers, wrenches become clubs, and electrical cords become garrotes.

Benefit: The character no longer takes a -4 penalty when wielding an improvised weapon. Also, the character is able to make do without proper equipment in certain circumstances. For example, the character no longer takes a -4 penalty when using the Climb and Disable Device skills without the proper tools.

IMPROVISED WEAPON DAMAGE

Your kitchen is a veritable arsenal.

Prerequisites: Improvised Implements.

Benefit: Attacks using improvised weapons deal more damage. The character treats an improvised weapon as one size category larger than it is for the purpose of determining the damage it deals.

MIRGIN

So long as you're pure, you have a real chance at surviving.

Prerequisites: If you don't know, ask your parents.

Benefit: So long as the character retains her virginity, she receives a +2 morale bonus to all saving throws. Characters that lose their virginity immediately lose this feat...and become slasher bait.

FLAWS

Flaws are the traits that often define victims. Slashers just love to dice up the bitchy cheerleader, the arrogant jock, or the slovenly fat guy. A character that takes any one of these flaws may take another feat in exchange.

AMBITIOUS

You crave power. Money is nice, but being in charge of other people is your favorite thing. You are likely to be brought down by attempting a risky grab for power and failing.

Benefit: Once per day, the GM or another player can cause you to chase after power, even if the deal you're getting is high-risk. You suffer a -4 morale penalty to Sense Motive checks in pursuit of an unwise goal.

ARROGANT

You firmly believe that you are better than everyone else. Your ideas are the best, your clothes are the most stylish, and you're not afraid of telling anyone who will listen just how insignificant they really are.

Benefit: Once per day, the GM or another player can cause you to show contempt or disdain for someone else. You suffer a -2 morale penalty to all Charisma-based checks with that person from that point on.

COWARDLY

You have a strong sense of self-preservation. You often hesitate to put yourself at risk, even if there's a

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good reason to do so.

Benefit: Once per day, whenever you're in a dangerous situation, the GM or another player can talk you out of putting yourself into danger. You become shaken. A shaken character suffers a -2 morale penalty on attack rolls, checks, and saving throws until the threat is gone.

CRUEL

You have a sadistic streak that causes you to perform acts of cruelty for no good reason. Like making people read role-playing supplements from front to back.

Benefit: Once per month, the GM or another player may cause a cohort or follower, tired of the treatment he receives at your hands, to betray you. The underling acts as soon as it's feasible for him to strike back. The betrayal can range from simple abandonment to a literal knife in the back. You receive a -2 morale penalty to all Charisma-based checks with that underling.

ENVIOUS

Everyone else seems to have it better than you do. They have more money, better toys, and more attractive lovers. You are envious even of the little things.

Benefit: Once per day, the GM or another player may cause you to covet something belonging to someone else. You can't hide your obvious need for whatever it is the other person has, bestowing a +2 profane bonus to Spot checks against you by the owner.

EXTRAVAGANT

You enjoy living in the lap of luxury. Ale is never good enough when you can get fine wine instead. You aren't happy with anything less than the finest lodgings.



Benefit: Once per month, the GM or another player may cause you to focus on your own comfort instead of your job or plans. You suffer a -2 morale penalty to all Will saves involving creature comforts until you can acquire said comfort.

GREEDY

Money makes your eyes light up with joy. The more, the merrier, as long as you can spend it.

Benefit: Once per day, whenever you're divvying up the loot, offered a bribe, or catching wind of some fabulous treasure, your GM or another player can cause you to grab for as much money as possible. You suffer a -4 morale penalty to Appraise checks as you desire more and more of the booty.

HEDONISTIC

You love a good time. You party too much, drink too much, and eat too much. You have trouble resisting an invitation to join someone in a drink and sometimes shirk your duties if offered a more enjoyable time elsewhere.

Benefit: Once per day, the GM or another player may cause you to relax your guard. You suffer a -2 morale penalty to Listen and Spot checks for the duration of the distraction.

HOT-HEADED

You have a big chip on your shoulder and a very short fuse.

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Benefit: Once per day, the GM or another player may cause you to lose your temper. You suffer a -2 morale penalty to all Charisma-based checks until you calm down.

INDECISIVE

You hesitate when faced with difficult choices or split-second decisions. Wait...we'll get back to you.

Benefit: Once per day, the GM or another player may cause you to freeze in indecision. You are dazed. A dazed creature can take no actions but defends itself normally.

LECHEROUS

You revel in the pleasures of the flesh and find the lure of lust almost impossible to ignore. Yeah baby, YEAH!

Benefit: Once per day, the GM or another player may cause you to give in to temptation. You suffer a -4 morale penalty to all Sense Motive checks with the object of your lust.

HOW TO SURVIVE A SLASHER MOVIE

These rules apply to all sorts of environments and should be taken to heart:

- Wear your best pair of active footwear. You'll need them.
- Screaming is pointless, because there's always some loud noise to drown out your cries. Seriously, even if you have a bullhorn, a nuclear bomb will go off nearby to ensure nobody hears your call for help.
- Don't look back. It will only slow you down. And besides, you'll probably...
- Trip at least a few times. Practice getting up. Faster than that, you idiot, can't you see he's got a machete?!
- Think you've outdistanced the guy with the power drill? Think again and keep running, because slashers can cover a lot of distance without too much effort.
- Don't bother asking for help from outsiders. Outsiders are walking body bags...without the bags.
- If you insist on asking for help, at least talk to someone with a gun. They may shoot the slasher and slow him down. Or maybe even try to arrest him.
- Once the slasher kills said holder of firearm, loop back and pick up the firearm. Don't worry, slashers prefer to get up close and personal with their victims, so he won't pick it up.
- Now you wait. Do not hide in old tool sheds, basements, or anywhere that does not involve putting your back to a cement wall.
- After shooting the slasher, shoot him again, in the head this time. Of course, there's the off chance that this might not work, in which case you're dealing with a supernatural slasher. If that happens...
- See the first tip and repeat until one of you is dead.

CHAPTER TWO: HUNTING SLASHERS

This chapter covers everything from how to catch a slasher to the madness that drives them. Need a little push to ensure PCs do something stupid when faced with a slasher? Have no fear, horror saves are here!

PROFILING

The act of profiling is not simply guesswork. It is also not the art of drawing sketches of peoples' heads. It requires a thorough investigation of the crime and the criminal, ranging over a wide variety of disciplines. Profiling is a six-step process that involves Profiling Inputs, Decision Process Models, Crime Assessment, The Criminal Profile, The Investigation, and The Apprehension. Collectively, these steps can be used to determine where and when the crime happened and, more importantly, what type of person committed the crime.

If you want to use only some of these rules, here's a quick and dirty version that is representative of the fact that slashers intentionally cover their tracks. **All profiling requires an Investigate check as an opposed roll against one of the slasher's skills.** Depending on the evidence, the skill that applies might be Bluff, Forgery, Hide, Sleight of Hand, or Survival.

Technically, cases can be investigated and closed without having a wide variety of skills (this is because many different forms of expertise are necessary to carry out a criminal profile). However, the following skills can be used at a -4 to fill in the blanks where a hero does not have a skill that would normally provide the information: Gather Information, Investigate, Knowledge (behavioral sciences), and Research.

PROFILING INPUTS

This stage involves gathering materials related to the case. The following skills can be used at this stage:

Craft (visual art): The hero takes photographs of the crime scene and victim. He carefully captures on film anything that might be an important clue.

Research: The hero performs a comprehensive background check on the victim.

Investigate: The hero accurately interprets any autopsy findings or forensic evidence.

The GM should assign a DC of 10 + the slasher's Challenge Rating for all skill checks involving the slasher's crime scene. Success in this phase bestows a +1 insight bonus to the next phase; failure bestows a -1 insight penalty to the next phase.

DECISION PROCESS MODELS

In this stage, the hero arranges all of the information gathered in the previous stage into a pattern. The following skill can be used at this stage:

Gather Information: The hero can establish how many victims were involved and whether or not the crime was the result of a slasher by processing all of the evidence.

The Game Master should assign a DC of 11 + the slasher's Challenge Rating. Success in this phase bestows a +1 insight bonus to the next phase; failure bestows a -1 insight penalty to the next phase.

CRIME ASSESSMENT

At this stage, the hero reconstructs the sequence of events that led to the crime. It may include the behavior of the victim as well as the slasher. The following skill can be used at this stage:



CHAPTER 2: HUNTING SLASHERS

Knowledge (tactics): The hero comprehends what role each individual had (victim or slasher) in the crime.

If the slasher attempted to hide the nature of his crime (such as making a premeditated murder look like a burglary gone awry), the hero must make a Sense Motive check instead of a Knowledge (tactics) check, opposed by the slasher's Bluff check. If more than one murderer committed the crime and the hero does not know this fact, the Bluff check receives a +5 bonus. Success allows the hero to understand the emotional state of the slasher(s) at the time of the crime and reveals how many slashers were involved.

The Game Master should assign a DC of 12 + the slasher's Challenge Rating. Success in this phase bestows a +1 insight bonus to the next phase; failure bestows a -1 insight penalty to the next phase.

CRIMINAL PROFILE

By far the least qualitative stage of the investigation, the hero lists behavioral, physical, and background characteristics of the slasher. The following skill can be used at this stage:

Knowledge (behavioral sciences): The hero uses his knowledge of how slashers work to create a profile. This stage provides information on how to most appropriately identify and apprehend the bad guy.

If the check is successful, the GM should provide an accurate profile. If the check fails, the GM may provide a completely inaccurate profile or mix bits of truth and falsehood together into a dangerously misleading profile.

This mental picture provides a physical description, including distinguishing marks and mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. However, the hero has no way to be certain that the criminal didn't wear a disguise or otherwise mask his identity.

A hero with 5 or more ranks in Knowledge (behavioral sciences) can perform an advanced profile. This profile includes: education and income level, choice of vehicle, general appearance (including race), mode of dress, occupation (by field), criminal record (by type of crime), current and recent relationships (friends, lovers, family), victim profile, social skills, childhood traumas, and how to goad the perpetrator into a confession.

The Game Master should assign a DC of 13 + the slasher's Challenge Rating. Success in this phase bestows a +1 insight bonus to the next phase; failure bestows a -1 insight penalty to the next phase.

INVESTIGATION

The hero provides the criminal profile to other agencies (local police, sheriff, etc.) to help find the killer.

Research: The profile is applied to databases and generates suspects.

Gather Information: Using word on the street, the profile is used to identify suspects through anonymous tips and concerned citizens.

The Game Master should assign a DC of 14 + the slasher's Challenge Rating. Success in this phase bestows a +1 insight bonus to the next phase; failure bestows a -1 insight penalty to the next phase.

APPREHENSION

The most dangerous stage, this is the part where the heroes confront the slasher. The confrontation can be a vicious struggle, or the slasher may go peacefully, only to lash out when the heroes least suspect it. Sometimes slashers are difficult to apprehend because they stop performing their crimes, have been arrested, or were killed in another incident. Less than 50 percent of profiled cases reach the Apprehension stage.

Jerry was much worse than the doctor let on. Much, much worse.

I didn't realize what coming back from the dead meant for Jerry. I figured it was the usual zombie-thing, like Billy. But no, not Jerry. Jerry was like a hole opened up in hell, only it all funneled into Jerry's twisted brain. Worse, he was in my dreams.

You might think that my psyche is pretty messed up inside, given what I do. But really, I'm an average Joe. Sure, I like the occasional beer. On holidays, I probably drink too much. I sneak a look at porn just as much as the next guy. But the stuff Jerry's making my mind do is almost too much.

I won't bother to explain it. Suffice it to say it involved Gabriel, my mom, and some lady I think I saw at a Y-Mart once. And not everybody has their limbs in the right places.

"That's pretty good," I say, realizing that ultimately Jerry can read my thoughts anyway. Maybe I'm not even speaking them right now.

"Oh, I'm just getting started," says Jerry. "You created this fantasy. I can understand the hottie you work with, but your mom? You're married! What's up with that?"

"Don't get all holier-than-thou on me now, Jerry." I find myself wishing I had my piece instead of standing naked strapped to a cross. "I'm not the one chopping up kids."

"Oh, but you will be," says Jerry. He looks pretty excited about the upcoming show. Considering that Jerry's face is a red and white mottled mess, any expression is an achievement.

CHAPTER 2: HUNTING SLASHERS

TIES

The ties that bind involve an attachment to a particular thing—a lover, a spouse, children, family, friends, a home, an organization, a belief or philosophy, a religion, a dream, a goal, anything that the character might live or die for. Like your 40-piece meticulously painted miniature army*. A beginning character has 5 permanent tie points to allocate and one temporary tie point that reflects the character's current goals. Multiple points can be allocated to a single tie.

Number of Tie Points	Connection
1	Character has a strong connection to tie.
2	Character considers risking life and limb for tie.
3	Character will die to protect tie.
4+	Character is obsessed with tie.

When a tie is threatened, the character can roll an extra 1d10 per tie point for saving throws, attack rolls or skill checks that directly help in saving or protecting the tie. Each tie can be used only once in this fashion, although a tie can be reused if it is threatened again after being successfully rescued or protected.

Tie points can be lost, but these are life-changing events. A tie to a child who dies is traumatic, while being laid off from a job may be comparatively harmless. A character can gain new ties. Losing a tie costs a character 1/1d8 Sanity Points. A character that has lost all his ties suffers a grand total sanity loss of 6/6d8 and is probably quite insane.

It therefore follows that the majority of slashers have lost their ties. A few have just one tie, but it was an obsession (4 or more tie points). In most cases, this is a tie to their mother. Don't ask why. You don't want to know.

*In case you're wondering, losing a figure from your miniature meticulously painted miniature army costs 10/10d8 Sanity Points.

HORROR

A horror save is a special kind of saving throw that occurs when a character is confronted by a horrific or disturbing encounter. If the character fails his saving throw, he is scared, nauseated, or otherwise hindered. If he succeeds, he can act relatively normally as his courage is strong enough to overcome his fear. Horror saves are far more damaging than normal saving throws; if a character fails by a large margin, he can become psychologically scarred.

Horror saves are also a really fun way to make normally sane and stable characters go utterly bonkers and do irrational things like kick the only map into a nearby river.

There are three kinds of Horror saving throws: Panic, Fear, and Madness. Panic saves use all Reflex save modifiers, Fear saves use all Fortitude save modifiers, and Madness saves use all Will save modifiers. The modifiers below are generic modifiers that affect any form of Horror save.

Modifier	Situation
-4	Alone (no allies).
-2	One other person.
+0	Small group (2-6 people).
+2	A crowd.
-2	More enemies/monsters than friends present.
-2	Dark/dim light.
-4	Total darkness. This assumes that the horror can still be detected. If the horror is purely visual, the character does not have to make a horror save. If a horror is primarily visual but other stimuli are present (e.g., a giggling slasher), the -4 penalty applies.
-1/point	Difference between character's starting and current sanity.
-2	Mild phobia to stimulus.
-4	Severe phobia to stimulus.

In general, the appearance of a slasher precipitates only one form of Horror save. In general, the DC for

"I think you should see the world through my eyes. Maybe I should give you a...taste."

It's hard to take Jerry seriously, given that he doesn't really seem angry. Mostly, his voice rises a few octaves. Which is more comedic than anything. Still, I know Jerry's not fooling around. Time for a new game.

"You know we have a an acquaintance in common, Jerry."

"Oh, I don't think so," says Jerry. "You wouldn't like the people I hang out with."

"You're right, I don't. Dr. Cannibal isn't my friend, but he does like to share."

Jerry freezes. The undulating forms of all the people I know or might have known disappear with a loud pop. At least I don't have to look at that anymore.

"You remember him, don't you Jerry? Get this—it's funny, you'll like this Jerry—he used to eat the patients he thought 'couldn't be saved.'"

Jerry's sweating. Maybe. Hard to tell with that messed up flesh of his.

"You lie!" he says, pointing a bladed finger at me.

"I can't lie in here, Jerry, you'd know. Yeah, Dr. Cannibal had you next up on his menu, actually. Too bad the townsfolk cooked you up so quickly. He likes his meat raw."

Jerry didn't see the gigantic mouth, fangs and all, rise out of the background like a cartoon shark. He turned and wailed as the dream Dr. Cannibal did what he did best.

Before the gigantic head finished chewing, it winked at me. Then I woke up.

Great. Saved from one psychopath by another. That was the day I started seeing a psychologist.

CHAPTER 2: HUNTING SLASHERS

a Horror save should be $10 + \frac{1}{2}$ the slasher's Hit Dice + his Charisma bonus, although the GM may adjust this DC up or down depending on the slasher.

PANIC SAVES

A Panic save is required whenever the character is suddenly confronted by immediate danger. The danger does not have to be supernatural, but it must be a current threat. Immediacy is the essence of panic.

Panic Save DC	Situation
5	The character hears a gunshot.
10	A car drives straight toward the character.
10	A slasher springs out of a dark alleyway.
10	The character takes 10 or more points of damage in one round.
12	A knife-wielding slasher suddenly attacks the character.
12	The character is trapped in a burning building.
12	Someone shoots at the character.
15	A large explosion happens near the character.
15	The character finds himself caught in crossfire.
20	A hideous (Charisma 6 or lower) slasher pursues the character.
25	The character is chased through a dark maze by an even more hideous slasher.

If the character fails the Panic save by 5 or less, he cowers for a number of rounds equal to the margin of failure. The character is paralyzed with fear and can take no actions. A cowering character takes a -2 penalty to Defense and loses his Dexterity bonus (if any). The character may make a Will save (DC equal to the panic save DC -5) to unfreeze if someone shouts at him or otherwise tries to snap him out of his stupor. When the character unfreezes, he may roll initiative and act normally thereafter.

If the character fails by 6 or more, he is panicked. A panicked character must drop anything he holds and flee at top speed in a random path away from the

source of his fear. He will also flee from any other dangers he encounters during his flight. The character can't take any other actions while panicked. In addition, the character takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked character cowers and does not attack, but will typically use the total defense action in combat. A panicked character can use special abilities, including spells, to flee; indeed, the character must use such means if they are the only way to escape.

A panicked character may make a Fortitude save at a DC equal to the Panic save to attack the source of his panic. A character that fights must either attack the thing that caused the panic or pick a goal (such as finding survivors or retrieving an item lost or damaged in an explosion), which he then obsessively tries to accomplish. The character becomes single-mindedly fixated on the attack or goal and is simply incapable of thinking about anything else.

This state of panic lasts for a number of rounds equal to the margin of failure.

If the character rolls a 1 on the Panic save he loses 1d3 Sanity points.

FEAR

Fear saves are required when the character is in a scary or disturbing situation. An example of an easy Fear save is resisting the urge to hide under the blanket after hearing footsteps coming up the stairs. A more difficult Fear saves would be realizing that there are too many shadows in the room and something is dripping onto your shoulder.

Fear Save DC	Situation
5	Wandering through a dark, empty house.
5	Remembering a nightmare.
10	Finding a dead animal.
10	Spooky, unexplainable sounds.
12	Seeing truly disturbing or disgusting images.

12	Being lost in a dark maze.
12	Trapped in a nightmare and being unable to wake up.
15	Finding a corpse.
15	Being confronted with the object of a phobia.
20	Finding a friend's corpse.

If the character fails the Fear save by 5 or less, he is shaken for a number of rounds equal to the margin of failure. A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

If he fails by 6 or more, he is fascinated for 1d4 rounds. The character stands or sits quietly, taking no actions other than to pay attention to the fascinating effect. He takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. A fascinated character's ally may shake him free of the fascination as a standard action.

If he fails by 7 or more, he is frightened for 1d4 rounds. A frightened character flees from the source of his fear as best he can. If unable to flee, he may fight. A frightened character takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened character can use special abilities, including spells, to flee; indeed, the character must use such means if they are the only way to escape. Frightened is similar to shaken, except that the character must flee if possible. Panicked is a more extreme state of fear.

If he fails by 8 or more, he is nauseated for 1d4 rounds. Nauseated characters are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

If the character fails by 10 or more he is nauseated and loses 1d4 Sanity points.

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MADNESS

It's a mad, mad world. In campaigns using these rules, characters gain a new attribute called Sanity. This statistic functions like an ability score in some ways, but it has its own unique mechanics that represent the character's descent from a stable and healthy mental state into confusion, dementia, and psychosis. As a character encounters slashers, witnesses horrible acts, or casts spells, his Sanity score and his corresponding ability to function normally, deteriorates. This gradual descent is balanced in part by the powers that characters gain each time they overcome a horrific foe or grow in skill and expertise. However, as characters grow in power, they know or fear that an even greater peril lies ahead—the threat of becoming permanently insane.

WHAT IS SANITY?

Sanity is the natural mental state of ordinary life. Normal mental balance is endangered when characters confront horrors, entities, or activities that are shocking, unnatural, and bewildering. Such encounters cause a character to lose points from his Sanity score, which in turn risks temporary, indefinite, or permanent insanity. Mental stability and lost Sanity points can be restored, up to a point, but psychological scars may remain.

Insanity occurs if too many Sanity points are lost in too short a time. Insanity does not necessarily occur if Sanity points are low, but a lower Sanity score makes some forms of insanity more likely to occur after a character experiences an emotional shock. The character's Sanity may be regained after a few minutes, recovered after a few months, or lost forever.

SANITY POINTS

Sanity points measure the stability of a character's mind. This attribute provides a way to define the

sanity inherent in a character, the most stability a character can ever have, and the current level of sane rationality that a character preserves, even after numerous shocks and horrid revelations.

