

Rise the Dead

By Anthony Uyl

Introducing the Adventure

In this adventure, characters will be thrust into a small town where many superstitions and folk-lore abound. P.C.'s will have to determine what's true, what's false and will have to follow the tracks of a mysterious stranger the locals claim have been causing strange people to emerge from the dark forests surrounding the small town of Hemel. When they find him, they'll be thrust into a climactic battle against a great evil and its source of power.

Character Involvement

The best way to get the P.C.'s involved would be to have at least one of them over hears a story, whether on the news, at a local diner, eavesdropping on a conversation or listening to the radio while at home or driving. Although this is the most ideal way for the P.C.'s to hear the news report there other ways they can come about it (the internet or on other media outlets for example).

There could be many versions of the story out there but for simplicity purposes only one version is provided below. The G.M. can feel to embellish the story for their own purposes if he feels there needs to be more details or rumours involved for the P.C.'s to pursue.

Below is the news report that should grab the P.C.'s attention.

"Not many people expect religious phenomena to happen in small towns but that is exactly what is happening in the small town of Hemel. People are claiming that their loved ones are returning from the grave and spending some last few hours with their families.

"Many of these families say they are unable to talk much with their family members and that they seem almost clueless about what is going on, but they do return and it gives the families some sense of closure.

"If this isn't strange enough, the recent deceased then make a pilgrimage into the surrounding woods and are not seen again. Many families and religious authorities have made an attempt to find out where they go but so far no one has been successful.

"Local medical and law authorities are denying that anything religious or supernatural is happening here. They say that some mistakes were made by the medical examiner and as a result , John Gorb, has been fired from his position that he has held for the last ten years.

"Local state troopers have warned people not to pursue their loved ones into the woods as they have no idea about where they are going or what they are doing and if locals have any concerns to contact local police.

"This is Samantha Kir, channel six news."

Another way to get the P.C.'s involved is to have them receive a phone call from another psychic who takes an interest and she confirms there's something going on. She requests their help since she knows the P.C.'s are good at these kinds of investigations. Unfortunately she says she is being called off to her mundane world job, but hopes the P.C.'s can pick up where she left off.

Researching Hemel

The P.C.'s may be interested in doing some research about the small community of Hemel before they go diving headfirst into the adventure. With a **Computer Operation** roll they will be able to find out that Hemel has found its way in the gravel excavation business and that there are quite a few gravel pits in the area where most of the local residents find work. The village itself only has around a thousand permanent residents making the area undeveloped and heavily forested. The gravel pits obviously are all cleared out of trees and great pits of stone are evident as anyone approaches the village but the deforestation has seemed to skip the town in favour of the wooded landscape around it.

There is not much in the way of retail businesses in the village as most people do their shopping in nearby cities. Any notable buildings are "Art's Convenience and Video Store", a municipal truck yard, "The Dive", one of the bars that serves the locals, a post office, "Mike's Tavern", another bar and lastly a local hunting store, "Jim's Woods", that sells hunting licenses and some hunting gear but no firearms. There is no state trooper office in the village as their main office for the county is in a small town five minutes away. Although the troopers do not have an office here, they have been stationing officers on a regular basis with a mobile headquarters to keep people's fears down and try to figure out what is going on.

Something of note on the village's website is that a gravel company by the name of "Imperial Stone Works" have recently stopped excavating in a pit south of the village. They give no real reasons as to why the work has stopped just citing labour issues but with no elaboration.

The Village of Hemel

When P.C.'s enter the village they will see a decent sized crowd hanging around the two main streets with signs that say things such as "The End is Near!" or "We're Waiting For You!", all these people have looks of desperation on their faces as they expect some great event to happen in a grand scheme or in a personal one where they get to see a loved one again. State troopers are busy directing traffic in the village's only intersection in order to make sure that there are no pedestrians in the way that might get hurt if a car were to come through the village.

The layout is very basic and the P.C.'s will not have a hard time finding their way around. The convenience store and police HQ sit on one corner of the only intersection, with the post office on another, The Dive is also in this area with Jim's Woods filling out the rest of the corners. The municipal truck yard sits behind Art's

Convenience and Video and Mike's Tavern is on the other side of the truck yard furthest from the intersection.

When the P.C.'s pull up they will be approached by civilians who are eager to hear which loved one the P.C.'s are hoping to see. They will walk away disappointed if they respond that they are just here to see what is going on but they can elaborate on any story they feel they want to tell.

Anyone that has *Sense Evil* can try to get a sense of what is going on and they will start to get traces of evil lingering in the area. What or where exactly these evil beings are is uncertain but there is definitely something malevolent in the village. P.C.'s are warned not to let people know this as it could cause mass hysteria and heated arguments with the P.C.'s and different pockets of the civilians who have high hopes.