Sanity is measured in three ways: starting Sanity, current Sanity, and maximum Sanity. Starting and current Sanity cannot exceed maximum Sanity.

Starting Sanity

A character's starting Sanity equals his Wisdom score multiplied by 5. This score represents a starting character's current Sanity, as well as the upper limit of Sanity that can be restored by the Knowledge (behavioral sciences) skill (see The Knowledge Skill and Mental Treatment in the Characters chapter). After creation, a character's current Sanity often fluctuates considerably and might never again reach his starting Sanity. A change in a character's Wisdom score changes his starting Sanity in terms of what treatment with the Knowledge (behavioral sciences) skill can restore. Current Sanity, however, does not change if Wisdom rises or falls.

Current Sanity

A character's current Sanity score fluctuates almost as often as (and sometimes much more often than) his hit points.

Making a Madness Save: When a character encounters a gruesome, unnatural, or supernatural situation, the GM may require the player to make a Madness save.

Madness Save DC	Situation
10	Reading the diary of a slasher.
12	Having an out-of-body experience.
15	Finding evidence of a paradox.
20	Meeting an alternate reality or time-traveling version of yourself.
25	Experiencing a paradox or dimensional fold.

On a successful check, the character either loses no Sanity points or loses only a minimal amount. Potential Sanity loss is usually shown as two numbers or die rolls separated by a slash, such as 0/1d4. The number before the slash indicates the number of Sanity points lost if the Madness save succeeds (in this case, none); the number after the slash indicates the number of Sanity points lost if the Madness save fails (in this case, between 1 and 4 points).

In most cases, a new Sanity-shaking confrontation requires a new Madness save. However, the GM always gets to decide when characters make Madness saves. Confronting several horribly mangled corpses at one time or in rapid succession may call for just one Madness save, while the same corpses encountered singly over the course of several game hours may require separate checks.

Going Bonkers: Losing more than a few Sanity points may cause a character to go insane, as described below. If a character's Sanity score drops to 0 or lower, she loses another point of Sanity each round and begins the quick slide into permanent insanity. Once a character's Sanity score reaches -10, she is hopelessly, incurably insane. The Knowledge (behavioral sciences) skill can be used to stabilize a character on the threshold of permanent insanity (see The Knowledge Skill and Mental Treatment, below, for details).

A GM's description of a Sanity-shaking situation should always justify the threat to a character's well being. Thus, a horde of frothing fanboys is horrifying, while a single ordinary fanboy usually is not (unless, of course, the fanboy has access to the Internet).

LOSS OF SANITY

Characters ordinarily lose Sanity in a few types of situations: during an encounter with something unimaginable, while suffering a severe shock, while being affected by a certain type of magic or a

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particular spell, or when reading *Blood and Spooks: The Ghost Hunter's Guide*.

Encountering the Unimaginable

When people perceive creatures and entities of unspeakable horror, the experience costs them some portion of their minds, because such creatures are intrinsically discomforting and repellent. We never lose awareness of their slimy, fetid, alien nature. In this category, we can include supernatural events or agents, such as hauntings, slashers, vampires, curses, or six smelly guys gaming in a basement.

The Table provides some default Sanity loss values for encountering creatures, based on their type and size. These are only default values—the GM can, and should, adjust individual slashers he deems more or less horrible than others of their size. In addition, certain types of monstrous behavior might force additional Madness saves, much like those described under Severe Shocks, below.

Severe Shocks

A shocking sight of a more mundane nature can also cost Sanity points. Severe shocks include witnessing an untimely or violent death, experiencing personal mutilation, losing social position, being the victim of treachery, or whatever else the GM decides is sufficiently extreme. The following list gives some examples of severe shocks and the Sanity loss each one provokes.

GETTING USED TO AWFULNESS

Never underestimate the ability of the sentient mind to adapt, even to the most horrific experiences. Seeing the same horrible image over and over eventually provokes no further loss of Sanity. This is also why few horror movies hold up over time. Within a reasonable interval of play, usually a single game session, characters should not lose more Sanity

TABLE 2-1: SANITY LOSS FROM CREATURES

Slasher Type	Slasher Size						
	Up to Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Outsider, undead	1/1d4	1/1d4	1/1d6	1/1d10	1d4/1d10	1d6/1d10	1d6/2d10
Elemental, fey	0/1d4	1/1d4	1/1d6	1/1d8	1/1d10	1d4/1d10	1d4/2d6
Construct, monstrous humanoid	0/1	0/1d4	0/1d6	1/1d6	2/2d6	2/2d6	3/3d6
Humanoid	0/0 ¹	0/1 ¹	0/1	0/1d4	0/1d4	0/1d4	0/1d6

points for seeing monsters of a particular type than the maximum possible points a character could lose from seeing one such monster. For instance, the Sanity loss for seeing a single monstrous humanoid slasher is 1/1d6. Thus, in the same game day or in the same play session, no character should lose more than 6 Sanity points for seeing any number of monstrous humanoid slashers. Keep in mind that the interpretation of “reasonable interval” will vary by GM and situation. Where appropriate, the GM should rule that the horror is renewed and points must be lost again.

Learning or casting spells never becomes a normal occurrence. No matter how many times a character casts a spell, no matter what the time interval between castings may be, the Sanity loss is always the same. This point is also true for anything that a character does willingly. For example, if brutally murdering a friend costs 2/1d10 Sanity, this loss is incurred each time, even if the character loses the maximum possible points (10) after the first such murder he commits.

Sanity Resistance

Each character has a Sanity resistance equal to his character level + his Wisdom modifier. This number is the amount of Sanity loss a character can ignore when he encounters a creature that requires a Madness save.

TABLE 2-2: SANITY LOSS FROM SITUATIONS

Sanity Lost	Shocking Situation
0/1	Ignore the temporary loss of 1 ability point for 1 round.
0/1d2	Surprised to find mangled animal carcass.
0/1d3	Surprised to find human corpse.
0/1d3	Surprised to find human body part.
0/1d4	Finding a stream flowing with blood.
1/1d4+1	Finding a mangled human corpse.
0/1d6	Awakening trapped in a coffin.
0/1d6	Witnessing a friend's violent death.
1/1d6+1	Meeting someone you know to be dead.
1/1d8	Losing a tie (per number of ties invested).
0/1d10	Torture.
1/d10	Seeing a corpse rise from its grave.
1/d20	Someone actually proves that their favorite edition of an RPG is superior over all others.

Insane Insight

Sometimes a little insanity goes a long way. The character may make a DC15 Wisdom check to have a burst of insane insight that leads him to “think like the a game designer” [EDITOR'S NOTE: Are you sure you don't mean crazy people?]¹—he might understand how demonic forces work, comprehend the goals of a slasher, or figure out how to open one of those child-proof medicine bottles.

Face Your Fear

A character that has already encountered a particular horror may declare that he is facing his fear before

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encountering it again. Choosing to Face Your Fear is a full-round action. The character loses 1 Sanity point, but also gains a +1 morale bonus to the first Horror check caused by that horror.

TYPES OF INSANITY

Character insanity is induced by a swift succession of shocking experiences or ghastly revelations. Horrifying encounters can result in one of three states of mental unbalance: temporary, indefinite, and permanent insanity. Temporary insanity and indefinite insanity, can be cured. Permanent insanity results when a character's Sanity points are reduced to -10 or lower. This condition cannot be cured.

Temporary Insanity

Whenever a character loses Sanity points equal to one-half her Wisdom score from a single episode of Sanity loss, she has experienced enough of a shock that the GM must ask for a Madness save. If the check fails, the character realizes the full significance of what she saw or experienced and goes temporarily insane. If the check succeeds, the character does not go insane, but she may not clearly remember what she experienced (a trick the mind uses to protect itself).

Temporary insanity might last for a few minutes or a few days. Perhaps the character acquires a phobia or fetish befitting the situation, faints, becomes hysterical, or suffers nervous twitches, but she can still respond rationally enough to run away or hide from a threat.

A character suffering from temporary insanity remains in this state for either a number of rounds or a number of hours; roll d% and consult Table: Duration of Temporary Insanity to see whether the insanity is short- or long-term. After determining the duration of the insanity, roll d% and consult either table below to identify the specific effect of the insanity. The GM must describe the effect so that the player can role-play it accordingly. Ideas for phobias and episodes of

insanity are described later in this chapter.

Successful application of the Knowledge (behavioral sciences) skill (see The Knowledge Skill and Mental Treatment in the Characters chapter) may alleviate or erase temporary insanity.

Temporary insanity ends either when the duration has elapsed, or earlier when the GM considers it appropriate.

After an episode of temporary insanity ends, traces or even profound evidence of the experience should remain. What remains behind after a brief episode of temporary insanity should exert a pervasive influence on the character. The character may still be a bit batty, but her conscious mind once again runs the show.

As a variant rule, if the amount of Sanity lost exceeds the character's current Wisdom score, consider the temporary insanity to be of the long-term variety.

Indefinite Insanity

If a character loses 20% (one-fifth) or more of her current Sanity points in the space of 1 hour, she goes indefinitely insane. The GM judges when the impact of events calls for this measure. The GM may choose to apply this concept only if it is precipitated by a single roll because this state can remove characters from play for extended periods. An episode of indefinite insanity lasts for 1d6 game months (or as the GM dictates). Symptoms of indefinite insanity may not be immediately apparent (giving the GM time to determine the effects of the bout of insanity).

Table: Random Indefinite Insanity is provided as an aid to selecting what form a character's indefinite insanity takes. (The mental disorders mentioned on this table are explained later in this section.) The GM may prefer to choose a manifestation appropriate to the circumstances that provoked the insanity. The GM may also consult with the player to determine which type of insanity the player wishes to role-play.

The state of indefinite insanity is encompassing

and incapacitating. For instance, a person with schizophrenia may be able to walk the streets, find rudimentary shelter, and beg for enough food to survive, but most coherent thoughts are not possible. She cannot fully interact with friends, family, and acquaintances. Self-respect and the ability to converse or cooperate with other people are gone. Reminds us of the guy we threw out of a game last week.

Depending on the form the insanity takes, it is possible a character with indefinite insanity to be played as an active character. The character may attempt to fumble madly through the rest of the adventure. However, her weak grasp on reality makes her a danger to herself and to others.

A character that suffers from indefinite insanity regains Sanity points if her Current Sanity is less than her Starting Sanity. A character can only succumb to a particular disorder one time. In essence, although she now has a mental disorder, she is no longer penalized by the loss of sanity. If the player wishes to continue with a character that suffers from an unplayable insanity, she may remove the disorder at the cost of 1 permanent Wisdom point.

As a general rule, a character suffering from indefinite insanity should be removed from active play until she recovers. At the GM's discretion, the player may be allowed to continue with a temporary character until the end of the story. The GM will determine if this character is an incidental NPC from the adventure, is the same level as the rest of the company, is 1 or 2 levels lower than the rest of the group, or is a 1st level character.

If a character becomes indefinitely insane near the end of an adventure, the GM may decide to set the next adventure to begin after the insane character has recovered.

Characters suffering from indefinite insanity are in limbo and are unable to help themselves or others. The Knowledge (behavioral sciences) skill can be used to restore Sanity points during this period, but

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TABLE 2-3: DURATION OF TEMPORARY INSANITY

D%	Temporary Insanity Type	Duration
01-80	Short-term	1d10+4 rounds
81-100	Long-term	1d10x10 hours

TABLE 2-4: SHORT TERM TEMPORARY INSANITY EFFECTS

d%	Effect
01-20	Zzzzz. Character faints (can be awakened by vigorous action taking 1 round; thereafter, character is shaken until duration expires).
21-30	AAAHHH! Character has a screaming fit.
31-40	Run Away! Character flees in panic.
41-50	WAAAAH! Character exhibits physical hysterics or emotional outburst (e.g., laughing, crying).
51-55	A-bleh, a-bleh, a-bleh, a-bleh... Character talks in incoherent, rapid speech or in a torrent of coherent speech.
56-60	Fear Itself. Character gripped by intense phobia, perhaps rooting her to the spot.
61-65	Kill Everyone. Character becomes homicidal, dealing harm to nearest person as efficiently as possible.
66-70	Pretty Colors. Character has hallucinations or delusions (details at the discretion of the GM).
71-75	Simon Says. Character experiences echopraxia or echolalia (doing or saying whatever those nearby say or do).
76-80	Yummy! Character gripped with strange or deviant eating desire (e.g., eating dirt, eating slime, practicing cannibalism).
81-90	Wha? Character falls into a stupor (assumes fetal position, oblivious to events around her).
91-99	THUD. Character becomes catatonic (can stand but has no will or interest; may be led or forced to simple actions but takes no independent action).
100	Roll on Table: Long-Term Temporary Insanity Effects.

TABLE 2-5: LONG TERM TEMPORARY INSANITY EFFECTS

d%	Effect
01-10	Out Damned Spot! Character performs compulsive rituals (e.g., washes hands repeatedly, walks with a particular rhythm such as avoiding cracks, obsessively checks to see if crossbow is loaded).
11-20	Pretty Colors. Character has hallucinations or delusions (details at the discretion of the GM).
21-30	They're Out to Get Me. Character becomes paranoid.
31-40	Fear Itself. Character experiences severe phobia (refuses to approach object of phobia except on successful DC 20 Will save).
41-45	Hubba, hubba. Character has aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia).
46-55	Me Lucky Charms! Character develops an attachment to a "lucky charm" (object, type of object, or person) and cannot function without it.
56-65	What? Character develops psychosomatic blindness, deafness, or the loss of the use of a limb or limbs.
66-75	Tap-tap-tap-tap... Character has uncontrollable tics or tremors (-4 penalty on all attack rolls, checks, and saves, except those purely mental in nature).
76-85	Who Are You Again? Character has amnesia (memories of intimates usually lost first; Knowledge skills useless).
86-90	More Pretty Colors. Character has bouts of reactive psychosis (incoherence, delusions, aberrant behavior, and/or hallucinations).
91-95	[...]Character loses ability to communicate via speech or writing.
96-100	THUD. Character becomes catatonic (can stand but has no will or interest; may be led or forced into simple actions but takes no independent action).

the underlying insanity remains.

After recovery, a character retains traces of the insanity. For example, a character whose insanity manifested as terrifying nightmares may be afraid of going to sleep, even though she knows she no longer suffers from the insanity. The character is now coherent and in control of her actions, but the experience has changed her, perhaps forever.

d%	Sanity Rest.	Mental Disorder Type
01-15	3	Anxiety (includes severe phobias)
16-23	4	Dissociative (amnesia, multiple personalities)
24-30	2	Impulse control (compulsions)
31-35	2	Mood (manic/depressive)
36-45	2	Personality (various neuroses)
46-54	4	Psychosexual (sadism, fetishism)
55-70	2	Schizophrenic/psychotic (delusions, hallucinations, paranoia, catatonia)
71-83	4	Sleep (night terrors, sleepwalking)
84-95	3	Substance abuse (alcoholic, drug addict)
96-100	4	Other (megalomania, quixotism, panzaism)

Permanent Insanity

A character whose Sanity score falls to -10 goes permanently insane. The character becomes an NPC under the control of the GM.

A character with permanent insanity may be reduced to a raving lunatic or may be outwardly indistinguishable from a sane person. Some of the most well-known slashers are characters who have become permanently insane.

A character that has gone permanently insane can never be psychologically "normal" again. This need not mean a lifetime locked away from society, but that the character has retreated so far from reality that healthy mental functions can never be completely restored. She might be able to lead, within limits, a

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more or less normal life as long as she is not exposed to the stimulus that triggers her psychosis. A relapse may come quickly; her calm facade can evaporate in seconds if even a small reminder her madness disturbs her fragile equilibrium. In any event, the eventual fate of a permanently insane character is a matter for individual GM and players to decide.

GAINING OR RECOVERING SANITY

A character's Sanity score can increase during the events of a campaign. Although a character's Sanity score can never exceed 99, her maximum Sanity and current Sanity can exceed her starting Sanity.

Level Advancement: A character's current Sanity can become higher than her starting Sanity as a result of gained levels: whenever a character gains a new level, she rolls 1d6 and adds the result to her current Sanity. A GM may disallow this increase in sanity if he feels that such self-improvement is antithetical to the dark tone of the setting or campaign. A variant would be to allow the increase if the player's rolls is higher than her character's current Sanity. The choice to allow or disallow this rule may be moot, because characters continue to go insane regardless of how many Sanity points gained.

Story Awards: The GM may decide to award increases in Sanity if the characters foil a great horror, stop a demonic plan, or finish writing this book before the deadline.

Downtime: A downtime in the adventure of at least two weeks allows a character to recover Sanity; the amount is at the Game Master's option.

Mental Therapy

To give useful mental therapy, a therapist must have the Knowledge (behavioral sciences) skill. Intensive treatment can return Sanity points to a character that receives it. However, Sanity points restored in this

manner can never cause the patient's Sanity score to exceed her starting Sanity or maximum Sanity, whichever is lower. A character can have only one therapist at a time. Okay, he can have multiple therapists, but they won't help. See The Knowledge Skill and Mental Treatment sidebar for a detailed description of how this works.

Such treatment may also be used to help a character snap out of an episode of temporary insanity (for example, from an acute panic attack). Therapy does not speed recovery from indefinite insanity, but it can strengthen a character by increasing her Sanity points.

Recovery from indefinite insanity only comes with time (typically, 1d6 months). It is not dependent upon the character's Sanity points and is not connected to them. A character could be sane with 24 Sanity points and insane while possessing 77 Sanity points.

Sheer Grit

A character can regain one point of Sanity by making a Will save (DC 20) once the effect that caused the loss has expired. For example, if the Sanity point was lost while the character was panicked for 10 rounds, the character could make a Will save at the end of the 10 rounds. If multiple Sanity points are lost during a single encounter, the character can only regain 1 Sanity point in this manner.

Deal With It Later

The character can remove penalties to Horror saves from lost Sanity points by refusing to deal with the trauma until a later time. He must then take a full-round action to cope with the horror. The character loses 1 extra Sanity point, and must still buy back lost Sanity points, but he can ignore the penalty from the Sanity loss. If the character loses more Sanity points after declaring that he will Deal With It Later, he suffers the usual penalties. The character can choose to Deal With It Later again but loses 1 extra Sanity point every time he does so.

Restoring Sanity with Magic

The way that Sanity loss and magic healing interact can greatly affect the feel of your game. The GM can choose to rule that magic can cure Sanity loss. In effect, Sanity point become "mental hit points" that allow for interesting role-play of side effects (insanity). When playing with this rule, characters can usually restore themselves to full Sanity with a day or two of rest and spell casting.

Restoration: If the caster chooses, *restoration* can restore 1d6 Sanity points per two levels to the subject (max 5d6) instead of having its normal effect.

Restoration, Lesser: If the caster chooses, *lesser restoration* can restore 1d4 Sanity points to the subject instead of having its normal effect.

Drug Treatments

In the real world, psychotropic drugs play a key role in the treatment of many mental disorders. Although psychotropic drugs were administered to patients in the early part of the 20th century, they were not broadly and consistently effective in treating the symptoms of emotional trauma until the 1940s and later.

As long as a character can afford the correct chemical substances and is able to ingest or inject them, the symptoms of indefinite insanity can be disregarded. Receiving these drugs does not make a character immune or even particularly resistant to further Sanity losses. A DC 25 Craft (chemical) check is needed to accurately prepare an effective medication and administer the correct dose.

Long-term drug treatment restores lost Sanity points similar to the use of the Knowledge (behavioral sciences) skill. For each month the character takes an accurately prescribed psychotropic medication, she regains 1d3 Sanity points. As with treatment through the Knowledge (behavioral sciences) skill, long-term drug therapy can never raise a character's current Sanity above her starting Sanity.

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A character cannot regain Sanity from both treatment with the Knowledge (behavioral sciences) skill and drug treatment in the same month.

TREATMENT OF INSANITY

Temporary insanity ends so quickly that schedules of treatment are essentially pointless. The main goal with temporary insanity is to protect a deranged character from further upset or harm. On the other hand, treatment of permanent insanity has no real meaning. By definition, a permanently insane character never recovers, no matter how skilled the therapist or the facility. Thus, indefinite insanity is the only form of mental illness that might be addressed through intervention.

After 1d6 months, if undisturbed by further trauma and with the agreement of the GM, an indefinitely insane character finds enough mental balance to reenter the world. Three kinds of non-magical care may help the character regain Sanity points during this recovery period. When choosing between them, the GM and player should consider the character's resources, her friends and relatives, and how wisely she has behaved in the past.

Private Care

The best care available is at home or in some friendly place (perhaps a small church or in the home of a wealthy friend) where nursing can be tender, considerate, and undistracted by the needs of competing patients.

If psychiatry or medication is available, roll d% for each game month that one or the other is used. A result of 01-95 is a success: add 1d3 Sanity points for either therapy or medication, whichever is used (a character cannot benefit from both during the same month). On a result of 96-100, the psychiatrist fumbles the diagnosis or the character rejects the drug treatment. She loses 1d6 Sanity points, and no progress is made that month.

Institutionalization

The next best alternative to private care is commitment. Not to a relationship, but to a high-quality insane asylum. Asylums may be said to have an advantage over home care in that they are relatively cheap or even free when provided by a government or a powerful church. Institutions are of uneven quality, however, and some may be potentially harmful. Some are creative places of experimental therapy, while others offer nothing but confinement. In any setting, concentrated and nourishing treatment by strangers is rare.