State Trooper Mobile HQ

If the P.C.'s enter the mobile RV that the state troopers are using as their base of operations they will be quickly asked who they are and what they want. There is not much information that the police can share at this point except that some violent arguments tend to take place but so far most people have restrained themselves from getting too violent. The sheriff in charge here, Don Topps, looks obviously frustrated and just wants the situation to end. He is quite quick to say: *"Whoever is pulling these pranks really needs to stop. I mean, we can't arrest these apparent 'risen dead' since they aren't doing anything wrong but they won't identify themselves or anything either. Whack jobs from the crowd in the intersection keep claiming they are some loved one and pull out pictures to prove it. I have a hard time accepting that these supposed dead people are really who these crazies claim they are but again, they aren't really doing anything wrong. I'm just waiting for some answers then we can all go home."*

The other troopers in the RV tend to agree with the Sheriff and they will not speak out against him in any way. There are a couple with a **Psychology** roll the P.C.'s will be able to see that these troopers do not agree with their Sheriff but they will not speak out against him or tell the P.C.'s how they really feel. If anyone has *Telepathy* or *Thought-Reading* that P.C. can search through the thoughts of these troopers to get some facts. Some of these thoughts are:

"But they look so much like the pictures..."

"People really believe these dead are risen and returned to them, could this many people be wrong? ..."

"They may be crazy, but there is something strange happening here..."

"Why would they lie about seeing a loved one? ..."

The Game Master is free to extrapolate on these thoughts or create new ones as they see fit.

Art's Convenience and Video

Being a small village store this location is not the cleanest or most organized, but it provides the residents with the basic needs. Art is a younger man in his thirties busy stocking some shelves with some new product and greets the P.C.'s with a friendly hello. They should easily pick up that Art is fairly opinionated and loves to talk and

gossip about what is going on around town. He does not really care about what he says about who as long as it is not him that people are talking bad about.

"Crazy what's going on out there," Art starts to say, "it all started when that stranger came to town though. What stranger you ask? Well let me tell you! He came in said he was some kind of voodoo cultist or something like that and that he could answer people's questions about the here after. Not sure what he exactly meant by that, since no answers except this supposed dead folk have been coming to town but I'm sure he's part of it. He was fond of Mike's Tavern for the bit he was in town, but Mike isn't saying much, never does which is weird for a bartender.

"Then there's that craziness in the Imperial gravel pits! There's all this dead stuff going on and now some people are out of work! This is crazy! They claim it's some labour issue, but I heard there was some inspection that didn't pass. The municipal office behind me here doesn't really want to talk about it though. They don't usually come in here anyway and I'm not one to go poking my nose around government issues. I'm sure I'll hear the truth about it soon though."

Art will continue to ramble on about different things going on in the village that really have nothing to do with the issue at hand. He just loves to talk and is willing to tell anyone anything that he has heard. Art does not really care whether the P.C.'s buy anything, just as long as they give him some news or hear-say from out of town to give him more gossip to spread around Hemel.

As the P.C.'s leave the convenience store they will hear a gasp in the crowd as they point to a road coming from south of town. A shambling person is seen walking down the sidewalk and people are saying, "Another one!" and "Who is it?" All want to think it is one of their loved ones and someone eventually speaks up and yells "Ted! Finally!" This "Ted" follows an elderly lady to a home further in the village and a moan of disappointment and some excitement goes through the crowd. Some are upset the dead person was not one of their own and others are excited because another person has come back to them. Any P.C.'s that have *Sense Evil* should be getting a strong sense of evil from this mysterious person but any other mind-affecting psionics should fail (the Mindless Dead have a save of 6+ after all!).

Sheriff Topps and some other troopers have come out of the RV to watch the incident and he points at a couple troopers who go and make sure there is not something malicious happening with this "Ted" at this woman's home.

Municipal Truck Yard

This government yard is well maintained and the building itself is neat and organized. It is pretty relaxed however and the P.C.'s are able to walk into the offices without any interruption. A man will approach them and introduce himself as Tom Goodberry and asks how he can help.

If the P.C.'s follow the lead from Art about the inspection Tom will suddenly clam up. *"Um yeah, there was an inspection but why they closed up suddenly I don't know."* A **Psychology** roll will reveal that he is obviously hiding. A **Trust/Intimidate** roll with a +20% bonus to it will break Tom however and he will spill the beans about this inspection.