Therapy using the Knowledge (behavioral sciences) skill is usually the only treatment available in institutions, but in many cases, primitive institutions offer no treatment at all. Sometimes an institution can convey a sense of uncaring that undermines any beneficial effects from drug treatment, leaving the character with feelings of anger and loss. The character is likely to be distrustful of such an organization and its motives. Escape attempts by inmates are common.

Roll d% for each game month a character is in the care of an institution. A result of 01-95 is a success; add 1d3 Sanity points if therapy if the Knowledge (behavioral sciences) skill is available or 1 Sanity point if no treatment is offered. On a result of 96-100, the character rebels against the environment. She loses 1d6 Sanity points, and no progress can be made that month.

Wandering and Homeless

If no care is available, an insane character may become a wandering derelict struggling for survival. A character that is wandering and homeless regains no Sanity points unless she is able to join a group of other homeless persons and make at least one friend among them. It's a lot like gaming, actually.

To make a friend, the character can make a DC 15 Charisma check once per month. If a friend is made,

the character recovers 1 Sanity point per game month thereafter.

Roll d% for each game month an insane character lives as a derelict. On a result of 01-95, the character survives. On a result of 96-100, the character dies as the result of disease, exposure, or violence.

MENTAL DISORDERS

This section offers descriptions of many specific mental disorders. Where appropriate, suggested modifiers to attack rolls, saves, and checks are also given.

Anxiety Disorders

When fear and anxiety overwhelm a character for a prolonged period of time, the character suffers from an anxiety disorder. The most common forms of anxiety disorders are described below.

Generalized Anxiety Disorder: The character suffers from a variety of physical and emotional symptoms that can be grouped into certain categories.

Motor Tension: Jitteriness, aches, twitches, restlessness, easily startled, easily fatigued. All attack rolls, Fortitude and Reflex saves, and checks involving Strength, Dexterity, or Constitution take a -2 penalty.

Autonomic Hyperactivity: Sweating, racing heart, dizziness, clammy hands, flushed or pallid face, rapid pulse and respiration even when at rest. All attack rolls, saves, and checks take a -2 penalty.

Expectations of Doom: Anxieties, worries, fears, and especially anticipations of misfortune. All attack rolls, saves, and checks take a -2 morale penalty.

Vigilance: Distraction, inability to focus, insomnia, irritability, impatience. All Will saves and checks involving Intelligence, Wisdom, or Charisma take a -4 morale penalty.

Panic Disorder (Panic Attack): This illness is marked by a discrete period of fear in which symptoms develop rapidly. Within minutes, symptoms of palpitation, sweating, trembling, and

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difficulty in breathing develop and are strong enough that the victim fears immediate death or insanity. Burdened with the recurrence of these episodes, the character is fearful of their return. This reaction often leads to agoraphobia (see below).

Agoraphobia: The character avoids unfamiliar places and people and must make a DC 15 Will save in order to leave home or engage socially. May be linked to panic disorder (see above) or to a related phobia (see below), such as social phobia, barophobia (fear gravity), or xenophobia (fear of strangers).

Obsessive-Compulsive Disorder: This illness manifests in one of two main forms, obsessive thoughts or compulsive actions; some characters exhibit both.

Obsessions: The character cannot help thinking about an idea, image, or impulse that often involves violence and self-doubt. These ideas are frequently repugnant to the character, but they are so strong that during times of stress she may be unable to concentrate on anything else, even if her survival is endangered. Obsessive impulses can be very dangerous when combined with auditory hallucinations because the “voices” may urge the character to take some dangerous or hostile course of action.

Compulsions: The character insists on performing ritual actions such as touching a doorway at left, right, and top before passing through it. Though she may agree that the actions are senseless, the need to perform them is overpowering and may last for 1d10 rounds. Even in times of great stress, the character may ignore dangers in order to perform the actions.

Post-Traumatic Stress Disorder: After a traumatic event, perhaps even years later, the character begins to relive the trauma through persistent thoughts, dreams, and flashbacks. Correspondingly, the character loses interest in daily activities. She may return to normal once the memories have been thoroughly explored and understood, but that process may take years.

Phobia or Mania: A character afflicted by a phobia or a mania persistently fears a particular object or situation. She may realize that the fear is excessive and irrational, but the fear is disturbing enough that she avoids the stimulus.

Phobia: A DC 15 Will check is required for a character to be able to force herself into (or remain within) the presence of the object of her phobia, and even then the character takes a –2 morale penalty as long as the object of fear remains. In severe cases, the object of the phobia is imagined to be omnipresent, perhaps hidden—thus, someone with severe acrophobia (fear of heights) might be frightened when in an enclosed room on the upper story of a building, even if there were no window or other way to see how high up the room was. As many phobias exist as one cares to notice or name—the lists provided below cover merely some of the more common phobias that might affect characters.

Mania: Manias are rarer than phobias. A character affected by a mania is inordinately fond of a particular stimulus and takes great pains to be with it or near it. When sexuality is involved, the mania may be termed a fetish. Thus, teratophobia would be an inordinate fear of monsters, while teratophilia would be an unhealthy (possibly sexual) attraction to them. See the following lists of phobias for ideas on what sorts of disorders could manifest as manias.

Real-World Phobias: The following list provides examples of phobias from the real world that lend themselves to inclusion in a D20 Modern campaign.

Phobia	Fear of...
Acrophobia	heights (formerly known as vertigo)
Aerophobia	wind
Agoraphobia	open places
Ailurophobia	cats
Androphobia	men (males)
Astrophobia	stars or celestial space
Autophobia	being alone or oneself
Bacteriophobia	bacteria (“germs”)
Ballistophobia	bullets

Bathophobia	depth, deep submerged places
Bibliophobia	books
Blennophobia	slime
Brontophobia	Thunder and lightning
Chionophobia	snow
Claustrophobia	enclosed spaces
Demonophobia	demons
Demophobia	crowds
Dendrophobia	trees
Entomophobia	insects
Equinophobia	horses
Gephyrophobia	crossing bridges
Gynophobia	women (females)
Hadeophobia	hell
Hamartophobia	sinning
Haphephobia	being touched
Heliophobia	sunlight or the sun
Hematophobia	blood or bleeding
Hierophobia	priests or sacred things
Hydrophobia	water
Hypnophobia	sleep or being hypnotized
Iatrophobia	doctors or going to the doctor
Ichthyophobia	fish
Kenophobia	voids or empty spaces
Maniaphobia	insanity
Merinthophobia	being bound or tied up
Monophobia	being alone
Musophobia	mice (and rats)
Necrophobia	death or dead things
Nyctophobia	the dark or night
Odontophobia	teeth or dental surgery
Onomatophobia	hearing a certain name, word, or phrase
Ophidiophobia	snakes
Ornithophobia	birds
Pediphobia	children
Phagophobia	swallowing, eating, or being eaten
Pharmacophobia	taking medicine
Phonophobia	noise, including one’s own voice
Pyrophobia	fire
Scotophobia	darkness
Spectrophobia	specters or ghosts
Taphephobia	being buried alive or cemeteries
Teratophobia	monsters
Thalassophobia	the sea

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Tomophobia	surgery
Uranophobia	heaven
Xenophobia	foreigners or strangers
Zoophobia	Animals

Dissociative Disorders

Individuals suffering from dissociative disorders cannot maintain a complete awareness of themselves, their surroundings, or the passage of time. The disorder is often in response to a psychological trauma that is too terrible to remember. Characters who have gone insane from an encounter with powerful monsters often suffer a form of dissociative disorder.

Dissociative Amnesia (Psychogenic Amnesia):

This is the inability to recall important personal information, brought on by a desire to avoid unpleasant memories. The character must make a DC 20 Will save to recall the details or the cause of the amnesia.

Dissociative Fugue: The character flees from home or work and cannot recall her past or her identity. Once the flight halts, the character may assume an entirely new identity.

Dissociative Identity Disorder (Multiple Personality Disorder): The character appears to have more than one personality. Each personality is dominant at different times and has its own distinct behavior, name, and gender. The player must keep track of the personalities. (Each personality has the same ability scores and game statistics but a different attitude, outlook, and goal.)

Impulse Control Disorders

These disorders include compulsive gambling, and stealing (kleptomania), pathological lying, , and the impulse to start fires (pyromania).

Intermittent Explosive Disorder: The character's aggressive behavior is out of proportion to the seriousness of the social or psychological stress. This results in uncontrollable rages culminating in

assault or destruction of property. Lay people also call this disorder "Internetitis."

Mood Disorders

These disorders affect the victim's attitude and outlook. Mild mood disorders can be almost impossible to detect without prolonged contact with a character that has one, but severe mood disorders are usually readily apparent.

Depression: Symptoms of this illness include changes in appetite, weight gain or loss, sleeping too much or too little, persistent feelings of fatigue, and feelings of worthlessness or guilt which, in severe cases, may lead to hallucinations, delusions, stupor, or suicidal ideation. All attack rolls, saves, and checks take a -4 morale penalty. A depressed character may use alcohol or other mood-altering substances in an attempt to self-medicate the condition or its symptoms. A character suffering from severe chronic depression may feel so hopeless that she stops participating in daily activities—for example, deciding not to get out of bed for two years.

Mania: The character has a consistently euphoric, or possibly irritable, mood. Symptoms include talkativeness, increased activity, increased self-esteem (to the point of delusion), a decreased need for sleep, an inability to focus, a willingness for dangerous or imprudent activities (such as reckless driving), delusions, hallucinations, and generally bizarre behavior. All attack rolls, saves, and checks take a -4 morale penalty. A manic character may use alcohol or other mood-altering substances in an attempt to self-medicate the condition or its symptoms.

Bipolar Disorder: The character oscillates between depression and mania, sometimes remaining in one state for weeks at a time, sometimes rapidly switching between moods. Also known as manic-depressive.

Personality Disorders

These long-term disorders have consistent effects on a character's behavior, making interaction with others difficult, and making him unpleasant to be around. This is an important point to keep in mind when role-playing—few characters will want to spend time with another character that suffers from a personality disorder.

In game terms, the character takes a -4 penalty on all Charisma-based checks. In addition, the attitudes of NPCs the character encounters are negatively shifted. The player must make a Charisma check for the character when determining NPC attitudes. On a successful check, the attitude of the NPC in question shifts one step toward hostile; on a failed check, the attitude of the NPC shifts two steps toward hostile.

Personality disorders are classified into the following categories.

Antisocial: Displays behavior that is short-sighted, reckless, and confrontational; frequently lies; shirks professional and personal obligations; is dismissive of the rights and feelings of others.

Avoidant: Has low self-esteem; is withdrawn; is hypersensitive to rejection; will only enter a relationship that has a guarantee of acceptance.

Borderline: Exhibits inappropriate or uncontrollable display of emotions (especially anger), impulsivity, and rapid mood shifts; suicidal behavior; may self-mutilate; is unpredictable; and may have feelings of boredom or emptiness.

Obsessive-Compulsive: Has a preoccupation with rules and order; desires to control others; is inflexible to the point of inefficiency. See also: rules lawyer.

Dependent: Relies on others to provide emotional or social needs; is submissive and excessively attached to others.

Histrionic: Displays overly dramatic and attention-seeking behavior; is shallow; craves

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approval and reassurance.

Narcissistic: Has an inflated sense of self-importance and a lack of feeling for others; feels entitled to things; uses others for personal gain.

Passive-Aggressive: Feelings of aggression are dealt with passively, such as by being stubborn and intentionally forgetful and inefficient. Fear game masters with this disorder.

Paranoid: Views others as threatening; is jealous, suspicious, and easily offended.

Schizoid: Cold; aloof; indifferent to either praise or criticism from others.

These disorders may make for an interesting NPC from whom the players must extract information or a favor, but their antisocial nature makes them ill-suited for hero characters.

Psychosexual Disorders

Recognizable disorders of this type include transsexualism (a belief that one is actually a member of the opposite sex), impaired sexual desire or function, nymphomania and satyriasis (an inordinate and uncontrollable sexual appetite in women and men, respectively), and paraphilia (requirement of an abnormal sexual stimulus, such as sadism, masochism, necrophilia, pedophilia, exhibitionism, voyeurism, fetishism, or bestiality).

Most of these disorders could make the player of an afflicted character uncomfortable and thus are not appropriate for all role-playing groups. However, they can make for striking (if unpleasant) slashers.

Schizophrenia and Other Psychotic Disorders

A psychotic character experiences a break with reality. Symptoms can include delusions, hallucinations, and cognitive impairment. In general, only drugs or magic can treat this type of disorder. Note, however, that many psychotic characters suffer from the delusion that nothing is wrong with them, and therefore they

feel no need to take their medication.

Schizophrenia (Schizophreniform Disorder, Dementia Praecox): A schizophrenic character's attention span and ability to concentration are greatly diminished; to reflect this, use only one-half of the character's normal skill modifier on any skill check requiring attentiveness (such as Disable Device, Spot, Search, and Concentration). Symptoms include delusions, paranoia, auditory hallucinations ("hearing voices"), incoherent speech, emotional detachment, social withdrawal, aberrant behavior, and a lack of the sense of self. Symptoms from more than one type of schizophrenia and mood disorders can occur in the same individual. For example, catatonic schizophrenics sometimes have manic episodes of extreme activity alternating with periods of complete withdrawal. Schizophrenia brought on by sudden stress is called acute schizophrenia; characters that go insane and rant about vast global conspiracies usually are diagnosed as suffering from "acute paranoid schizophrenia." A schizophrenic character may fit into one of the following categories:

Undifferentiated: Impaired cognitive function, emotional detachment.

Disorganized: Inappropriate behavior, shallow emotional responses, delusions, hallucinations.

Catatonic: Mutism (loss of ability to talk), extreme compliance, absence of all voluntary movements, complete immobility ("statuism").

Paranoid: Delusions of persecution, illogical thinking, hallucinations.

Other Psychotic Disorders: By some definitions, all severe mental illnesses are classified as psychoses, including mood disorders, dementia, and anxiety disorders. This section deals with some of the interesting behavioral syndromes that may turn up in your game.

Amok (running amok)—An outburst of violence with aggressive or homicidal behavior directed at people and property. Amnesia, return to

consciousness, and exhaustion occur following the episode. During a killing spree, the character will use whatever weapons are at hand.

Boufee Detirant—Outburst of aggressive, agitated behavior and marked confusion, sometimes accompanied by visual and auditory hallucinations or paranoia.

Brain Fog—Impaired concentration, fatigue, neck and head pain, a sense that worms are crawling inside one's head.

Ghost Sickness—Weakness, loss of appetite, feelings of suffocation, nightmares, and a pervasive feeling of terror attributed to witches or malignant otherworldly powers.

Piblofeio—"Arctic madness," wherein the afflicted rips off clothing and runs through the snow howling like an animal.

Susro—A variety of somatic and psychological symptoms attributed to an incident so traumatic that it dislodges the victim's spirit from her body.

Taijin Kyofusho—"Face-to-face" phobia, an intense anxiety when in the presence of other people; fearfulness that one's appearance, odor, or behavior is offensive.

Voodoo Death—Belief that a hex or curse can bring about misfortune, disability, or death through a spiritual mechanism. Often the victim self-fulfills the prophecy by refusing to eat and drink, resulting in dehydration and starvation.

Wacinko—Anger, withdrawal, mutism, and immobility, leading to illness and suicide.

Wendigo Syndrome—The afflicted believes she is a personification of the Wendigo, a cannibalistic creature with an icy heart.

Shared Paranoid Disorder (Shared Delusional Disorder, Folie à Deux): The character assumes the delusions of a person with whom he has been in close contact. Four people with this disorder does not constitute a gaming group.

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Sleep Disorders

These disorders include insomnia (character has difficulty falling asleep or staying asleep) and narcolepsy (character frequently falls asleep, almost anywhere and at inappropriate times). Characters performing demanding tasks such as engaging in combat or casting a spell may, when stressed, need to make DC 15 Concentration checks to stay awake and not put themselves in a dangerous situation.

Night Terrors: A sleeping character wakes after a few hours of sleep, usually screaming in terror. Pulse and breathing are rapid, pupils are dilated, and hair stands on end. The character is confused and inconsolable. Night terrors are more intense and disruptive than nightmares.

Somnambulism: Sleepwalking. As with night terrors, this behavior occurs in the first few hours of sleep. An episode may last up to 30 minutes. During the episode, the character's face is blank and staring, and she can be roused only with difficulty. Once awake, she recalls nothing of the activity.

Substance Abuse Disorder

A character with a substance abuse disorder finds solace in using a drug, develops an addiction, and spends much time maintaining, concealing, and indulging the habit. Addictive drugs include alcohol, amphetamines, cocaine, hallucinogens, marijuana, nicotine, opium (especially morphine and heroin), and sedatives.

A character in the grip of an addiction feels the personal struggle daily. Will saving throws might be used to resist or succumb to cravings, especially just before periods of stress (for example, just before a confrontation with evil cultists where melee is likely). All attack rolls, saves, and checks take a -2 morale penalty because of withdrawal symptoms. Sanity losses could occur from binges or bad trips. Some characters might find that drugs promote communication with alien entities and deities, and

that dreams about them become more vivid and horrifying. Conversely, these substances may function as a suppressant, deadening a character's fears and offering temporary defenses against Sanity loss.

Other Disorders

Other disorders exist in common parlance, but most of these are actually symptoms or specific instances of disorders already mentioned above. These include quixotism (seeing the supernatural everywhere, even in the most mundane surroundings), panzaism (seeing extraordinary events as ordinary and rational), and megalomania (delusions of power, wealth, fame, and ability).

PLAYING A SLASHER GAME

Although it's certainly possible to play a campaign that centers on hunting slashers, there's another fun way to play. It doesn't even require a Game Master. How? Glad you asked!

In this game, one of the victims is the slasher. But who? We won't know until the very last moment!

ACT 1: MEET YOUR VICTIMS

The location of the slasher scene should be mapped out in detail. This is the setting for the slashing to take place and it will be important when victims start panicking and screaming for their lives. Place the heroes somewhere comfortable or have them role-play amongst themselves... maybe it's around a campfire telling scary stories, sleeping at a creepy old haunted mansion, or skinny-dipping in a lake*. Whatever the activity, the victims shouldn't be armed to the teeth and looking for a fight. This is a slasher movie, not a war movie.

*Feel free not to act this out.**

**And if you do, please don't tell us about it.

Example: Mike, Jeremy, Amber, and Matt are playing the slasher session. They are all victims, but any one of them could be the slasher.

If the victims have flaws, give them ample opportunity to play them out. This is a great chance to role-play characters and hint at their various strengths and weaknesses.

The slasher should also be created at this stage. He can be any of the monsters listed in this section or just your everyday, run-of-the-mill psycho. The slasher has twice the average level of the collective victims and should have a combination of strong, tough, or fast hero classes. Give him a trademark weapon (see Equipment in Chapter Three), roll up a name (see Just Add Water... in Chapter Four), and you're ready to start slashing!

One other thing: the slasher's identity is concealed. He may wear a mask, speak with a different accent, or maybe even masquerade as a member of the opposite sex. It doesn't matter; nobody knows who the slasher is for sure. Ignorance is integral to playing this sort of mystery game—once the slasher's identity is revealed, everything goes to hell.

ACT 11: SLASH-O-RAMA

Then the fun starts. The players each roll on the Tracking the Slasher table below. Each roll representing the passage of 10 minutes. Each player rolls in a counterclockwise fashion around the table (or around the pool or wherever you game).

Instead of rolling on the table below, victims can move around the area instead. If a victim starts to get suspicious of his comrades, this might seem like the wise thing to do. On the other hand, paranoia might not always pay off—being alone means the slasher will have the advantage when he appears.

Example: Amber strongly suspects that the boys are loco, so she chooses not to roll and moves herself out of the room instead. This makes her vulnerable to some effects that occur in the room and immune to

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TABLE 2-6: SLASHER ENCOUNTERS

D20	Event
01-05	Dream: <i>You have a dream of the slasher.</i> You think you can see his face, but it's blurry and indistinct. Randomly assign 1 Guilt Point to another victim.
06-10	False Lead: <i>You think you're on the right trail, but realize you made a mistake.</i> Randomly subtract 1 Guilt Point from a victim. If the victim has no Guilt Points, he is considered to have a Guilt Point deficit (thus making him less likely to be guilty).
11-15	Flashback: <i>You have a flashback to a time when you thought you were attacked by the slasher.</i> Randomly assign 1 Guilt Point to another victim.
16-20	Diary: <i>You discover a diary that seems to indicate who the slasher is.</i> Although it never directly lists names, the person seems to have real hate for the other victims. Randomly assign 1 Guilt Point to another victim. Make a Madness save (DC 10).
21-25	Footsteps: <i>You hear footsteps.</i> Everyone in the room must make a Fear save (DC 10) or suffer the consequences. All victims that are not in the room with those who hear the footsteps automatically gain 1 Guilt Point.
26-30	Freak Out: <i>You can't take it anymore!</i> You must make a Panic save (DC 10) or completely freak out. Assign 1 Guilt Point to each of the other victims.
31-35	Oops!: <i>You stumble over something in the confusion.</i> You must make a Panic save (DC 10).
36-40	Locked In: <i>Somebody locked the door!</i> One of the entrances to the room (randomly determined) is locked. If necessary, it closes and then locks. Consider it a good wooden door with a Hardness of 5, 15 hit points, and a DC 10.
41-45	You!: <i>You openly accuse another victim of being the slasher.</i> This doesn't help matters, but does make everyone suspicious of you. You gain 1 Guilt Point in the eyes of the other victims. The victim you accuse (randomly selected) loses 1 Guilt Point.
46-50	Lurking Shadow: <i>You see a shadow lurking behind you!</i> Make a Fear save (DC 15). Assign 1 Guilt Point to each person in the room with you.
51-55	Secret Door: <i>You discover a secret door!</i> While you're leaning against a wall, you accidentally activate a secret door. Choose one wall in the room that does not have a door on it—you end up on the other side with no way to get back. Gulp. You gain 1 Guilt Point in everyone else's eyes.
56-60	Darkness: <i>The lights go out!</i> The lights in the room you're in go out permanently. Make a Fear save (DC 20). Everyone assigns everyone else 1 Guilt Point. Creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC, moves at half speed, and takes a -4 penalty on Search checks and most Strength and Dexterity-based skill checks.
61-65	Sex?: <i>You try to get your freak on.</i> Bow-chikka-bow-bow! Select another victim (of the opposite sex or not, whatever floats your boat). You and the victim move to an adjacent room. See the Diplomacy skill variation, so subtract 1 Guilt Point for each of you. This is a good way to lose the Virgin feat. If you don't do it, you both gain 1 Guilt Point.
66-70	Blood Trail: <i>A trail of blood leads out of the room.</i> Assign 1 Guilt Point to a victim outside of the room or randomly assign it to a victim in the room if there's no one outside. Lose 1 Sanity.
71-75	Nightmare: <i>You have a nightmare of the slasher.</i> You think you can see his face, but it's blurry and indistinct. Randomly assign 1 Guilt Point to another victim. Make a Fear save (DC 5).
76-80	Corpse! <i>You find a corpse!</i> Everyone gains 1 Guilt Point. Make a Fear save (DC 15). Lose 1d3 Sanity.
81-90	No Event: <i>Whew!</i>
91-100	Slasher!: <i>The masked slasher attacks!</i> Make a Panic save (DC 10). Everyone in the room with you loses 1 Guilt Point. The slasher disengages after 1d4 rounds of combat and leaves the room. The slasher attacks normally. If you want to get fancy, a randomly assigned player (but not you) controls the slasher's actions. Killing the slasher doesn't work either—he only SEEMS dead.

others.

Whenever a Guilty effect is called for, the player in question should roll randomly to select one of the other victims (not including himself). This causes the victim to believe that one of his comrades is guilty and secretly awards him 1 Guilt Point. Of course, nobody knows how many Guilt Points they have

accumulated because it's kept secret; the race is on to determine who will ultimately be the guiltiest.

Example: On Mike's turn, he rolls a 47. He reads the effect out loud: *I saw a shadow lurking behind me!* Since Jeremy, Amber and Matt are all in the room with him, he secretly writes down: Matt 1, Jeremy 1, Amber 1. On the second round, Jeremy rolls. He

reads his roll in turn. Then Amber and Matt roll their turns, respectively.

Some effects award everyone Guilt Points in the victim's eyes because of the circumstances (i.e., a door closes, so anyone who isn't in the room must be guilty). Any victim that dies loses 1 Guilt Point in everyone's eyes, because he probably isn't the slasher.

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But this by no means precludes the slasher from being the dead victim. As everyone knows, slashers are notorious for coming back from the dead as well as faking their own deaths.

Remember: the trick here is that each character is potentially guilty in the other character's eyes. This keeps the players on their toes, because while they might think someone is guilty, they won't know for sure until the slasher is unmasked.

ACT III: THE SLASHER UNMASKED

After everyone has rolled a number of rounds equal to the highest level victim, the slasher is unmasked. It's time to determine just who has been so hack-happy. Incidentally, just because a victim dies does not mean the player is out of the game. The player of the dead victim still gets to vote like everyone else and can use his action points to argue innocence. It's not like he's going to need it in the next Act anyway.

This Act has five Phases.

Guilt Phase: Once Act III begins, each player makes an accusation without revealing how many Guilt Points he has accumulated for the other victims. He is given a few minutes to make an impassioned argument as to who the slasher is and why. Ideally, the player will pick the victim with the most Guilt Points, but that isn't necessarily the case. What's more important is that other victims agree with him.

For example, Amber has 5 Guilt Points for Mike, 3 Guilt Points for Matt, and 1 Guilt Point for Jeremy. Amber accuses Mike of being the slasher and explains how she saw a trail of blood, a corpse, and how he wasn't in the room when the doors were suddenly locked. Amber writes down "Mike +5" on her voting sheet. She declares that she thinks Mike is guilty, but does not disclose how many Guilt Points she has assigned to him.

On Jeremy's turn, he decides to believe Amber—although he actually has 6 Guilt Points for Amber

and 4 for Mike, he thinks he can protect himself from being the slasher by voting for Mike instead. Jeremy writes down "Mike +4" on his voting sheet, giving Mike a total of 9 Guilt Points. Jeremy declares that Mike is also guilty, but he does not disclose how many Guilt Points he has assigned to him.

On Matt's turn, he declares Amber guilty and secretly assigns her 10 Guilt Points. On Mike's Turn, he decides Matt is guilty, with 5 Guilt Points.

Innocence Phase: Without revealing the number of Guilt Points each player has assigned to his comrades, they can attempt to subtract Guilt Points from a particular player by bidding with their remaining action points. Each player can (but does not have to) argue the innocence of another victim. However, he cannot argue for his own innocence. After everyone has their chance, the players also write down how many action points they would like to assign to reduce the guilt of one person (if they have any action points left). These action points are considered spent and do not replenish until the scenario ends.

For example, Amber has made a pretty good argument against Mike. However, Mike makes an impassioned speech for why he's innocent and how everybody always picks on the good-looking guy. Matt believes Mike. Since he has three action points left, Matt writes down "Mike -3" on his voting sheet. He publicly declares Mike innocent, but keeps the number to himself. Now Mike feels bad for accusing Matt of being the killer.

Tally Phase: After the speeches, everyone writes their "vote" on a piece of paper along with the number of Guilt Points for the slasher. Keep it secret from the other players. If there's a Game Master present, he can collect the votes.

For example, everyone reveals their votes: Amber and Jeremy voted against Mike (+5 and +4, respectively), and Matt used his action points to argue for Mike's innocence (-3). That leaves Mike at a grand total of 6 Guilt Points. What no one expected

is that Matt voted a whopping 10 Guilt Points for Amber.

If there's a tie, there are two slashers working together. However, instead of playing the slasher character, the victims get to play themselves with one trademark weapon (maybe a knife or a bat). After all, two heads are better than one...

Revelation Phase: Each player then reveals how many Guilt Points they had for each victim. In turn, each victim who has been accused must add up his collective Guilt Points. Whoever has the highest number of Guilt Points is the slasher and controls the slasher's actions for the rest of the scenario.

For example, after tallying everyone's votes, the results are revealed. At the end of the Revelation Phase, Amber has 10 Guilt Points, Mike has 6 Guilt Points, Matt has 5 Guilt Points, and Jeremy has 0 Guilt Points. Surprise! The hot chick is the killer!

Slasher Phase: Something catastrophic happens: a gunshot, a loud scream, thunder and lightning, weird moans, etc. It doesn't matter what it is so much as the effect: every victim, no matter where he is, must make a Panic save (DC 20 + Challenge Rating of slasher). Remove the suspect (we now know who the slasher is) and place the slasher next to a randomly determined victim. The slasher starts this Act fully healed even if she was wounded earlier.

At this point, most victims will be at a distinct disadvantage. They'll probably be panicked if not completely out of their minds and they will most certainly be separated. It's up to the victims to try to rally together and take out the slasher. The slasher no longer pops in and out of the scenario; he's now a character like everyone else and can be killed.

NPC VICTIMS

If you want to spice things up, be sure to have NPCs present as well to keep everyone guessing. In this case, NPCs can receive Guilt Points. They exist primarily to be killed and have sex with. NPCs do not

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get to vote for or against anyone.

If NPC victims see something obviously dangerous, they'll move away at 30 feet per round at initiative count 0. It takes a DC 15 Diplomacy check or DC 20 Intimidate check to convince a NPC victim to move in a particular direction, and the NPC victim must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but the Intimidate check is a free action.

If two or more characters are trying to direct a NPC victim in different directions, they make opposed Diplomacy or Intimidate checks to determine whom the NPC victim listens to. The NPC victim ignores everyone if none of the characters' check results beat the DCs given above.

VARIANT: HEROES

If you want to just use standard heroes in this scenario, the slasher should be triple the level or Hit Dice of the average level of the PCs. You can also have a mixture of NPC victims and PC heroes. The PRU makes for an excellent excuse to get people together. Make liberal use of the new monsters listed in this book to up the ante.

VARIANT: BEING AN IDIOT

Ah, we love the idiot. Idiots go places nobody else should go, open doors nobody else would open, and do brilliant things like stick their hands in trash compactors. Every rule in life tells you, with great emphasis: DON'T BE AN IDIOT.

Well we're here to tell you that this is the one time it's okay to be an idiot. You'll even be rewarded for it. On the round when a victim would normally roll on the Slasher Encounter Table, he instead makes a Wisdom check (DC 20). Failure means he does something stupid.

The victim must say something along the lines of, "I'll be right back," or "Let's split up," or "It's probably just the wind." Then he intentionally walks

out of the room and moves two rooms away. There is a 10% chance the slasher shows up as a result. As a reward for his stupidity, the victim gains 1 action point. He can do this each round, but it must end with him walking into a room with no one in it.

VARIANT: WITH A GAME MASTER

A standard game with a Game Masters opens up the possibilities tremendously. For one, the slasher doesn't have to be controlled by a player anymore, as the GM runs him. For another, the slasher doesn't even have to be one of the player-controlled victims. It could be an NPC or just a psycho from the outside.

THE END

There are a few ways the scenario ends:

Victims Kill the Slasher: Victims who survive get the experience points for killing the slasher, possibly increasing their level.

Slasher Kills All the Victims: The victim who becomes the slasher gains experience points for killing the other victims. These experience points are applied to the player's original victim character. If the victim character goes up a level, the slasher is advanced as

well. Roll up new victims...it's time for a sequel!

Slasher Kills Some of the Victims: The slasher only kills a few of the victims but is then killed. That's okay; the victim who is the slasher still gets all the experience points for killing the other victims, as above. In this case, the slasher is not advanced in power, cause he's dead and stuff.

All these rules encourage the player controlling the slasher to kill as many people as possible—as it should be. Note that just because one player is the slasher in the first game does not necessarily mean that player is a slasher in the next game.

EQUIPMENT

Slashers are known for their creativity in wielding all sorts of equipment. This section expands upon the improvised weapon rules and allows a variety of normal, everyday, innocent items to be turned into murderous weapons of destruction. As if that weren't bad enough, it also covers magic, psionics, and special items that give slashers an edge.

Hey, those teenagers can be tough to kill sometimes!

TAKING A TRIP?

Before going to any location where a slasher movie might take place (abandoned house, old camp grounds, or the like) be prepared:

- Check that your car is in good repair and has plenty of fuel. Then check it again.
- Part of checking your car means you checked the tires, right? And you have a spare...right?
- Pack your car with useful stuff, including a first aid kit, a survival kit, and some type of non-perishable food. Have a map of where you're going and bring a compass.
- You know how to read the map and use a compass, right?
- TASERS, mace, and a knife are always useful in a fix. Just be sure they're legal in the state you're visiting.
- Before you leave, make sure you let friends and family know where you're going and when you'll be back.
- Check the weather forecast. Storms are bad days to travel. But you knew that.

CHAPTER 2: HUNTING SLASHERS

IMPROVISED WEAPONS

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon.

A character takes a –4 penalty on his or her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the –4 penalty.

Object Size	Examples	Damage
Diminutive	Ashtray, CD case, crystal paperweight	1
Tiny	Fist-sized rock, coffee mug, softball, flashlight	1d2
Small	Bottle, fire extinguisher, flower pot, helmet, hubcap, vase	1d3
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than him or herself using two hands. An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet.

Damage: Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy

for its size. The wielder's Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder's Strength modifier to damage from Diminutive objects. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of Fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

WEAPONS

The weapons collected below are easily accessible and can be found in any kitchen or garage. The standard rules indicate that these tools of death are merely "improvised weapons" and that one cannot gain any expertise in them. "Fie!" says the slasher.

Slashers have been using these weapons for years with great effect. Their inclusion here officially makes them worthy tools of destruction that a slasher can become specialized in.

CLEAVER

Cleavers are excellent for carving pumpkins or teenagers' heads.

CLUB

Clumsy but serviceable, the club keeps cars locked up safe and stuns victims who don't see it coming.

CROWBAR

Crowbars are useful for prying stuff open, like stubborn doors, stuck windows, and ribcages. A crowbar grants a +2 circumstance bonus on Strength checks made for such purposes.

HAMMER

The hammer is a fine weapon for slashers who secretly want to be carpenters. Best of all, it can be used as a bludgeoning attack or if flipped around can poke someone's eye out! A hammer grants a +1 circumstance bonus on Strength checks when prying something open.

ICE PICK

Ice picks are especially effective when stabbed through the back of the head or in the eye. More than one slasher fondly remembers their first ice pick killing.

KNIFE

Knives are great for slashers who ascribe to the kill-as-you-go style of murder. After all, a sharp steak knife is just a kitchen drawer away. A slasher can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

WRENCH

Wrenches are functional tools as well as heavy weapons. Slashers who work as plumbers on their days off find wrenches to be very effective in stopping pipes from leaking.

ARCHAIC MELEE WEAPONS

Most of these weapons deal damage by means of a blade or a sharp point.

HATCHET

This light axe is a chopping tool that deals slashing damage when employed as a weapon. Female slashers tend to use these things.

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FIREMAN'S AXE

Wielded by strong slashers and, well, firemen. Or firemen slashers. Look, it's a big red axe, that's all you need to know.

MACHETE

This long-bladed tool looks much like a short, lightweight sword. A slasher classic.

PITCHFORK

Farmers and slashers alike make good use of this weapon. Although the hay doesn't scream as much when farmers use a pitchfork on it. This weapon can be thrown. If you use a ready action to set a pitchfork against a charge, you deal double damage on a successful hit against a charging character.

STRAIGHT RAZOR

This innocent tool of murder is supposed to just cut the hairs off your chin. Of course, slashers usually cut a little deeper, preferably right under the neck and from behind.

EXOTIC MELEE WEAPONS

Most exotic weapons are either atypical in form or improved variations of other melee weapons. Because each exotic weapon is unique in how it is manipulated and employed, a separate Exotic Melee Weapon Proficiency feat is required for each one in order to avoid the -4 nonproficient penalty.

BLADED GLOVE

Like a knife, only five times as much fun! Bladed gloves are essentially an exoskeleton with five blades built in that protrude out of the fingers. Your opponent cannot use a disarm action to disarm you of spiked gauntlets. Unfortunately, wielding a glove

like this essentially makes the hand useless—all skill checks using that hand suffer a -4 circumstance penalty. But, boy, does it look scary!

CHAIN SAW

When slasher met chain saw, it was love at first sight. Trees have been heaving a sigh of relief ever since. Starting a chainsaw takes a move action. If a chainsaw isn't running, it deals 1d6 points of nonlethal damage instead.

GARROTE

A garrote, when wielded in both hands, adds +4 to damage inflicted when grappling someone. This damage can be nonlethal at the wielder's discretion.

POWER DRILL

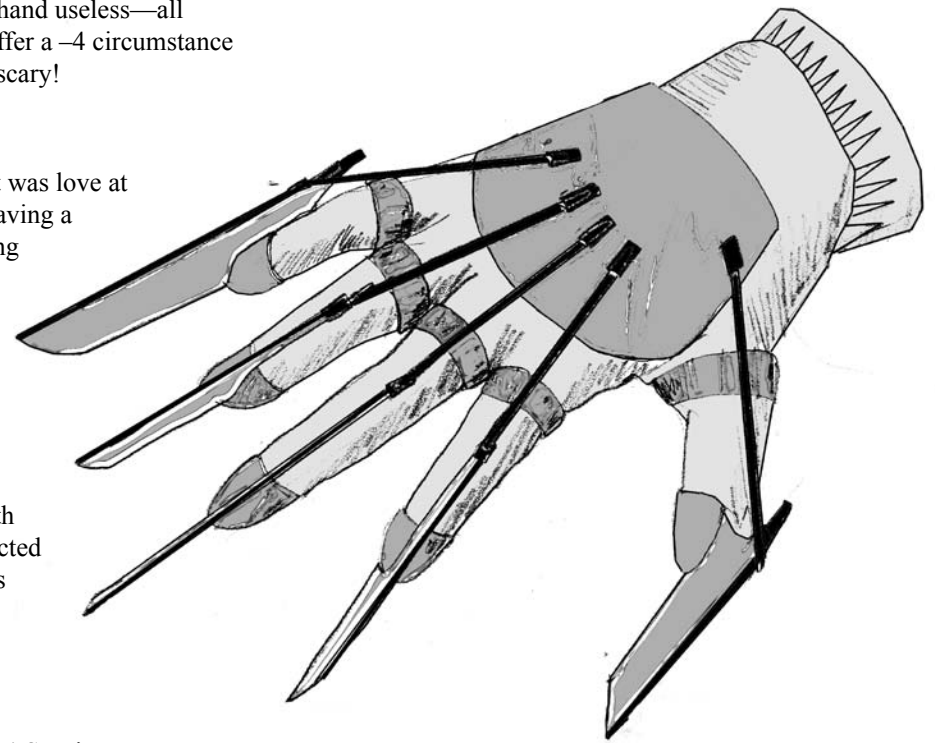
The ultimate in phallic symbols! Starting a power drill takes a move action. If a power drill isn't running, it deals 1d4 points of nonlethal damage instead.

SCYTHE

Sure, scythes sound cool. They have that whole grim reaper thing going on. But they're hideously unwieldy and heavy. A scythe can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

SICKLE

Sickles are like handheld versions of scythes, which make them considerably more practical. On the other



hand, a big circular blade is a bit difficult to conceal. A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

FX ITEMS

DAGGER OF BANISHMENT

The blade of this +1 dagger is long and seems to be made of an actual spine. It has a small skull on the pommel, and it looks much like a ribcage wearing a helmet. It deals +2d6 points of bonus holy (good) damage against all of evil allegiance. If the creature

CHAPTER 2: HUNTING SLASHERS

TABLE 2-7: WEAPONS

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC	Restriction
Simple Weapons (require the Simple Weapons Proficiency feat)								
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4	—
Crowbar	1d6	20	Bludgeoning/Piercing	—	Large	5 lb.	6	—
Hammer	1d6	20	Bludgeoning/Piercing	10 ft.	Med	2 lb.	5	—
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	7	—
Ice Pick	1d2	19–20	Piercing	10 ft.	Tiny	1 lb.	4	—
Wrench	1d2	19–20	Bludgeoning	10 ft.	Tiny	3 lb.	4	—
Archaic Weapons (require the Archaic Weapons Proficiency feat)								
Fireman's Axe	1d10	x3	Slashing	—	Large	8 lb.	6	—
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4	—
Machete	1d6	19–20	Slashing	—	Small	2 lb.	5	—
Pitchfork	1d6	x2	Piercing	10 ft.	Large	4 lb.	7	—
Straight Razor	1d4	19–20	Slashing	—	Tiny	0.5 lb.	4	—
Exotic Melee Weapons (each requires a specific Exotic Melee Weapon Proficiency feat)								
Bladed Glove	1d6	x2	Piercing or slashing	—	Small	4 lb.	10	—
Chain saw	3d6	20	Slashing	—	Large	10 lb.	9	—
Garrote	Special	-	Slashing	—	Small	1/10 lb.	4	—
Power Drill	2d6	20	Piercing	—	Large	8 lb.	10	—
Scythe	2d4	x4	Piercing or slashing	—	Large	10 lb.	9	—
Sickle	1d6	x2	Slashing	—	Med	2 lb.	6	—

is extraplanar, it must make a Will save (DC 15) or be banished back to its home plane.

Type: Weapon (magic); *Caster Level:* 10th;
Purchase DC: 25; *Weight:* 2 lb.

VOICE DISTORTION UNIT

The voice distortion unit (VDU) was originally used as a means of encrypting voices over wireless communications. Fooling around one night in the lab, researchers discovered they could make any voice sound the same. The researcher in question is long dead, but his invention lives on. The VDU can completely mask a speaker's voice, bestowing a +10 to all Bluff checks. Only electronic sensing equipment can tell the difference.

Purchase DC: 30; *Weight:* 1 lb

FX POWERS

CONTROL OBJECT, MASS

Psychokinesis (Con)

Level: Psychogene 3

Display: Me

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: 1 unattended object weighing up to 100 lb./level

Duration: Concentration, up to 1 round/level

Saving Throw: None

Power Resistance: No

Power Points: 3

You telekinetically “brings to life” inanimate objects. Though it is not actually alive, the object moves under your control. Live vegetation cannot be controlled in this fashion, nor can already animated objects or undead. The controlled object moves like a puppet, with jerky and clumsy movements, at a speed of up to 20 feet. If its form is rigid, it makes creaking, groaning, or grating sounds as you control it.

A controlled object can attack an opponent if you direct it to do so. It has one slam attack, at a base attack bonus equal to your base attack bonus plus your Intelligence modifier. If the attack hits, it deals points of damage equal to 1d6 plus your Intelligence modifier. A controlled object has its usual hardness and hit points.