"The pit south of here was supposed to change owners at the beginning of the week and so we did an inspection to make sure that they meet all the regulations. Imperial tried to cancel the

inspection at the last minute saying they had changed their mind. They claimed a new boss just came in from out of town and he wanted to make the pit profitable again. The new company was outraged and they said it was in the contract and signed that the pit had to change hands. Imperial agreed to let the inspection come in, so I went in and what I saw was horrible! At the far side of the yard was a great pit that just felt evil. When I looked in I nearly lost my mind, a swirling vortex of faces and spirits was in that pit. I know it sounds crazy but it's true! I would tell the cops what is going on, but I doubt they'd believe me! I said the site isn't fit for sale and Imperial gave me \$10,000 to keep quiet about what I saw, but I can't! Please if you can, do something about it!"

Tom suddenly collapses at his desk and starts to sob. Anyone with *Sense Evil* will start to get a feeling of something out in the truck yard and if they go to investigate will be surprised by 1D6+2 Death Imps that attack from between the trucks. A **Perception** check of 12+ will reveal the Death Imps and avoid a surprise attack. A P.C.'s with **Lore: Demons & Monsters** will be able to identify the demons as minor creatures but with strong ties to the grave.

Surprisingly no one from the intersection will notice the demons and the battle unless the P.C.'s use firearms in which case they can try to lie that it was a backfiring truck or be taken in by the state troopers for questioning.

Mike's Tavern

This bar is dark but inviting and has a good group of a dozen patrons at any given time. Mike, the bartender and owner, usually makes the rounds talking to his customers and making sure there is nothing they do not need.

He is quick to notice the P.C.'s as they enter but does not pay them much attention. The P.C.'s will all mentally be able to hear a voice ask, "*What do you want?*" When the question gets asked they can see Mike looking at them. He will not talk to them about what is going on in person but only with psionics. If they *Mind Block* him, he will not be able to communicate and the conversation will be over. He will only engage in small talk with the P.C.'s about things like the weather or sports but not about anything to do with these supposed dead coming into the village.

If asked about the stranger that came to town, Mike will just say that he was an outside investor interested in the Imperial pit. He will admit that yes this guy was psychic but Mike does not know what he wanted. The bartender is telling the truth and he makes it quite clear that he did not like this strange man that he says was named Brad Hope. Mike says Brad was trying to get him to join him in some scheme at the pit but Mike just wants to be an honest man at an honest business trying to make his way in the world. He tries to avoid other psychics and would really prefer it if the P.C.'s would either leave or just leave him and his mind alone.

Jim's Woods

This small hunting store offers the basic necessities that a hunter would need such as camouflage, ammo and survival aids. Jim is a little rough around the edges and

engages in crude humour with those that come into his store. He brags that he will one day carry actual firearms but needs business to pick up first. Jim thinks that with the sudden interest in Hemel that it may do just that.

“Business has been good since these dead people started showing up. Those overly religious folk who say the world is going to end have been buying all kinds of ammo for guns they brought into town to put those dead things down. Hopefully I do hope it doesn’t come to that as it’d probably hurt my business! Heck, they’re all just a bunch of loons, but they keep coming in here and buy my goods, so the longer they stay the better!”

He isn’t particularly worried about violence erupting as the troopers are nearby and keeping an eye on the situation. Jim figures that if the troopers can’t handle what’s going on out there then they are in greater trouble than everyone first thought.

Unfortunately Jim’s fears are about to happen. As the P.C.’s leave Jim’s Woods, an argument starts to heat up in the intersection and people start to push each other around. The state troopers will scramble trying to get things under control and the P.C.’s are welcome to help but they will have to use **Trust/Intimidate** or **Charm/Impress** as any acts of violence will have them locked up just like those that are causing the current problem.

The Dive

Just as it sounds, this is a total dive bar. There are holes in the walls, table are propped up by books or pieces of wood and the tiles on the floor are worn and sometimes missing. The place has a few patrons in it though and the P.C.’s will find the booze is pretty cheap here. Kari Parsons is the owner here and she is a short and pretty girl that is glad to help the P.C.’s in whatever way they want. She does not know much about what is going on outside just that it is good for business. The low prices are a result of the crowd outside and they are always eager to come in and cool off on hot days. Kari does not much believe in the supernatural or the risen dead and thinks it is just one big hoax but hopes it keep going that way she will continue to make money.

U.S. Post Office

This small post office is run by an elder lady by the name of Rita Cole and just wants things back to the way they were. She says that many of the people outside have rented P.O. boxes from her for mail but she prefers thins quiet so that she can usher in her upcoming retirement in peace.

She does say however that more mail has been coming in lately for the Imperial pits in the last few weeks and finds that odd as they mostly deal with private delivery services. Again, she just wants the pit to decide what it is doing so she can relax and not have to be so busy.