CHAPTER 2: HUNTING SLASHERS

LESSER DOMINATION

Telepathy (Cha) [Compulsion, Mind-Affecting, Language-Dependent]

Level: Psychogene 3

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid of Medium-size or smaller

Duration: 1 day/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7

You can control the actions of any humanoid of Medium-size or smaller. You establish a telepathic link with the subject's mind. You can generally force the subject to perform as you desire, within the limits of the subject's abilities. You know what the subject is experiencing but do not receive direct sensory input from him.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

Protection from evil or a similar spell or power can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or negate it.

Sometimes, my job takes a turn for the weird.

I've dealt with guys who won't stay dead, guys who turn your dreams into X-rated snuff films, and guys who think "pass the liver and kidney beans" means "please bite my face."

But this, this is too much.

"So where is he?" shouts Gabe. She knows Rex, the multiple serial murderer, has somehow returned after being shot dead by police. And she can tell, from the huffing and puffing I'm doing, that I'm in trouble. What she can't see with her infrared scope is the doll that's trying to strangle me with an extension cord.

I back up and smash Rex into the wall with all my might. His head compresses and makes a cute little SQUEAK! sound. I do it several times.

"You shouldn't mess with things you don't understand, Job," says Rex through the teeth of the Cornbeef Patch Kid. I didn't know those things could talk.

SQUEAK!

"If you hadn't tracked me down to this toy store you'd be able to live for another few days until some other nut kills you off."

SQUEAK!

I'm starting to see spots. If I don't get this damn doll off of me soon, Rex will have achieved his goal: embarrassing the hell out of me. If I die like this, the PRU agents will laugh so hard they'll have to mop up the floor afterwards.

I reached behind me and grab for something, anything. My finger catches on what feels like a ring. I yank on it.

"I loooooove you!" shouts Rex uncontrollably.

The cord tears Rex off of my back. He tumbles to the ground and the ring retreats into his back once more.

"I'm going to kill you for that," says Rex, dusting his little doll outfit off with little doll hands.

I gasp for breath as I reach out, looking for something to fend him off with. My hands feel the cool rubber of an aluminum baseball bat. Man, I love baseball.

Rex has a wicked looking knife out. I don't know where he got it from, but it definitely wasn't the toy store. He takes little doll steps towards me.

"Say Rex," I manage to cough out. "according to your packaging, it says you're not a flying toy."

Rex's doll eyes narrow in rage. "You'd be surprised what I can cut from down here, Beckem," he snarls.

There's a woosh and then I'm back playing waffle ball with my buddies, batting around my sister's ugly Cornbeef Patch Kid. I knocked that doll so hard, I took its head clean off. She cried for three days straight.

Rex may not be able to feel pain, but he yelps anyway as his head sails over the action figure aisle. His headless body twirls around a few times and bounces off one of the shelves, landing in a pile of toy trucks.

I get in a few more lungfuls of air. Gabriel comes skidding around the corner, shotgun out.

"What the hell happened here?" she shouts, scooping out the aisles.

"Nothing," I say, rubbing my throat. "Mind if I borrow your cell phone? I need to call somebody."

"Sure," says Gabriel without hesitation. She tosses me her phone. "Why?"

I pick up one of the doll packages. "I think I owe my sister an apology."

CHAPTER 2: HUNTING SLASHERS

FX SPELLS

CREATE EVIL DOLL

Necromancy

Level: Arcane 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One doll

Duration: Permanent

Saving Throw: Will negates; see text

Spell Resistance: Yes

Just before death, you place your soul into a nearby doll. To cast the spell, the doll must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body dies.

Attempting to possess a doll is a full-round action. It is blocked by *protection from evil* or a similar ward. If you are successful, your life force occupies the host doll. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, allegiance, and mental abilities. The doll retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A doll with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

If the host doll is slain, you may attempt to enter another doll, if within range. If the host doll is slain and no other doll is within range of the spell, you die. Any life force with nowhere to go is treated as slain.

PUMPKIN PACT

Conjuration (Calling)

Level: Divine 5

Components: V, S, M, XP

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One pumpkin demon

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

By casting this spell, you summon a pumpkin demon (see stats in the *Monsters* section) from the blood of a person who has been wronged. The blood must be poured over a pumpkin, which then transforms into a pumpkin demon. The pumpkin demon immediately sets out in a straight line towards the recipient's foes, intent on rending them limb from limb. The creature returns to its home plane at the end of its task or when the duration bargained for expires.

The recipient of the spell and the pumpkin demon empathically share their pain and suffering. Each time the recipient suffers damage, the pumpkin demon suffers damage equal to the amount inflicted on the recipient or 5 points, whichever is less. This damage is empathic in nature, so the pumpkin demon's damage reduction and resistances do not lessen or change this damage. The damage inflicted has no type, so even if the recipient took fire damage, the pumpkin demon will still be harmed.

Material Component: Pumpkin, recipient's blood (1d6 points of damage)

XP Cost: 250 XP.

SANITY-AFFECTING MAGIC

The following types of magic and specific spells have different or additional effects when the Sanity variant is in use. For the effects of healing spells and magical means of recovering sanity, see Restoring Sanity with Magic, later in this section.

Fear Effects: Whenever a spell, creature, or other factor produces a fear effect that causes its target to

become shaken, frightened, or panicked, replace the saving throw to avoid the effect (if applicable) with a Fear save. Even on a successful check, the character may lose some Sanity. The table below provides a summary of the Sanity loss associated with each spell that has the fear descriptor:

Spell	Sanity Loss on Successful Check	Sanity Loss on Failed Check
Bane ¹	—	—
Cause fear	1d6	1
Fear	2d6	1

¹ Bane works normally because its effect is less severe than that of the shaken condition.

Remove fear does not automatically suppress an existing fear effect on its subjects, but if it is cast on a creature that lost Sanity because of a fear effect within the last 24 hours, that Sanity loss is halved (to a minimum of 1 point) and the creature's current Sanity is adjusted accordingly.

Illusions: Illusions, when they are believed, cause Sanity loss just as if the slasher or event were present. The GM can reduce the Sanity loss caused by illusions (or eliminate it entirely) if such spells appear frequently in the campaign.

Bestow Curse: When using the Sanity variant, this spell can cause a Madness save rather than a Will save. If the victim fails the Madness save, he loses 3d6 points of Sanity. Unlike normal Sanity loss, this number is also subtracted from the character's maximum Sanity. Magic that removes the curse (such as *remove curse* or *break enchantment*) can restore the character's normal maximum Sanity, but separate magic or the use of the Knowledge (behavioral sciences) skill is required to restore the character's current Sanity.

Status: In addition to the spell's normal effect, the caster can sense whenever the subject suffers Sanity loss, temporary insanity, indefinite insanity, or permanent insanity during the duration of the spell.

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CHAPTER THREE: SLASHER FIELD GUIDE

"So let me get this straight,"

I say to the cultist standing in front of me with a knife, "that whole conspiracy thing about Satanists across America...they were right?"

"Absolutely," says the esteemed professor of archaeology, Dr. Harold Tecmis. His voice is a rich baritone and the blood dripping off his blade contrasts sharply with his bifocals and white lab coat. I wasn't entirely sure I wanted to know why a professor of archaeology was wearing a lab coat. "Actually, that's not entirely true. We are not Satanists."

"No, you've just been harboring a multiple murderer," I say, keeping my revolver leveled at his head.

"That's a lot of trouble to go through. Looks like you're doing okay all by yourself."

Tecmis looks down at the knife in his hand and chuckles. "Oh, this? No, this is Bob's."

"Bob?"

"Yes. It's Robert's. We initiated him into the Cult of Arawn several years ago. He's been coming along quite nicely. Fifty two murders, at last count."

"Man alive! Don't you guys have anything better to do with your time?"

"I'm afraid it's our duty." He takes off his bifocals and polishes them with the edge of his lab coat as if there isn't a pissed off PRU agent pointing a gun at his head. "You see, we're trying to save you."

"Save us from what?"

"The end of the world. If Bob doesn't sacrifice a certain number of victims, the world will end. Most historians believe that philosophy to be derived from Aztec myth, but it was actually an ancient religion revered by all of humanity before human sacrifice became too...costly. Now, with overpopulation and crowding, the Avatar of Arawn can continue his work to save us all."

"That's great, Doc. And just how many people have to die before the world is saved."

Tecmis looks at his watch. "This year? Fifty-three. Isn't that right Bob?"

I don't have to look behind me to know whom Tecmis has in mind.

victim in. Obviously, this applies more to organized types than disorganized types, who have a tendency to confuse "woo" with "chop in the head." Should the slasher be suave enough to carry on a conversation, he receives a +4 bonus to Bluff checks.

Capture: The slasher springs his trap. He gets a +2 bonus to grapple checks.

Murder: Pretty self-explanatory. At this point the slasher gets an emotional high and receives a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the slasher isn't fatigued at the end of the rage.

Depression: Nothing is more pathetic than a sad slasher. The slasher takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls until he enters the Aura phase again.

JUST ADD WATER...

Need a slasher? Roll on the below table and you'll have names in no time. It may even give you ideas as to the type of slasher and his methods.

I THOUGHT YOU HAD THE MAP!

Slashers generally aren't as successful without a big dollop of confusion. Successful slashers know how to use the terrain to their advantage, relying on their victims' unfamiliarity with the area. In many cases, the slasher knows the place like the back of his hand, which is a significant advantage over his prey.

A victim with at least 5 ranks in Knowledge

THE SIX PHASES OF MURDER

The act of killing has a certain rhythm to it. GMs who want to give slashers an ebb and flow to their murders can use the following phases:

Aura: The first phase is when the slasher begins to lose his grip on reality. He starts having fantasies of killing and loses track of time. For the duration, perhaps an hour or more, the slasher suffers a -4

penalty to Listen, Spot, Search, and Sense Motive checks. Eventually he decides to do something about it.

Trolling: No, not harassing you on a message board. The slasher begins looking for victims. He receives a +4 bonus to Gather Information, Investigate, and Knowledge (streetwise) checks. Upon finding a victim, he moves to the Wooing phase.

Wooing: This is a bit more nefarious than a marriage proposal. The slasher attempts to lure his

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TABLE 3-1: SLASHER NAMES

2d20	First Name	1d20	Second Name
2	Acid Bath	1	Assassin
3	Alphabet	2	Backpacker
4	Angel	3	Beast
5	Axe	4	Biter
6	Black	5	Butcher
7	Candyman	6	Cannibal
8	Child	7	Demon
9	Christmas	8	Executioner
10	Coed	9	Fiend
11	Cross Country	10	Killer
12	Educated	11	Monster
13	Fairy-tale	12	Murderer
14	Freeway	13	Of [Current Location]
15	Halloween	14	Piper
16	Happy Face	15	Ripper
17	Hillside	16	Slasher
18	Holiday	17	Stalker
19	Klown	18	Strangler
20	Mad	19	Torturer
21	Moors	20	Vampire
22	Nameless		
23	Night		
24	Passion		
25	Phantom		
26	Pied		
27	Red		
28	Sex		
29	Shadow		
30	Skid Row		
31	Spider		
32	Station		
33	Stocking		
34	Sunday Morning		
35	Swamp		
36	Thrill		
37	Trailside		
38	Twilight		
39	Want Ad		
40	Wolf		

(geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on his Survival check to avoid becoming lost. Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the victim leading the way makes the check.

Effects of Being Lost: If a party becomes lost, the characters are no longer certain of moving in the direction they intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The victims' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing that You're Lost: Once per hour of random travel, each victim in the party may attempt a Survival check (see Slasher Locations below, -1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the victims are lost.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (see Slasher Locations below, +2 per hour of random travel). If a victim fails this check, he chooses a random direction as the "correct" direction for resuming travel. Once the victims are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in the table below, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several victims may attempt to determine the right direction to proceed after becoming lost. Make a Survival check

CHAPTER 3: SLASHER FIELD GUIDE

SURVIVING SLASHER HUNTING GROUNDS

In the local abandoned house, campground, or carnival? Follow these tips to stay alive:

- Do the lights work? You tried them, right?
- Called anyone recently? Maybe now's a good time.
- Or even better, make sure your cell phone is charged and has service.
- Now it's time to learn the lay of the land. Know how to get in and how to get out.
- It's never a good idea to sleep alone. Find somebody attractive and use the excuse that you need him or her for "slasher protection." Works every time.
- Lock the utensil drawer.
- If there's a dirt floor, attic, basement, cellar, or crawl space, check it out early with a flashlight. Find a dead body? Then it's TIME TO GO.
- No, it's not Billy the class clown playing a joke. What kind of sicko plays jokes like that?

for each victim in secret, then tell the players whose victims succeeded the correct direction in which to travel; tell the players whose victims failed a random direction they think is right.

Regaining Your Bearings: There are several ways to become oriented to direction. First, if the victims successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the victims might run into an unmistakable landmark through random movement. Third, if conditions improve—the fog lifts or the sun comes up—lost victims may attempt to set a new course, as described above, with a +4 bonus on the Survival check.

Slashers haunt all manner of places, but they are fond of a particular series of locations, primarily because said locations are deserted and have a lot of hiding places. Roll on the below table to determine what place is worth stalking.

1d20	Location	Survival DC
1	Apartment Building	6
2	College Campus	13
3	Cruise Ship	6
4	Deep Forest	15
5	Deserted Island	14

6	Haunted House	14
7	High School	8
8	Highway	10
9	Hospital	13
10	Hotel	10
11	Lighthouse	6
12	Mall	13
13	Mortuary	6
14	Movie Set	8
15	Prison	13
16	Sanitarium	13
17	Summer Camp	10
18	Theatre	8
19	Theme Park	14
20	Train	6

Stealth and Detection: In most locations that a slasher will frequent, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d6×10 feet. In other words, far too late for victims to run away. Because most squares possess either undergrowth (when outside) or obstacles (desks, crates, etc). indoors, it's usually easy for a slasher to use the Hide skill. Concealment and cover are both possible, depending on the circumstances. In some places, the background noise

makes Listen checks more difficult (e.g., a running generator or a rushing stream), increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult if the floor is cluttered with debris). In areas filled with dark spaces only intermittently lit, slashers receive a +2 circumstance bonus to Hide checks.

SLASHER OCCUPATIONS

DISORGANIZED KILLER

Disorganized killers are not as smart as organized killers. Their social skills...well, let's just say they don't get many dates. Disorganized killers are rarely coordinated enough to drive or hold down a job for very long. They are equally incapable of hiding a crime scene. The disorganized killer usually carries out "blitz" attacks, leaping out and attacking victims without warning.

Prerequisite: Must have killed more than three victims during a relatively short interval.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Climb, Hide, Intimidate, Jump, Listen, Move Silently, Navigate, Search, Spot, Survival, or Knowledge (behavioral sciences).

Bonus Feat: Stealthy.

MENTAL PATIENT

Being a mental patient sucks. It especially sucks when nobody believes your story: that a psycho in a hockey mask was the real killer. Even the other mental patients make fun of you for your lack of originality. Most mental patients eventually escape, which explains their propensity for criminal skills.

Prerequisite: Age 18-.

Skills: Choose two of the following skills as

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permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Disable Device, Disguise, Forgery, Hide, Knowledge (streetwise), Move Silently, or Sleight of Hand.

Bonus Feat: Select either Brawl or Stealthy.

ORGANIZED KILLER

Organized killers are smart, socially competent, and capable of pretending that they're "normal" people. They can do normal people things like drive, read the newspaper, and even hold down a job. But they are so not normal. Organized killers maintain control over their crime scenes and usually have a high enough Investigate skill to use forensic science against their trackers. They follow their crimes in the media carefully and are often very proud of their murders. The organized killer is usually socially adequate and has friends and lovers, sometimes even a family.

Prerequisite: Must have killed more than three victims during a relatively short interval.

Skills: Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Diplomacy, Disguise, Drive, Forgery, Gather Information, Intimidate, Investigate, Knowledge (arcane lore, behavioral sciences, civics, current events, popular culture, streetwise, tactics, or theology and philosophy), Research, Sense Motive, or Sleight of Hand.

Bonus Feat: Deceptive.

SLASHER ALLEGIANCES

HEDONISTIC

Perhaps the most erratic of slashers are the hedonists. They do it because they like what they do. Some slashers get a visceral thrill from the chase itself,

while others enjoy the torture and abuse. And don't even ask what they like to do with the bodies afterwards...

MISSION

This slasher believes he is justified in slaughtering a particular type of people. His type could be anything: prostitutes, women, children, an ethnic group, or people with glass eyes.

POWER

Probably the most common type of slasher, slashers with this allegiance enjoy killing because it makes them feel powerful. The act usually mimics something that psychologically scarred the slasher, and he attempts to exercise control over those circumstances. A slasher who was humiliated and teased might humiliate and tease his victims.

MISSIONARY

The slasher suffers from schizophrenia or some other psychotic disorder. He suffers from delusions or hallucinations. As such, he has a vision that is utterly out of touch with reality. This can be a dog demon telling him whom to kill, a belief that murders must happen to balance out the population, or that sacrifices must be made to some dark god.

SLASHER ADVANCED CLASSES

ALTER EGO

Alter Egos are people who take multiple personality disorder to a new level. Instead of just splitting into harmless personalities like Funny Guy and Wax Poetic Guy, they have another personality that is extremely



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violent. The scary part is that this personality is deeply buried in an otherwise normal person. At least, that's what everyone says after the slasher stabs dozens of people in the shower.

Requirements

To qualify to become an Alter Ego, a character must fulfill the following criteria.

Sanity: -10 or lower.

Permanent Insanity: Dissociative Identity Disorder.

Occupation: Organized Killer.

Class Information

Hit Die: 1d6.

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Alter Ego's class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Intimidate (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (act) (Cha), Profession (Wis), Read/Write Language (none), Repair (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier.

Class Features

The following features pertain to the Alter Ego advanced class.

Other Personality (Ex): Alter Egos have another personality and it's not a very nice one. Each personality functions in complete autonomy, like two characters in one body. The other personality does not control the Alter Ego's body physically, but is free to take one standard action in each round if the action is purely mental (such as manifesting a psionic power) in the same round the Alter Ego takes his normal actions. The other personality can manifest psionic powers

TABLE 3-2: THE ALTER EGO

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Other personality	+1	+1
2nd	+1	+2	+0	+2	Signature	+2	+1
3rd	+2	+2	+1	+2	Ladykiller +2	+2	+1
4th	+3	+2	+1	+2	Peep	+3	+2
5th	+3	+3	+1	+3	Hear voices	+3	+2
6th	+4	+3	+2	+3	Ladykiller +4	+3	+2
7th	+5	+4	+2	+4	Master of disguise	+4	+3
8th	+6	+4	+2	+4	Truthful	+4	+3
9th	+6	+4	+3	+4	Mental Retreat	+5	+3
10th	+7	+5	+3	+5	Ladykiller +6	+5	+4

using the Alter Ego's power point reserve, but only as if the Alter Ego's manifester level were six lower than it is. The other personality doesn't provoke attacks of opportunity when manifesting a power, because doing so doesn't distract the Alter Ego's primary mind. The other personality takes its first action on the Alter Ego's turn. Both minds communicate with each other telepathically.

Signature (Ex): The Alter Ego writes with a completely different handwriting when possessed by the other personality. He receives a +1 insight bonus/Alter Ego level to Forgery checks.

Hear Voices (Ex): The Alter Ego can reroll any Intelligence or Wisdom-based skill check.

Master of Disguise (Ex): Alter Egos are experts at dressing differently when in a different "frame of mind." They receive a +2 competence bonus/Alter Ego level to Disguise checks.

Truthful (Ex): Alter Egos can switch personalities whenever someone tries to catch them in a lie. Because the other personality believes itself to be genuinely innocent, the lie can be very convincing indeed. The Alter Ego receives a +1 insight bonus/Alter Ego level to Bluff checks.

Mental Retreat (Ex): If the Alter Ego is subject to a Will or Horror save, make a second saving throw if the Alter Ego fails the first. If the Alter Ego fails both,

he is affected normally. If the Alter Ego only fails one of the saving throws, the other personality takes over instead and the Alter Ego is unaffected. This means that high stress situations might bring out the other personality.

Peep (Ex): Alter Egos like to watch others. A little too much. An Alter Ego receives a +4 bonus to Spot checks.

Ladykiller (Ex): An Alter Ego is messed up because of a childhood of being dominated by the opposite gender. As a result, the Alter Ego gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humanoids of the opposite gender. Likewise, he gets a +2 bonus on weapon damage rolls against the opposite gender. At 5th level and 10th level, the Alter Ego's bonus against the opposite gender increases by 2, to +4 and +6 respectively.

ARAWNITE GUARDIAN

Arawnite Guardians are cultists dedicated to Arawn, Celtic god of death. They believe that sacrifices must be made to prevent Arawn from destroying the world and that Arawn walks the earth in the form of an avatar. This avatar, known as a Shape, possesses a young boy and kills as many souls as necessary in the most violent fashion possible. The Arawnite cult

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believes Arawn to be quite angry—in ancient times only one or two sacrifices a year were necessary. Because the sacrifices lapsed for centuries, the Shape has a lot of catching up to do.

Arawnite Guardians ensure that the Shape is free to do his job. They cast spells on the Shape, cover his tracks, and otherwise work to keep him alive and undetected. Shapes will not normally attack Arawnite Guardians, but Arawn is a fickle god...

Requirements

To qualify to become an Arawnite Guardian, a character must fulfill the following criteria.

Skills: Knowledge (philosophy and theology) 6 ranks.

Allegiance: Arawn.

Class Information

The following information pertains to the Arawnite Guardian advanced class.

Hit Die: 1d6.

Action Points: 6 + one-half character level, rounded down, every time the Psychogene attains a new level in this class.

Class Skills: The Arawnite Guardian's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Arawnite Guardian.

Spells: The Arawnite Guardian's key characteristic is the ability to cast divine spells. The Arawnite Guardian is limited to a certain number of spells of each spell level per day, according to her Arawnite Guardian class level. In addition, the Arawnite

Guardian receives bonus spells based on her Wisdom score. Determine the Arawnite Guardian's total number of spells per day by consulting the two tables below.

Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1 st	3	2	—	—	—	—
2 nd	4	3	—	—	—	—
3 rd	4	3	2	—	—	—
4 th	5	4	3	—	—	—
5 th	5	4	3	2	—	—
6 th	5	4	4	3	—	—
7 th	6	5	4	3	2	—
8 th	6	5	4	4	3	—
9 th	6	5	5	4	3	2
10 th	6	5	5	4	4	3

Wis Score	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

The Arawnite Guardian meditates or prays for her spells, receiving them through her own strength of faith. The Arawnite Guardian must spend 1 hour at midnight in supplication to regain her daily allotment of spells. Time spent resting has no effect on the Arawnite Guardian's spell preparation. To learn, prepare, or cast a spell, an Arawnite Guardian must have a Wisdom score of at least 10 + the spell's level.

An Arawnite Guardian can prepare a lower-level spell in place of a higher-level one if she desires. An Arawnite Guardian may prepare and cast any spell on the divine spell list, provided she can cast spells of that level. The Difficulty Class of a saving throw to resist the effects of an Arawnite Guardian's spell is 10 + the spell's level + the Arawnite Guardian's Wisdom modifier.

0-LEVEL ARAWNITE GUARDIAN SPELLS (ORISONS): *create water, detect magical aura, light, mending, read magic, resistance, virtue.*

1st-LEVEL ARAWNITE GUARDIAN SPELLS: *bane, bless, cause fear, clean, command, cure light wounds, degauss, faerie fire, jump, magic weapon, obscuring mist, pass without trace, feather fall, mask metal, power device, sanctuary, sleep, trace purge.*

2nd-LEVEL ARAWNITE GUARDIAN SPELLS: *augury, burglar's buddy, cure moderate wounds, enhance ability, glitterdust, invisibility, knock, locate object, machine invisibility, protection from arrows/bullets, shield other, spider climb.*

3rd-LEVEL ARAWNITE GUARDIAN SPELLS: *cure serious wounds, electromagnetic pulse, gaseous form, hold person, invisibility sphere, nondetection, prayer, recharge, shutdown, status.*

4th-LEVEL ARAWNITE GUARDIAN SPELLS: *bestow curse, confusion, cure critical wounds, divination, fear, scrying, wire walk.*

5th-LEVEL ARAWNITE GUARDIAN SPELLS: *flaming wrath, greater command, hold monster, passwall, secret vault, synchronicity*

Ogham: An Arawnite Guardian knows Ogham, a secret writing known only to Arawnite Guardians, which she learns upon becoming a 1st-level Arawnite Guardian. Ogham is a free language for an Arawnite Guardian; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Arawnite Guardians are forbidden to teach this language to others. Ogham has its own alphabet.

Darkvision (Su): At 1st level, an Arawnite Guardian can see in the dark as though she were permanently under the effect of a *darkvision* spell.

Dark Blessing (Su): An Arawnite Guardian applies his Charisma modifier (if positive) as a bonus on all saving throws.

Trackless Step (Ex): Starting at 3rd level, an Arawnite Guardian leaves no trail and cannot be

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TABLE 3-3: THE ARAWNITE GUARDIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Darkvision, ogham	+1	+2
2nd	+1	+3	+0	+3	Dark blessing	+1	+2
3rd	+2	+3	+1	+3	Trackless step	+2	+2
4th	+3	+4	+1	+4	Aura of despair	+2	+3
5th	+3	+4	+1	+4	Evasion	+3	+3
6th	+4	+5	+2	+5	Uncanny dodge	+3	+3
7th	+5	+5	+2	+5	Slippery mind	+4	+4
8th	+6	+6	+2	+6	Hide in plain sight	+4	+4
9th	+6	+6	+3	+6	Venom immunity	+5	+4
10th	+7	+7	+3	+7	Improved evasion	+5	+5

tracked. She may choose to leave a trail if so desired.

Aura of Despair (Su): Beginning at 4th level, the Arawnite Guardian radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Evasion (Ex): At 5th level, an Arawnite Guardian gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. The evasion ability can only be used if the Arawnite Guardian is wearing light armor or no armor.

Uncanny Dodge (Ex): Starting at 6th level, an Arawnite Guardian retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.) If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

Slippery Mind (Ex): At 7th level, if an Arawnite Guardian is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects occur normally.

Hide in Plain Sight (Su): At 8th level, an Arawnite

Guardian can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an Arawnite Guardian can hide herself from view in the open without having anything to actually hide behind. She cannot, however, hide in his own shadow.

Venom Immunity (Ex): At 9th level, an Arawnite Guardian gains immunity to all poisons.

Improved Evasion (Ex): This ability, gained at 10th level, works like evasion (see above). An Arawnite Guardian takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, she takes only half damage even if she fails her saving throw.

MAD GENIUS

Most mad geniuses play the piano well, sculpt strange statues, or compose really weird arias. But not this guy. No, this guy is a true blue psycho. He also happens to be very smart; smart enough that he can turn people against each other, slip out of the most secure prison, and smooth-talk his way into any guarded location. He's mad, he's a genius...ladies and gentlemen, the Mad Genius! Let's give him a hand!

Requirements

To qualify to become a Mad Genius, a character must fulfill the following criteria.

Sanity: -10 or lower.

Intelligence: 18+.

Occupation: Academic.

Class Information

Hit Die: 1d6.

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Mad Genius's class skills (and the key ability for each skill) are: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Intimidate (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Perform (act) (Cha), Profession (Wis), Read/Write Language (none), Repair (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following features pertain to the Mad Genius advanced class.

Trapmaster (Ex): The Mad Genius can apply his insane genius to crafting traps. He receives a +1 insight bonus/Mad Genius level to any Craft skill checks used to create traps.

Scientific Improvisation (Ex): At 2nd level, a Mad Genius gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Mad Genius create objects in a quickly and cheaply, but created objects have a limited duration. By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Mad Genius can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function.

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Only objects that can normally be used more than once can be improvised. Electronic devices, special tools, weapons, mechanical devices, and other implements can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Mad Genius's class level or until the end of the current encounter before it breaks down. It can't be repaired.

Mad Knowledge (Ex): A Mad Genius may make a special Mad knowledge check with a bonus equal to his Mad Genius level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the Mad Genius has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful Mad knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A Mad Genius may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC Type of Knowledge

10	Common, known by at least a substantial minority; legends of the local population.
20	Uncommon but available, known by only a few people.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Medical Mastery (Ex): When making a Treat Injury skill check, a Mad Genius of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so.

Photographic Memory (Ex): The Mad Genius can remember anything with perfect clarity. He receives a +1 insight bonus/Mad Genius level to any Knowledge skill check. The Mad Genius must have ranks in the particular area of Knowledge already to receive the bonus.

TABLE 3-4: THE MAD GENIUS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Trapmaster	+0	+1
2nd	+1	+0	+0	+2	Scientific improvisation	+1	+1
3rd	+1	+1	+1	+2	Mad knowledge	+1	+1
4th	+2	+1	+1	+2	Medical mastery	+1	+2
5th	+2	+1	+1	+3	Fascinate	+2	+2
6th	+3	+2	+2	+3	Suggestion	+2	+2
7th	+3	+2	+2	+4	Smart survival	+2	+3
8th	+4	+2	+2	+4	Smart weapon	+3	+3
9th	+4	+3	+3	+4	One step ahead	+3	+3
10th	+5	+3	+3	+5	Sow distrust	+3	+4

Fascinate (Ex): A Mad Genius with 3 or more ranks in a Bluff skill can talk to one or more creatures, causing them to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the Mad Genius, and able to pay attention to him. The Mad Genius must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels a Mad Genius attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a Mad Genius makes a Bluff check and spends 1 action point. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the Mad Genius cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the conversation, taking no other actions, for as long as the Mad Genius continues to talk and concentrate (up to a maximum of 1 round per Mad Genius level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the Mad Genius to make another Bluff check and allows the creature a new saving throw against a DC equal to the new Bluff check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Suggestion (Ex): A Mad Genius of 6th level or higher with 9 or more ranks in a Bluff skill can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the Mad Genius's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect. A Will saving throw (DC 10 + 1/2 Mad Genius's level + Mad Genius's Cha modifier) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability. It costs 2 action points to activate.

Smart Survival (Ex): A Mad Genius of 7th level or higher can spend 1 action point to reduce the damage dealt by a single attack or effect by 5 points.

Smart Weapon (Ex): At 8th level, the Mad Genius selects one weapon that he is proficient in and can use with one hand. With the selected weapon, the Mad Genius can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

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One Step Ahead (Ex): The Mad Genius is one step ahead of his pursuers. Anyone attempting to use an Investigate skill check on a crime committed by the Mad Genius receives a -1 insight penalty/Mad Genius level.

Sow Distrust (Ex): A Mad Genius of 8th level or higher can turn one character against another. The Mad Genius must spend a full-round action and know the name of the character he or she is attempting to persuade as well as the name of the character toward whom the target's distrust will be directed. The target must be able to hear and understand the Mad Genius. The target makes a Will save. The DC is equal to 10 + Mad Genius's class level + Mad Genius's Charisma bonus. If the target fails the save, his or her attitude toward the other designated character worsens by one step: helpful turns to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile (see the Diplomacy skill). The target of this talent must make a Will save. As long as the target continues to fail the Will save, the Mad Genius can continue taking full-round actions to worsen the target's attitude toward a designated character. When the target's attitude drops to hostile, he or she attacks the designated character. A successful Will save doesn't restore previous attitude shifts, but it does render the target immune for 24 hours to further attempts by the Mad Genius to sow distrust. The Mad Genius can't use this talent on allies. This is a Mind-Affecting ability.

PSYCHOGENE

Psychogenes are abused, bitter children who grow up into angry adults. There's just one catch: they have psionic powers. Psychogenes at best use these powers in self-defense, but the majority of them use their powers to kill off people they dislike. Or those who remind them of their mother.

TABLE 3-3: THE PSYCHOGENE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic skills, Psionic powers	+1	+0
2nd	+1	+0	+0	+3		+1	+0
3rd	+1	+1	+1	+3		+2	+1
4th	+2	+1	+1	+4		+2	+1
5th	+2	+1	+1	+4		+3	+1
6th	+3	+2	+2	+5		+3	+2
7th	+3	+2	+2	+5		+4	+2
8th	+4	+2	+2	+6		+4	+2
9th	+4	+3	+3	+6		+5	+3
10th	+5	+3	+3	+7		+5	+3

Requirements

To qualify to become a Psychogene, a character must fulfill the following criteria.

Sanity: -10 or lower.

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks.

Feat: Wild Talent.

Class Information

The following information pertains to the Psychogene advanced class.

Hit Die: 1d4.

Action Points: 6 + one-half character level, rounded down, every time the Psychogene attains a new level in this class.

Class Skills

The Psychogene's class skills (and the key ability for each skill) are: Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (behavioral sciences, current events, popular culture, philosophy and theology) (Int), Profession (Wis), Psicraft (Int), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following features pertain to the Psychogene advanced class.

Psionic skills: At 1st level, the Psychogene gains access to the Autohypnosis, Concentration, and Psicraft skills.

Psionic powers (Su): The Psychogene's key talent is her ability to use psionic powers. A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Psychogenes don't have spellbooks and they don't prepare powers ahead of time. A Psychogene's level limits the number of power points available for manifesting powers. In addition, a Psychogene must have a key ability score equal to at least 10 + the power's level to manifest a particular power. Each Psychogene specializes in a primary psionic discipline, which is chosen at 1st level.

At 1st level, the Psychogene acquires two 0-level powers (also called talents) and zero 1st-level powers. In addition, she receives one extra power per power level, provided that this extra power is chosen from the character's primary discipline. At each level, the Psychogene discovers one or more previously latent powers and increases the number of power points available to her per day, as indicated on the table below.

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The DC for saving throws to resist a Psychogene's powers is 1d20 + the power's level + the Psychogene's Charisma modifier. The 1d20 roll is made by the attacking Psychogene when the power is manifested.

Psychogene Level	Pts/Day	Powers Discovered by Level					
		0	1	2	3	4	
1st	2	2	—	—	—	—	
2nd	3	3	—	—	—	—	
3rd	4	3	1	—	—	—	
4th	5	3	2	—	—	—	
5th	8	3	3	1	—	—	
6th	11	3	3	2	—	—	
7th	16	3	3	2	1	—	
8th	21	3	3	3	1	—	
9th	26	3	3	3	2	—	
10th	33	3	3	3	2	1	

A Psychogene can manifest a certain number of powers per day based on her available power points. She just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table above. This number can be increased by bonus points determined by the Psychogene's Charisma score, as shown on the table below.

Cha Score	Bonus Power Points per Day
12–13	1
14–15	3
16–17	5
18–19	7
20–21	9
22–23	11

Below are listed the powers available to Psychogene characters. Powers listed in **bold italics** are new powers and are described in the Slasher FX chapter.

0-LEVEL PSYCHOGENE POWERS (Talents): daze, far hand, far punch, missive.

1st-LEVEL PSYCHOGENE POWERS: combat precognition, control object, create sound, lesser

concussion, lesser mindlink, white noise.

2nd-LEVEL PSYCHOGENE POWERS: combat prescience, concussion, ***mass control object***, sensitivity to psychic impressions

3rd-LEVEL PSYCHOGENE POWERS: false sensory input, mindlink

4th-LEVEL PSYCHOGENE POWERS: force mindlink, ***inertial barrier***, psychofeedback, short sharp shock, telekinesis

STALKER

Stalkers aren't good at much else besides slashing. They have an inordinate fondness for sharp objects and are proud of their ability to turn people into Swiss cheese. Even worse, the Stalker is always honing his or her craft—Stalkers love what they do.

Requirements

To qualify to become a Stalker, a character must fulfill the following criteria.

Sanity: –10 or lower.

Base Attack Bonus: +2.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Class Information

Hit Die: 1d8.

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Stalker's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Listen (Wis), Move Silently (Dex), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following features pertain to the Stalker advanced class.

Sneak Attack: This is exactly like the Outcast ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th level). If a Stalker gets a sneak attack bonus from another source, the bonuses on damage stack.

Death Attack: If a Stalker studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the possible additional effect of either paralyzing or killing the target (Stalker's choice). While studying the victim, the Stalker can undertake other actions so long as his attention stays focused on the target and the target does not detect the Stalker or recognize the Stalker as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the Stalker's class level + the Stalker's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the Stalker. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Stalker has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the Stalker does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Weapon Focus: At 1st level, a Stalker gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Stalker chooses a specific weapon, which can include unarmed strike or grapple as the weapon. The Stalker must be proficient with the chosen weapon. The Stalker adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization: At 2nd level, a Stalker who has applied the Weapon Focus feat or class

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TABLE 3-6: THE STALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, weapon focus	+1	+1
2nd	+1	+0	+3	+0	Weapon specialization	+2	+1
3rd	+1	+1	+3	+1	Sneak attack +2d6, darkvision	+2	+1
4th	+2	+1	+4	+1	Right behind you, bonus feat	+3	+2
5th	+2	+1	+4	+1	Improved critical	+4	+2
6th	+3	+2	+5	+2	Sneak attack +3d6, bonus feat	+4	+2
7th	+3	+2	+5	+2	Hide in plain sight	+5	+3
8th	+4	+2	+6	+2	Sneak attack +4d6, greater weapon specialization	+6	+3
9th	+4	+3	+6	+3	Without a trace	+6	+3
10th	+5	+3	+7	+3	Sneak attack +5d6, critical strike	+7	+4

feature to a melee or ranged weapon gains Weapon Specialization with it. The Stalker gets a +2 bonus on damage rolls with the chosen weapon.

Darkvision (Su): At 3rd level, a Stalker can see in the dark as though he were permanently under the effect of a *darkvision* spell.

Right Behind You (Su): By spending 1 action point, the Stalker instantly transfers himself from his current location to any other spot within range to which he has line of sight. Movement caused by *right behind you* does not provoke attacks of opportunity. The Stalker cannot be carrying more than a medium load.

Improved Critical: For the weapon the Stalker has applied weapon specialization to, the Stalker's threat range increases by one.

Bonus Feat: The Stalker can gains a bonus feat from the following list: Awesome Blow, Brawl, Cleave, Combat Expertise, Combat Reflexes, Damage Reduction, Devastating Critical, Diehard, Dire Charge, Dodge, Elusive Target, Endurance, Frightful Presence, Great Cleave, Improved Bull Rush, Improved Critical, Improved Grapple, Improved Overrun, Improved Sunder, Insane Driver, Insane Rage, Insane Speed, Insane Strength, Jaw Rip, Knock-Down, Knockout Punch, Mobility, Overwhelming Critical, Power Attack, Power Critical, Run, Scent,

Spring Attack, Stalker, Streetfighting, Sunder, Toughness, Two-Weapon Rend, Whirlwind Attack.

Hide in Plain Sight (Su): At 7th level, a Stalker can use the Hide skill even while being observed. As long as he is within 10 feet of a shadow, a Stalker can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Greater Weapon Specialization: At 8th level, a Stalker gains Greater Weapon Specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Without a Trace (Ex): At 9th level, when a Stalker uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Stalker's activity take a -4 penalty.

Critical Strike (Ex): At 10th level, a Stalker gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

SLASHER FEATS

AWESOME BLOW

The slasher can inflict awesome blows on his opponents.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the slasher may choose to subtract 4 from his melee attack roll and deliver an awesome blow. If the Slasher hits a corporeal opponent smaller than himself with an awesome blow, his opponent must succeed on a Reflex save (DC = damage dealt) or she is knocked flying 10 feet in a direction of the slasher's choice and falls prone. The slasher can only send the opponent in a straight line, and the opponent can't move closer to the attacking slasher than the square she started in. If an obstacle prevents the opponent from being knocked to a space 10 feet away, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle and nearest the Slasher.

CATCH PHRASE

The Slasher is just chock full of witticisms and he has a few he likes to use over and over. And over and over.

Prerequisite: Wis 13.

Benefit: Every time the slasher kills a victim, he can make a witty remark. All witnesses who can hear the Slasher must make a Madness save (DC 10 + the Slasher's Charisma bonus).

DAMAGE REDUCTION

The slasher is nearly immune to damage from most attacks.

Prerequisite: Con 21.

Benefit: The Slasher gains damage reduction 3/—.

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This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, or this feat itself.

Special: A Slasher may gain this feat multiple times. Each time he gains Damage Reduction, his damage reduction increases by 3.

DEVASTATING CRITICAL

The Slasher's critical hits are more devastating than normal.

Prerequisites: Str 25, Cleave, Great Cleave, Improved Critical (chosen weapon), Overwhelming Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: Whenever the Slasher scores a critical hit with the chosen weapon, the target must make a Fortitude save (DC 10 + 1/2 slasher level + Slasher's Strength modifier) or die instantly. (Creatures immune to critical hits are not affected by this feat.)

Special: A Slasher may gain this feat multiple times. Its effects do not stack. Each time a Slasher takes the feat, it applies to a different type of weapon.

DIEHARD

The Slasher WILL. NOT. DIE!

Prerequisite: Endurance.

Benefit: When reduced to between -1 and -9 hit points, the Slasher automatically becomes stable. The Slasher does not have to roll d% to see if he loses 1 hit point each round. When reduced to negative hit points, the Slasher may choose to act as if he were disabled, rather than dying. The Slasher must make this decision as soon as he is reduced to negative hit points (even if it isn't his turn). If the Slasher does not choose to act as if he were disabled, the he immediately falls unconscious. When using this feat, the Slasher can take either a single move or standard action each turn, but cannot take a full

round action. The Slasher can take a move action without further injuring himself, but if he performs any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) he takes 1 point of damage after completing the act. If the Slasher reaches -10 hit points, he immediately dies.

Normal: A Slasher without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

DIRE CHARGE

The Slasher can barrel into his opponents and dice 'em up real good.

Prerequisite: Improved Initiative.

Benefit: If the Slasher charges a foe during the first round of combat (or the surprise round, if the Slasher is allowed to act in it), he can make a full attack against that opponent.

Normal: Without this feat, a Slasher may only make a single attack as part of a charge.

HEAD SQUISH

The Slasher can smash an opponent's head in with his bare hands.

Prerequisites: Dex 13+, Str 13+, Brawl, Improved Grapple.

Benefit: While grappling, the Slasher does not incur a penalty to inflict lethal damage. If the Slasher is able to inflict lethal damage for three rounds in a row, the victim must make a massive damage (Fortitude) save (DC 15 + slasher's Strength modifier) or have his skull crushed. If the victim fails the save, the victim's hit point total is immediately reduced to -1. If the save succeeds, the victim suffers no ill effect beyond the loss of hit points. Creatures immune to critical hits are also immune to the effects of massive damage.

Normal: Grappling to inflict lethal damage incurs -4 penalty on the grapple check.

IMPROVED CRITICAL

The Slasher becomes particularly lethal with one weapon.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: The Slasher's threat range is doubled while using the chosen weapon.

Special: A Slasher can gain Improved Critical multiple times. The effects do not stack. Each time the Slasher takes the feat, it applies to a new type of weapon. This effect does not stack with any other effect that expands the threat range of a weapon.