Imperial Stone Works Gravel Pits

Once the P.C.’s talk to both Tom at the Municipal Truck Yard and Mike at Mike’s Tavern, they should be able to make their way south from Hemel towards the pit that

everyone is talking about. If the P.C.'s head out to the pit before talking to those two people the trip should be uneventful with very little information coming out and the P.C.'s should not be able to get into the pit.

If they have talked to both Tom and Mike then different things start to happen. First off there is a chance they will be attacked while travelling down the road. If they are walking then make two roll and on a 01-75 on a percentile dice, they are attacked by a group of 1D4+2 Mindless Dead and 1D3+1 Death Imps. If they are driving the percentile chances are the same but there will only be time for one encounter.

When the P.C.'s approach the pit they will find that the gates are open and there are 1D4+2 Mindless Dead guarding the gate. Once they get past the guards, they will find the pit to be fairly large (300 feet across and 100 feet deep), and their *Sense Evil* and *Sense Magic* will be indicating that there is something supernatural here. A psychic sensitive will also be able to *Sense Supernatural Evil* with no problem.

As they begin to descend into the pit they will start to be able to hear Brad Hope speaking to them telling the P.C.'s to turn back and mind their own business. He threatens them saying they will all be killed if they do not back out now.

The further they descend into the pit the stronger the sense of evil will become. With a **Perception** check of 10+ they will be able to see a large imposing figure and a medium sized human at a large opening in the gravel. A **Lore: Demons & Monsters** will be able to recognize the large figure as a demon of the undead called a Ganz-Bulle. Accompanying the demon is Brad Hope, 1D4+2 Mindless Dead and 1D3 Death Imps. Once the P.C.'s are within 50 feet of the opening, they will attack and will not stop till the P.C.'s are dead.

Once Brad and the demons are defeated, Brad's body gets sucked into the swirling vortex of bodies and souls in the opening. With a **Perception** check of 8+ the P.C.'s will be able to see a black onyx crystal at the bottom of the pit, nearly 30 feet down (10 metres). With a **Lore: Magic** check, they will be able to figure out that if they destroy the crystal with fire, it will destroy the crystal and consume the vortex and leave everything in peace. This vortex they will also be able to deduce is the source of the Mindless Dead as Brad and the demon pull bodies out of the vortex to use in some nefarious scheme. The crystal has 50 S.D.C. and is impervious to all damage except from fire or explosions.

Once they make their way out of the pit, they will be able to get into a small office shack that Brad was using to keep notes. A journal can be found in the desk that outlines Brad's plans to consume bodies and turn them into Mindless Dead so that he and his demonic patron can try to gain some control in the psychic and magic realms.

The journal also notes that the crystal, the demon and the vortex were hidden here by an old necromantic order when the Salem witch trials were happening. They hid their powerful gem here in the hopes that it would never be found or its true intentions discovered. It was designed to consume the bodies and souls of humankind to be used in a grand army of the dead.

Lastly, the journal mentions that Brad and the demon were sending their Mindless Dead into Hemel to try and draw people out to the pit to sacrifice to the

crystal. Unfortunately, it was a failure as no one wanted to come out here and all the ways they tried to get people to come out here with Mike and Tom were complete failures.

The journal does not mention where they got the bodies for this grotesque ritual but some searching around will find a graveyard in a nearby community that had been raided and no one knew since it was a secluded rural site.

New Monsters and Villains

The Mindless Undead

These undead creatures are the cannon fodder of most undead. They have no will of their own and merely obey the whims of their creators for whatever plot they may have in mind. Unlike most undead however, the Mindless Dead can pass as human if their creator has the mental control over them to do so. Most people are so oblivious to those around them that they do not notice the slightly emaciated look of these undead. Other than the overly skinny look and ghoulish eyes, the Mindless Dead look like regular humans. If left on their own and not controlled, they will shamble about like a typical zombie and give themselves away as actors or people that have lost their minds.

Of course this all changes when they attack the people around them.

Mindless Dead - Minor Undead

Alignment: Always miscreant or diabolic.

Attributes: I.Q. -, M.E. -, M.A. -, P.S. 4D6+6 (Supernatural), P.P. 1D6+3, P.E. 2D6+6, P.B. 2D6, Spd 2D6.

Armour Rating (A.R.): 11; any attack less than 12 does no damage even if it hits.

Hit Points: P.E. attribute x2.

Discorporation: When slain, the Mindless Dead dissolve into the earth like water being quickly evaporated.

Threat Level: x2; minor undead creature.

Horror Level: 10.