IMPROVED GRAPPLE

The Slasher holds on and doesn't let go.

Prerequisites: Dex 13, Improved Brawl.

Benefit: The Slasher does not provoke an attack of opportunity when he makes a touch attack to start a grapple. The Slasher also gains a +4 bonus on all grapple checks, regardless of who initiated the grapple.

Normal: Without this feat, the Slasher provokes an attack of opportunity when he makes a touch attack to start a grapple.

IMPROVED OVERRUN

The Slasher can run over opponents without a thought.

Prerequisites: Str 13, Power Attack.

Benefit: When the Slasher attempts to overrun an opponent, the target does not have the option to avoid the Slasher. The Slasher also gains a +4 bonus on the his Strength check to knock down his opponent.

Normal: Without this feat, the target of an overrun can choose to avoid or to block the Slasher.

IMPROVED SUNDER

The Slasher smashes stuff up real good, such as doors, walls, and weapons.

Prerequisites: Str 13, Power Attack.

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Benefit: When the Slasher strikes at an object held or carried by an opponent (such as a weapon or shield), he does not provoke an attack of opportunity. The Slasher also gains a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, the Slasher provokes an attack of opportunity when he strikes at an object held or carried by another character.

INSANE DRIVER

The Slasher drives like everybody does in New York.

Prerequisites: Sanity -10, Drive 1 rank.

Benefit: The slasher receives a +4 bonus to Drive checks.

INSANE RAGE

Don't make him angry. You won't like him when he's angry.

Prerequisites: Sanity -10, Str 13+, Con 13+, base attack bonus +4.

Benefit: The Slasher can fly into a rage. In a rage, a Slasher temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Defense. The increase in Constitution increases the slasher's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a slasher cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of

rounds equal to 3 + the Slasher's (newly improved) Constitution modifier. A Slasher may prematurely end his rage. At the end of the rage, the Slasher loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Special: A Slasher can gain this feat multiple times. Each time a Slasher takes the feat, it functions one additional time per day.

JAW RIP

The Slasher can rip an opponent's jaw off in one smooth motion.

Prerequisites: Dex 13+, Str 13+, Brawl, Improved Grapple.

Benefit: While grappling, the Slasher does not incur a penalty to inflict lethal damage. If the Slasher rolls a natural 20 on the opposed grapple check, it is considered a critical hit and requires the victim to make a massive damage (Fortitude) save (DC 15 + slasher's Strength modifier). If the victim fails the save, the victim's jaw is ripped right off, and his hit point total is immediately reduced to -1. If the save succeeds, the victim suffers no ill effect beyond the loss of hit points. Creatures immune to critical hits are also immune to the effects of massive damage.

Normal: Grappling to inflict lethal damage incurs -4 penalty on the grapple check.

KNOCK-DOWN

The Slasher knows how to knock opponents down.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15.

Benefit: Whenever the Slasher deals 10 or more points of damage to his opponent in melee, he may make a trip attack as a free action against the same target.

MASTER OF DISGUISE

The Slasher is a master of disguise.

Prerequisites: Deceptive.

Benefit: The Slasher gets a +4 bonus to Disguise checks.

OVERWHELMING CRITICAL

The Slasher's critical hits pulverize opponents.

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: When using the weapon the Slasher has selected, he deals an extra 1d6 points of bonus damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d6 points of bonus damage instead; if the multiplier is x4, add +3d6 points of bonus damage instead. Creatures immune to critical hits can't be affected by this feat.

Special: A Slasher can gain this feat multiple times. Its effects do not stack. Each time a Slasher takes the feat, it applies to a different type of weapon.

POWER CRITICAL

The slasher is really good at hurting people with his particular weapon.

Prerequisites: Weapon Focus (chosen weapon), base attack bonus +4.

Benefit: When using the weapon the Slasher selected, he gains a +4 bonus on the roll to confirm a threat. Slashers can gain Power Critical multiple times. Each time a Slasher takes the feat, it may be with a different weapon or the same weapon. If a Slasher takes it with the same weapon, the effects of the feats stack.

SCENT

The Slasher's nose knows.

Prerequisites: Wis 15.

Benefit: This feat allows a Slasher to detect

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approaching enemies, sniff out hidden foes, and track them by sense of smell. Slashers with the scent ability can identify familiar odors just as humans do familiar sights. The Slasher can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple the normal range. When a Slasher detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The Slasher can take a move action to note the direction of the scent. Whenever the Slasher comes within 5 feet of the source, he pinpoints the source's location. A Slasher with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of Slashers, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Slashers tracking by scent ignore the effects of surface conditions and poor visibility.

TWO-WEAPON REND

Sometimes, two weapons are better than one. Who are we kidding, two weapons are always better!

Prerequisites: Dex 15, base attack bonus +9, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If the Slasher hits an opponent with a weapon in each hand in the same round, he may automatically rend the opponent. This deals additional damage equal to the base damage of the smaller weapon plus 1 1/2 times the slasher's Strength modifier. Base weapon damage includes an

enhancement bonus on damage, if any. The Slasher can only rend once per round, regardless of how many successful attacks he makes.

UNNERVING LAUGH

The Slasher has a tendency to giggle at all the wrong moments (funerals, open heart surgery, vows of silence, etc.).

Prerequisite: Sanity -10, Catch Phrase.

Benefit: All witnesses who can hear the Slasher must make a Madness save (DC 20 + the Slasher's Charisma bonus).

MONSTERS

BREED, WARRIOR

Medium Vermin

Hit Dice: 4d8+8 (26 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Defense: 18 (+3 Dex, +5 natural), touch 13, flat-footed 15

Base Attack/Grapple: +4/+7

Attack: Sting +7 melee (2d4+3 plus poison)

Full Attack: Sting +7 melee (2d4+3 plus poison) and 2 claws +5 melee (1d6+1) and bite +5 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Disguise, hive mind, immunity to poison and cold, resistance to electricity 10, fire 10, and sonic 10, scent, vermin traits

Saves: Fort +6, Ref +7, Will +5

Abilities: Str 17, Dex 16, Con 14, Int -, Wis 12, Cha 11

Skills: Climb +10, Disguise +10*, Hide +10, Jump +14, Listen +8, Move Silently +10, Survival +1 (+3 following tracks), Tumble +7

Feats: Dodge, Multiattack

Challenge Rating: 3

What you took to be a man in a dark overcoat is actually a large, roach-like beetle standing on its hind legs. Its face splits to reveal an insectoid head and vicious mandibles. The thing spreads its six limbs wide and launches itself into the air to attack.

Warrior breeds are generally aggressive, seeking to subdue all they encounter. If they perceive even the slightest threat to their hive-city or to their king, they attack immediately and fight to the death. Warriors communicate through the hive mind. They cannot speak otherwise.

COMBAT

Warriors are wicked combatants, using claws, bite, and a poisonous sting all at once. Through the hive mind, they attack with coordinated and extremely efficient tactics.

Disguise (Ex): The warrior breed has developed a natural form of camouflage that makes them appear to be humans in overcoats. It receives a +5 racial bonus to Disguise checks when viewed at more than 30 feet distant.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Hive Mind (Ex): All breeds within 50 miles of their king are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No breed in a group is considered flanked unless all of them are.

DEMON, PUMPKIN

Large Outsider (Evil, Extraplanar)

Hit Dice: 10d8+50 (95 hp)

Initiative: +9

Speed: 40 ft. (8 squares)

Defense: 25 (-1 size, +5 Dex, +11 natural) touch

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14, flat-footed 20

Base Attack/Grapple: +10/+19

Attack: Bite +14 melee (1d8+5)

Full Attack: Bite +14 melee (1d8+5) and 2 claws +12 melee (1d4+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fear aura

Special Qualities: Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.

Saves: Fort +12, Ref +12, Will +11

Abilities: Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14

Skills: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +15, Move Silently +18, Search +15, Sense Motive +15, Spot +15, Survival +2 (+4 following tracks)

Feats: Head Squish, Improved Initiative, Iron Will, Multiattack

Challenge Rating: 9

Allegiance: Vengeance

This tall humanoid figure has two long arms tipped by massive claws, animal-like legs, and a small tail. Its head is shaped like a pumpkin, with a wicked maw filled with teeth and two white, hateful eyes.

Pumpkin demons are created by the spell *pumpkin pact*. Once formed, a pumpkin demon will mercilessly hunt down its prey until they are all dead.

COMBAT

Pumpkin demons are creatures driven entirely by vengeful rage. They are not subtle in their attacks, targeting their victims with tooth and claw.

Fear Aura (Su): Pumpkin demons can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected

again by the same pumpkin demon's aura for 24 hours. Other demons are immune to the aura. The save DC is Charisma-based.

DEMON, SLASHER

Tiny Outsider

Hit Dice: 1d8 (5 hp)

Initiative: +4 (+4 Dex)

Speed: 5 ft.

Defense: 16 (+4 Dex, +2 size)

Attacks: Bite —1 melee

Damage: Bite 1

Face/Reach: 0 ft

Special Qualities: Blindsight 60 ft., host protection, immune to mind-influencing effects, psionics, resistance to massive damage, shared host, thrall

Saves: Fort +1, Ref +4, Will +3

Abilities: Str 1, Dex 19, Con 9, Int 8, Wis 16, Cha 14

Skills: Hide +20, Listen +7, Spot +7

Challenge Rating: 1

Allegiance: Hell

This small demonic being is about a foot and a half in length and resembles a skeletal lizard with two legs.

Slasher demons are parasites committed to killing. A dark ritual is cast over a pregnant woman, which in turn creates the seed that will be a slasher demon. The slasher demon will grow with the host but ultimately is triggered by a violent event.

Combat

If a slasher demon is forced to show itself, something has gone terribly wrong. It will attempt to force the first person it is alone with to eat the host's heart with its *lesser domination* ability. Upon doing so, the victim immediately becomes under its thrall. Thereafter, the demon will search out a body of its original host's blood relatives—alive or dead.

Psionics (Sp): 3/day—*lesser domination*. This

ability is as the psionic power of an 8th-level manifester.

Thrall (Sp): If a slasher demon is in a body that is severely wounded, it will change bodies by using its thrall power. If the host can get a successful grapple on a target, it will spit the slasher demon into the target's mouth. The thrall host will carry out the orders of the demon, including self-destructive orders. If the demon enters a blood relative of the original host, the new host immediately acquires the demonic slasher template (q.v.).

Decaying Host (Ex): Unless the demon inhabits the body of a blood relative, the body it inhabits slowly decays. The body suffers 1 point of temporary Constitution damage per day, and a host reduced to 0 Constitution in this fashion dies.

Blindsight (Ex): A slasher demon can ascertain creatures by nonvisual means within 60 feet. The demon confers blindsight upon its host.

Host Protection (Ex): An attached slasher demon uses its host's base saving throw bonuses if they're better than its own. Effects that target outsiders can't affect a demon riding a humanoid host.

Immunities: Slasher demons are immune to mind-influencing effects. This ability is conferred upon the demon's host as well.

Resistance to Massive Damage (Ex): Slasher demons gain a +5 species bonus on Fortitude saves to negate the effects of massive damage. This ability is conferred upon the demon's host as well.

Shared Skills: The slasher demon retains its skills when it takes a host. The host gains a +4 bonus on Listen and Spot checks.

DEMONIC SLASHER (TEMPLATE)

"Demonic slasher" is an acquired template that can be added to any corporeal humanoid (referred to hereafter as the "base creature"). The creature becomes undead. It uses all the base creature's statistics and special abilities except as noted here.

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Challenge Rating: Same as base creature +3.

Hit Dice: Change to d12.

Defense: The base creature's natural armor bonus improves by +3.

Special Attacks: A demonic slasher retains all the special attacks of the base creature and gains the additional special attacks described below.

Constrict (Ex): A demonic slasher can crush an opponent, dealing 2d8 points of bludgeoning damage, after making a successful grapple check. A demonic slasher deals constriction damage in addition to damage dealt by his slam attack.

Frightful Presence (Ex): This special quality makes a demonic slasher's very presence unsettling to foes. It takes effect automatically when a demonic slasher performs any dramatic action (such as charging or attacking). Opponents within 30 feet must make a Fear save (DC 10 + 1/2 a demonic slasher's racial HD + a demonic slasher's Cha modifier). This ability affects only opponents with fewer Hit Dice or levels than a demonic slasher has. An opponent that succeeds on the saving throw is immune to a demonic slasher's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Improved Grab (Ex): If a demonic slasher hits with his slam, he deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents at least one size category smaller than a demonic slasher. A demonic slasher has the option to conduct the grapple normally, or simply use his hand to hold the opponent. If he chooses to do the latter, he takes a -20 penalty on grapple checks, but is not considered grappled himself; a demonic slasher does not lose his Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents. If a demonic slasher does not constrict, each successful grapple check he makes during successive rounds automatically deals the damage indicated for the

attack that established the hold. Otherwise, a demonic slasher deals constriction damage as well. When a demonic slasher catches hold of an opponent after an improved grab attack, he pulls the opponent into his space. This act does not provoke attacks of opportunity. He can even move (possibly carrying away the opponent), provided he can drag the opponent's weight.

Pounce (Ex): When a demonic slasher makes a charge, he can follow with a full attack.

Special Qualities: A demonic slasher retains all the special qualities of the base creature and gains the additional special qualities described below.

Immunities (Ex): A demonic slasher is immune to disease, mind-affecting effects, necromantic effects, paralysis, poison, and sleep. It is not subject to nonlethal damage.

Energy Resistance (Su): An attack that deals cold or fire damage slows a demonic slasher (as the *slow* spell) for 2d6 rounds, with no saving throw. An attack that deals electricity damage breaks any *slow* effect on a demonic slasher and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause a demonic slasher to exceed his full normal hit points, he gains them as temporary hit points. In all cases, energy attacks do not deal a demonic slasher any damage.

Flashbacks (Ex): Clever opponents can do something to remind a demonic slasher of his almost-forgotten life. If this happens, a demonic slasher takes no action for 1 round and thereafter suffers a -2 morale penalty to all attacks directed at that opponent.

Regeneration (Ex): A demonic slasher is difficult to kill. Damage dealt to a demonic slasher is treated as nonlethal damage. A demonic slasher automatically heals nonlethal damage at a fixed rate of 1 hit point per round. Attack forms that don't deal hit point damage ignore regeneration. A demonic slasher can regrow lost portions of his body and can reattach severed limbs or body parts. Severed parts that are

not reattached wither and die normally.

Rejuvenation (Su): It's difficult to destroy a demonic slasher through simple combat: he will restore himself on the next Friday the 13th. Even the most powerful spells are usually only temporary solutions. If a demonic slasher would otherwise be destroyed, he returns to the first place that he died with a successful level check (1d20 + a demonic slasher's HD) against DC 16. The only way to get rid of a demonic slasher permanently is for him to be killed with the *dagger of banishing* wielded by a blood relative.

Allegiances: Previous allegiances are lost; Replaced by an allegiance to evil. Changed allegiances might cause the loss of particular class abilities.

Saves: Same as the base creature, modified by new ability scores.

Ability Scores: A demonic slasher gains the following ability score increases: Str +2, Con +4.

Languages: A demonic slasher rarely speaks, but it can read, write, and understand whatever languages the base creature could.

Feats: A demonic slasher gains Great Fortitude and Improved Damage Threshold as bonus feats, assuming that it meets the prerequisites and the base creature did not already have those feats. A human demonic slasher keeps the extra feat it gained as a 1st-level human character.

Advancement: By character class.

DREAM STALKER

Medium Outsider (Evil, Extraplanar)

Hit Dice: 8d8+32 (68 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Defense: 22 (+1 Dex, +11 natural), touch 11, flat-footed 21

Base Attack/Grapple: +8/+12

Attack: Claw +12 melee (2d6+6)

Full Attack: Claw +12 melee (2d6+6)

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Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, dream haunting, sending, worst nightmare

Special Qualities: Damage reduction 10; dreamscape; immunity to charm, *sleep*, and fear; spell resistance 25; vulnerability to fire

Saves: Fort +12*, Ref +9*, Will +10*

Abilities: Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12

Skills: Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15

Feats: Alertness, Catch Phrase*, Combat Casting

Challenge Rating: 9

Allegiance: Vengeance

The horrible, scarred form of a burned man dressed in a fedora comes creeping towards you, humming to itself.

Dream Stalkers are the souls of horrible slashers who have died by being burned to death. With such a particular set of circumstances, Dream Stalkers are very rare. It's a good thing too, as they are incredibly powerful and extremely difficult to combat.

The fire initiation is apparently a requirement to get into hell. It's hot there, so Dream Stalkers come in primed and ready to return to the Prime Material Plane. Or something like that.

COMBAT

Dream Stalkers are cowards at heart, preferring to strike at the weak and helpless. They will flit in and out of the ethereal plane and attempt to drag their opponents with them into the dreamscape. Dream Stalkers are especially fond of playing with their victims, appearing as loved ones in dreams, only to turn on the dreamer.

Dream Haunting (Su): Dream Stalkers can visit the dreams of their victims by becoming ethereal,

then hovering over the victim. Once a Dream Stalker invades a dream, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. These nocturnal intrusions can only be stopped by another ethereal being who much confront and defeat the Dream Stalker.

Spell-Like Abilities: At will—*polymorph* (self only), *nightmare* (DC 12), *sleep* (DC 12). Caster level 8th. A Dream Stalker can use *ethereality* at will (caster level 16th). The save DCs are Charisma-based.

Dreamscape (Su): The Dream Stalker and any creatures he or she touches are drawn into the region of dreams. The Dream Stalker can take more than one creature along (subject to the Dream Stalker's weight limit), but all must be touching each other. The Dream Stalker physically enters the land of dreams, leaving nothing behind. For every minute the Dream Stalker moves through the dream landscape, he can "wake" to find himself five miles displaced in the waking world. The Dream Stalker does not know precisely where he will come out in the waking world, nor the conditions of the waking world through which he is traveling. The Dream Stalker knows approximately where he will end up based on time spent traveling in dream. *Dreamscape* can also be used to travel to other planes that contain creatures that dream, but doing this requires crossing into the dreams of outsiders, where the Dream Stalker is subject to the dangers of alien dream realities. This is a potentially perilous proposition. Transferring to another plane of existence requires 1d4 hours of uninterrupted journey. Any creatures touched by the Dream Stalker when *dreamscape* is cast also make the transition to the borders of unconscious thought. They may opt to follow the Dream Stalker, wander off into the dreams of others, or stumble back into the waking world (50% chance for either of the latter results if they are lost or abandoned by the Dream Stalker). Creatures unwilling to accompany the Dream Stalker

into the region of dreams receive a Will save (DC 12), negating the effect if successful.

Sending (Su): Grappled victims may be physically sent into a nightmare, at the Dream Stalker's option, on the Dream Stalker's next action after establishing the grapple. Victims must make a Will save (DC 12). The victim is actually cast into a shrieking maelstrom of a dream where it can take no actions but observe. The victim physically returns to the waking world 2d4 rounds later (but appearing even if the Dream Stalker has left or is otherwise absent). The victim of the *sending* has taken 4d6 points of temporary Wisdom damage, but is otherwise free to act on the round it returns. If the victim takes more Wisdom damage than it has Wisdom points of, the extra points are instead treated as temporary Constitution damage. The DC is Charisma-based.

Worst Nightmare (Su): Each time a living creature first views a specific Dream Stalker from a distance of 30 feet or less (or from a scrying effect), the subject sees the image of the most fearsome creature imaginable. This is not an illusion or phantasm; the Dream Stalker truly becomes, for just that instant, the subject's worst nightmare. Even if simultaneously viewed by dozens of different creatures, the Dream Stalker appears differently to each one of them. Creatures immune to fear or mind-affecting effects (or warded by *protection from evil* or *death ward* spells) are immune to *worst nightmare*; all others must make a Will save (DC 12) or die from the supernatural horror revealed. Survivors (and those resurrected) are immune to the effect from that individual Dream Stalker in the future. The DC is Charisma-based.

EVIL DOLL (TEMPLATE)

Evil Dolls are dolls reanimated through dark and sinister magic (see the *create evil doll* spell). Most Evil Dolls are created with the souls of accomplished serial killers, the only people crazy enough to actually want to jump into an evil doll. Actually, most of

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the time these guys think they're going to hop into another body, but they never bother to read the fine print that "body" could also mean "little stupid looking boy doll."

Oh well. Those Cornbeef Patch Kids were never that lovable anyway.

"Evil Doll" is an acquired template that can be added to any corporeal humanoid (referred to hereafter as the "base creature").

Size and Type: The creature's type changes to construct. It retains any subtypes except subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special



abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d10s. If the base creature has more than 10 Hit Dice (not counting those gained with experience), it can't be made into an Evil Doll with the *create evil doll* spell.

Speed: The Evil Doll has a speed of 40.

Defense: The Evil Doll has a natural defense bonus of +1.

Base Attack: An Evil Doll has a base attack bonus equal to 1/2 its Hit Dice.

Attacks: An Evil Doll retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. An Evil Doll also gains a bite attack.

Damage: Natural and manufactured weapons deal damage normally. A bite attack deals damage 1d4 points of damage.

Special Qualities: An Evil Doll loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks.

Abilities: An Evil Doll's Dexterity increases by +2 and it has no Constitution score.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
1/2	1/8
1	1/4
2	1/2
4	1
6	2
8-10	3
12-14	4
15-16	5
18-20	6

Advancement: As base creature, but double Hit Dice (maximum 20), or—if the base creature advances by character class.

LURKER

Medium Monstrous Humanoid

Hit Dice: 4d8+19 (37 hp)

Initiative: +2

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Defense: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +4/+6

Attack: Claw +6 melee (1d4+2)

Full Attack: 2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rend

Special Qualities: Damage reduction 10, darkvision 60 ft., freeze, regeneration 5, scent

Saves: Fort +5, Ref +6, Will +4

Abilities: Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7

Skills: Hide +7, Listen +4, Spot +4

Feats: Multiattack, Toughness

Challenge Rating: 5

Allegiance: None

A bizarre humanoid being with membrane-thin wings and a patchwork body stands before you. Its eyes glitter with malevolence and its bald head is ringed with horns.

The bizarre race of Lurkers was once worshipped as gods in ancient times. They have since been forgotten by mankind, primarily because of their need to hibernate. The hibernation cycles have shortened in the last century from a millennium to a mere year or so. As a result, Lurkers have begun popping up all over America, waking up ravenous and eating their fill before their next hibernation.

COMBAT

Lurkers prey on unwary travelers and the foolish that happen to stumble upon their lairs. They detect prey by scent and focus on acquiring a particular body part

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of their victims. Of course, if the Lurker is wounded, it will become less choosy about what body parts it needs.

Freeze (Ex): A Lurker can hold itself so still it appears to be a statue. Lurkers like to dress like scarecrows and hang out in cornfields. An observer must succeed on a DC 20 Spot check to notice the Lurker is anything other than a scarecrow.

Rend (Ex): If a Lurker hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d4+3 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a Lurker. If a Lurker loses a limb or body part, it can reattach a similar body part from any humanoid by holding the body part to its stump.

Skills: Lurkers have a +2 racial bonus on Hide, Listen, and Spot checks.

SENTINEL SPHERE

Tiny Construct

Hit Dice: 1d10 (5 hp)

Initiative: +4

Speed: Fly 50 ft. (perfect) (10 squares)

Defense: 16 (+2 size, +4 Dex), touch 16, flat-footed 12

Base Attack/Grapple: +1/-11 (+1 when attached)

Attack: Touch +7 melee (brain drill)

Full Attack: Touch +7 melee (brain drill)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Attach, brain drill

Special Qualities: Construct traits, darkvision 60 ft., low-light vision, open portal, vulnerability to sonic

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

Skills: Hide +14, Listen +4, Spot +4

Feats: Alertness, Weapon Finesse

Allegiance: Thin stranger

The small, silent, hovering silver ball suddenly whooshes towards you as two blades protrude from its front.

Sentinel spheres are the encased brains of victims captured by thin strangers. They are incredibly fast and highly maneuverable but are essentially pawns in the service of their commanding thin stranger. Thin strangers also use them to open dimensional gates, allowing them to hop planes at will.

COMBAT

A sentinel sphere attacks by landing on a victim's head and plunging its drill into his flesh. This is a touch attack and can target only Small or larger creatures.

Attach (Ex): If a sentinel sphere hits with a touch attack, it uses its two barbs to latch onto the opponent's skull. An attached sentinel sphere is effectively grappling its prey. The sentinel sphere loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Sentinel spheres have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above). An attached sentinel sphere can be struck with a weapon or grappled itself. To remove an attached sentinel sphere through grappling, the opponent must achieve a pin against the sentinel sphere.

Brain Drill (Ex): A sentinel sphere that is attached to an opponent automatically inflicts 1d12 points of damage each round. After four rounds, it pierces the victim's brain, killing him instantly. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads.

Psionics (Sp): At will—*plane shift*. Effective caster level 8th.

SHAPE (TEMPLATE)

The Cult of Arawn practices the ancient tradition of blood sacrifice, as they believe their ancestors

practiced. They are dedicated to identifying the Shape and ensuring his activities go unhindered.

To the Cult, the Shape has but one mission: to murder his entire family. Should the Shape be unable to complete his sacred mission, it would be the end of civilization as we know it. In the eyes of the law, Shapes are the shepherds of a mass murderer.

A Shape is created through a special ritual known only to the Cult of Arawn. The ritual must be performed on a male child before it is initiated into any other faith. By dedicating the child to Arawn, the Cult guarantees he will become a Shape.

The ritual instills a curse in the child that is spontaneous and abrupt. At some point in the child's life, he will pick up a sharp weapon and attempt to kill all of his family on Samhain, the sacred holiday to Arawn that also happens to be Halloween. If he succeeds, the cult moves on in search of the next Shape. A Guardian, the male leader of the Cult of Arawn, determines which child will be the next Shape. This cycle repeats ad nauseum.

A Shape that receives the curse always displays Arawn's symbol on some part of his body as a sort of birthmark. This symbol is the ogham rune known as Ngetal. The rune is one straight line with three diagonal lines across it. It is affiliated with the cranberry tree and Arawn in his role as dark lord.

Part of the role requires the Shape to wear a mask. It is only in this role that the Shape can perform his tasks as a grim reaper for Arawn. However, it should not be presumed that Shapes are mindless killers. Rather, they are smart enough to remove their masks and blend in with other people until the time is right to strike.

"Shape" is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the "base creature"). The creature becomes an outside (native). It uses all the base creature's statistics and special abilities except as noted here.

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Challenge Rating: Same as base creature +2.

Defense: The base creature's natural armor bonus improves by +3.

Hit Dice: Change to d12.

Attacks: A Shape retains all the attacks of the base creature and gains a slam attack if the base creature didn't already have one. If the base creature did not have a slam attack, use the base damage values in the table below. Otherwise, use the values below or the base creature's base damage, whichever is greater.

Size	Slam Damage
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8

Special Qualities: A Shape retains all the special qualities of the base creature and gains the additional qualities described below.

Ability Surge (Ex): Once per day as a free action, the Shape can temporarily increase its Strength and Dexterity scores, but doing so imposes a penalty on its saving throws. While this ability is in effect, the shape gains a +4 morale bonus to both Strength and Dexterity but takes a -2 penalty on all saving throws. Ability surge lasts for a number of rounds equal to the shape's character level. Following an ability surge, the Shape is fatigued (-2 to Strength and Dexterity) for as many rounds as the surge was in effect, but it may negate this penalty as a free action by spending an action point.

Damage Reduction 5/- (Ex): A Shape ignores the first 5 points of damage dealt by any attack.

Death's Door (Su): A Shape appears to die if reduced to -10 hit points. However, unless it is reduced to its negative Constitution score in hit points, its "death" is only temporary; when the Shape's fast healing ability (see below) brings its hit point total to 1 or higher, it springs back to life.

Fast Healing 5 (Su): A Shape heals 5 points of

damage per round until it is reduced to its negative Constitution score, at which point it dies. This ability does not enable the Shape to regrow or reattach severed body parts.

Immunities (Ex): A Shape is immune to disease, mind-affecting effects, necromantic effects, paralysis, poison, and sleep. It is not subject to nonlethal damage.

Resistance to Massive Damage (Ex): A Shape gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Allegiances: Previous allegiances are lost and replaced by allegiances to Arawn. Changed allegiances might cause the loss of particular class abilities.

Saves: Same as the base creature, with a +2 bonus on Fortitude saves, and modified by new ability scores.

Ability Scores: A Shape gains the following ability score increases: Str +4, Con +4.

Feats: A Shape gains Great Fortitude, Improved Damage Threshold, and Toughness as bonus feats.

SOUL SUCKER

Medium Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +7

Speed: Fly 60 ft. (good) (12 squares)

Defense: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12

Attack: Incorporeal touch +5 melee

Damage: 1d4

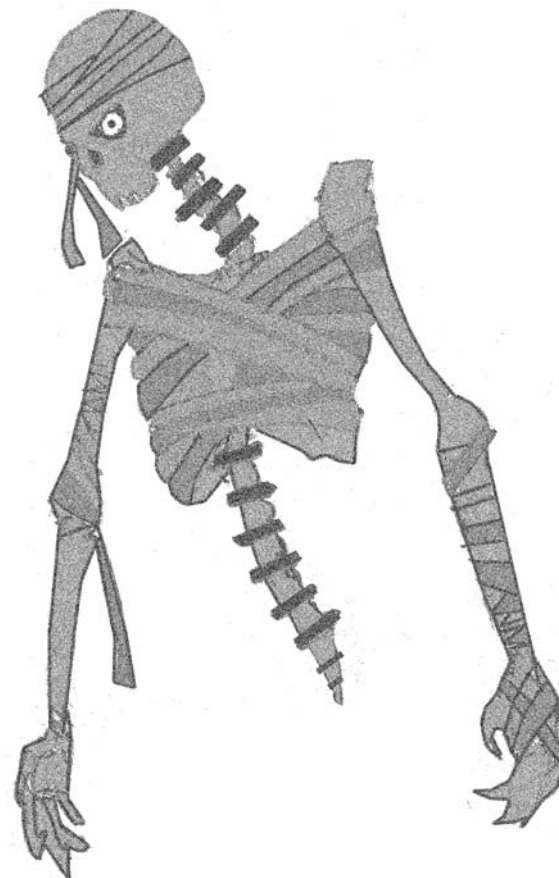
Face/Reach: 5 ft./5 ft.

Special Attacks: Energy drain

Special Qualities: Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense, +2 turn resistance, undead traits, vulnerability to fire

Saves: Fort +1, Ref +4, Will +6

Abilities: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15



Skills: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Challenge Rating: 5

Allegiance: None

You see the indistinct outline of an animated, shriveled corpse dressed in bandages.

Cowards at heart, Soul Suckers are the souls of mummified corpses laboring under an ancient curse.

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They seek out the weak and helpless, like infants and the elderly, to feast upon so that their predations will go unnoticed. Many mysterious crib deaths have actually been Soul Sucker attacks, and just as many elderly have died under curious circumstances. Still, few people care enough to ask.

Combat

Soul Suckers avoid combat if they can help it and will back off a victim who vigorously resists. They are accustomed to helpless or near helpless prey and thus are not willing to risk their own existence if they can find easier victims elsewhere.

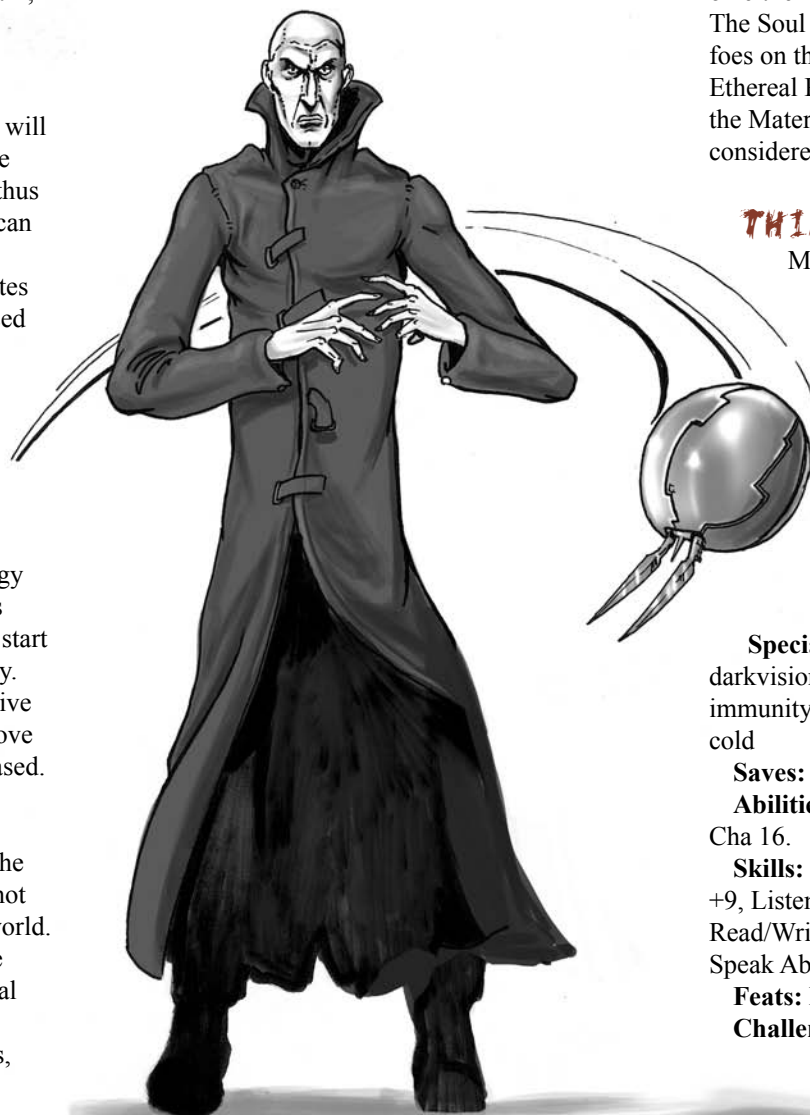
Lifesense (Su): A Soul Sucker notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Daylight Powerlessness (Ex): Soul Suckers are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Energy Drain (Su): A Soul Sucker drains energy from a mortal by putting its mouth over a victim's orifice. If the target resists, the Soul Sucker must start a grapple, which provokes an attack of opportunity. The soul sucker's energy drain bestows one negative level. The DC is 14 for the Fortitude save to remove a negative level. These save DCs are Charisma-based. For each such negative level bestowed, the Soul Sucker gains 5 temporary hit points.

Manifestation (Su): A Soul Sucker dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a Soul Sucker manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested Soul Sucker can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A

manifested Soul Sucker can pass through solid objects at will, and its own attacks pass through armor. A manifested Soul Sucker always moves silently. A



manifested Soul Sucker can strike with its touch attack. A manifested Soul Sucker remains partially on the Ethereal Plane, where it is not incorporeal. A manifested Soul Sucker can be attacked by opponents on either the Material Plane or the Ethereal Plane. The Soul Sucker's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A Soul Sucker has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

THIN STRANGER

Medium Outsider (Extraplanar)

Hit Dice: 4d8+4 (22 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Defense: 21 (+9 natural, +2 leather coat), touch 10, flatfooted 21;

Base Attack/Grapple: +4/+5

Attack: Slam +5 melee (1d6+1)

Full Attack: Slam +5 melee (1d6+1)

or +4 ranged

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Damage reduction 10/+1, darkvision 60 ft., electrical resistance 15, fire immunity, regeneration 5, telepathy, vulnerability to cold

Saves: Fort +5, Ref +4, Will +6;

Abilities: Str 13, Dex 11, Con 13, Int 16, Wis 15, Cha 16.

Skills: Bluff +10, Drive +8, Hide +6, Intimidate +9, Listen +6, Move Silently +6, Read/Write Abyssal, Read/Write Languages (any three), Sense Motive +6, Speak Abyssal, Speak Languages (any three), Spot +6.

Feats: Heroic Surge (1/day)

Challenge Rating: 6

Allegiance: Evil

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A gaunt, nearly skeletal man dressed in black with wide, staring eyes seems to move towards you in slow motion.

Thin Strangers are fiends from beyond, looking for bodies to fuel their sentinel spheres (see above). Because the sentinel spheres require brains, they tend to take up residence in graveyards and funeral homes. But given the choice, Thin Strangers are not above taking brains from living people.

COMBAT

Create Spawn (Su): A humanoid slain by a Thin Stranger will be transformed into a Sentinel Sphere (see the Sentinel Sphere entry) 1d4 days after death. The new Sentinel Sphere is under the command of the Thin Stranger that created it and remains enslaved until its master's destruction. At any given time a Thin Stranger may have enslaved Sentinel Spheres totaling no more than twice its own Hit Dice; any Sentinel Spheres it creates that would exceed this limit are created as free-willed Sentinel Spheres. A thin stranger may voluntarily free an enslaved Sentinel Sphere in order to enslave a new Sentinel Sphere, but once freed, a Sentinel Sphere cannot be enslaved again.

Damage Reduction 10/+1 (Su): A Thin Stranger ignores the first 10 points of damage dealt by any nonmagical weapon. In campaigns without magic weapons, the GM can either disregard the Thin Stranger's damage reduction or apply it only to certain types of weapons (ballistic, bludgeoning, piercing, slashing, or sonic/concussion).

Electricity Resistance 15 (Ex): A Thin Stranger ignores the first 15 points of electricity damage from any single attack.

Fire Immunity (Ex): A Thin Stranger is immune to fire damage.

Psionics (Sp): At will—*domination, mental blast*. Manifest level 10th; save DC 10 + Thin Stranger's key ability modifier + power level.

People ask why

I choose to be a PRU agent. It's a funny question with a simple answer. When I come home, Barbara's tired, but she stayed up to greet me. She's six months pregnant and showing for sure.

She has that worried look in her eyes. I know that look.

"Kept me at the office late again," I mutter, kissing her quickly as I whisk into the room. I throw my jacket on the coat rack. "How was your day?"

Barbara breaks into tears.

"It was horrible!" she says, sobbing. "I was doing a presentation at work and the projector died in the middle! I couldn't get it back up, so the entire project was delayed. In front of the CEO and the senior staff!"

I kick off my shoes and curl up next to her on the bed.

"I'm sure they'll give you another shot at it."

Barbara sniffs. "You think so?"

"I'm sure of it. You're too valuable to the company. IT guys are easy to blame stuff on. I do it all the time."

Mrs. Beckem smiles a pathetic grin and hugs me tight. "I'm going on and on about my day. How was your trip? It's like you've been away forever."

"Only a week," I say stroking her hair.

"Anything interesting happen?"

"Oh, same old, same old. You know: travel the world, meet interesting people, and kill them."

She laughs. "If only an accountant's job was that interesting, maybe they'd give you hazard pay!"

"Yeah," I joke. "Some of the psychos I deal with are real killers, let me tell you."

Barbara's eyes are drooping. She snuggles under the covers. "I love you, Job."

"I love you, Barbara."

I put my hand on her stomach. "Three more months," I say.

She places her hand over mine. "Three more months," she whispers.

People ask why I choose to be a PRU agent. I look at my wife and remember why.

Regeneration (Ex): Fire and acid deal normal damage to a Thin Stranger. If a Thin Stranger loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

VENGEFUL SPIRIT (TEMPLATE)

Vengeful Spirits are created when a person suffers an unjust death in the presence of a mirror. The mirror captures the soul, allowing the Vengeful Spirit to

exist on the Prime Material Plane. From then on, the Vengeful Spirit cannot journey more than 300 yards from its mirror. The Vengeful Spirit seeks revenge on its killers by slaughtering those who killed it, making its descendants suffer, or otherwise exacting revenge in a messy and direct fashion. The only way the Vengeful Spirit can leave the vicinity of its mirror is to possess a body; however, the mirror can be picked up and moved, which might inadvertently make the Vengeful Spirit more mobile.

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“Vengeful Spirit” is an acquired template that can be added to any humanoid. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6. A Vengeful Spirit uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Vengeful Spirits have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Defense: Natural armor is the same as the base creature’s but applies only to ethereal encounters. When the Vengeful Spirit manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A Vengeful Spirit retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A Vengeful Spirit retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a Vengeful Spirit uses the base creature’s damage values. Against nonethereal creatures, the Vengeful Spirit usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A Vengeful Spirit retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The Vengeful Spirit also gains two abilities as described below. The save DC against a special attack is equal to 10 + 1/2 Vengeful Spirit’s HD + Vengeful Spirit’s Cha modifier unless otherwise noted.

Malevolence (Su): Once per round, an ethereal Vengeful Spirit can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the Vengeful Spirit’s Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the Vengeful Spirit must be manifested and it must try move into the target’s space; moving into the target’s space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + vengeful spirit’s Cha modifier). A creature that successfully saves is immune to that same Vengeful Spirit’s malevolence for 24 hours, and the Vengeful Spirit cannot enter the target’s space. If the save fails, the Vengeful Spirit vanishes into the target’s body.

Manifestation (Su): Every Vengeful Spirit has this ability. A Vengeful Spirit dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a Vengeful Spirit manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested Vengeful Spirit can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested Vengeful Spirit can pass through solid objects at will, and its own attacks pass through armor. A manifested Vengeful Spirit always moves silently. A manifested Vengeful Spirit can strike with its touch attack or with a Vengeful Spirit touch weapon (see Vengeful Spirit Equipment, below). A manifested Vengeful Spirit remains partially on the Ethereal Plane, where it is not incorporeal. A manifested Vengeful Spirit can be attacked by opponents on either the Material Plane or the Ethereal Plane. The Vengeful Spirit’s incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting Vengeful Spirit is not

manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting Vengeful Spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested Vengeful Spirit’s touch spells don’t work on nonethereal targets.

A Vengeful Spirit has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Special Qualities: A Vengeful Spirit has all the special qualities of the base creature as well as those described below.

Rejuvenation (Su): An integral part of becoming a Vengeful Spirit is that the mirror stores its life force. As a rule, the only way to get rid of a Vengeful Spirit for sure is to destroy its mirror. Unless its mirror is located and destroyed, a Vengeful Spirit reappears 1d10 days after its apparent death. A Vengeful Spirit’s mirror is Tiny and has 20 hit points, hardness 10, and a break DC of 20.

Turn Resistance (Ex): A Vengeful Spirit has +4 turn resistance.

Mirror Dependent (Su): Each Vengeful Spirit is mystically bound to a mirror and cannot stray more than 300 yards from it in ethereal form. It can leave the area when using its malevolence ability. If the Vengeful Spirit is forced out of a host, it is instantly transported back to its mirror.

Abilities: Same as the base creature, except that the Vengeful Spirit has no Constitution score, and its Charisma score increases by +4.

Skills: Vengeful Spirits have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +4.

CHAPTER 3: SLASHER FIELD GUIDE

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