Size: Same as when alive, usually 5-6 feet (1.6-1.9 metres).

Weight: 150-200 lbs. (67.5-90 kg).

Average Life Span: Unknown, presumed to be immortal.

P.P.E.: None.

Natural Abilities:

Psychic Resilience: Because the Mindless Dead have no brains or thought patterns, rather relying on their summoner to do all their thinking for them, these creatures have no skills or ability to think in any way. If left alone, they act entirely on instinct.

This however gives them a save vs. psionics of 6+ when having mind-affecting psionics used on them. All other psionic attacks are saved vs. a 14+.

Vulnerabilities: All fire whether man-made, psionic or magic does double damage.

R.C.C. Skills or Equivalent: Track (people) 85%.

Equivalent Level of Experience: 2

Attacks per Melee: 3

Damage: Bite 2D6, Punch 2D6+3. Cannot perform restrained or power punches.

R.C.C. Bonuses (in addition to any attribute bonuses): +2 to strike, cannot parry or dodge, +4 to bite, cannot pull punch or roll, +1 save vs. psionics, +3 save vs. magic, +12 save vs. Horror Factor.

Magic: None.

Psionics: Save vs. mind-affecting psionics of 6+. All other psionic saves made at 14+.

Enemies: All living things.

Allies: All undead and/or its creator.

Habitat: None, but tends to gather at places where extreme amounts of death have happened such as ancient battlefields or graveyards.

Death Imp

These small demonic creatures are always at the bottom of the food chain of the demonic undead. They are treated as less than most other demons because their abilities are not that impressive. Many demon lords use them as front-line soldiers or messengers since they are usually not useful for anything else. Many try to escape their masters and make a life of their own somewhere else which is when they turn into menaces to the people around them

They have a very unimpressive look and most people just pass over them. Those that look at them and realize they are demons will run and report it to someone who can deal with the situation, as much as they try to hide, their upright walk and large boney wings usually give them away.

Death Imp - Lesser Demonic Servant

Alignment: Always miscreant or diabolic.

Attributes: I.Q. 2D6+3, M.E. 1D6+6, M.A. 1D6+3, P.S. 2D6+3 (Supernatural), P.P. 3D6, P.E. 2D6, P.B. 1D6, Spd 2D6, 4D6+6 flying.

Armour Rating (A.R.): 8; any attack less than 9 does no damage even if it hits.

Hit Points: P.E. attribute x2.

Discorporation: When slain, the Death Imp turns into a rotting corpse that is easily mistaken for some kind of forest animal.

Threat Level: x2; minor demonic creature.

Horror Level: 12.

Size: 3-4 feet (.9-1.2 metres).

Weight: 50-60 lbs. (22.5-27 kg).

Average Life Span: Unknown, presumed to be immortal.

P.P.E.: 3D6+P.E. +1D6 per level.

Natural Abilities:

See Invisible: The Death Imp is able to see all invisible creatures just as we can see normally. This is an automatic ability that does not use up any I.S.P..

Flight: Its large boney wings give this minor demon the ability to fly. This ability can only last for a number of minutes equal to the creatures P.E. before they must rest.

Speak All Languages: This creature is able to speak and understand all languages. When speaking in this way there is no hint of an accent of any kind and anyone listening to this speech would think the Death Imp a native of the area.

Vulnerabilities: All fire whether man-made, psionic or magic does double damage.

R.C.C. Skills or Equivalents: Detect Ambush 60%, Detect Concealment 55%, Lore: Demons & Monsters 50%, Land Navigation 65%, Lore: Magic 45%, Pick Locks 75%, Pick Pockets 60%, Prowl 65%, Wilderness Survival 55%.

Equivalent Level of Experience: 1D4

Attacks per Melee: 4

Damage: Bite 1D6, Punch as per Supernatural P.S..

R.C.C. Bonuses (in addition to any attribute bonuses): +3 to strike, +4 to parry and dodge, +4 to bite/pull punch, +3 to disarm, +6 to roll with impact, +4 save vs. psionics, +4 save vs. magic, +12 save vs. Horror Factor.

Magic: None.

Psionics: Save vs. psionics of 12+. I.S.P.: M.E. number x3 +1D6 per level of experience.

Powers: Mind Block (4), Mind Bolt (varies), Increased Healing (10), See Aura (6), Sense Magic (3), Sixth Sense (2), Summon Inner Strength (4), Telepathy (4).

Enemies: All living things.

Allies: Most demons and greater demons.

Habitat: Prefers to live in quite forests and other dark places where it will not be bothered. Likes to hunt and kill creatures weaker than itself and can only really do that in forested areas where small creatures are in abundance.

Ganz-Bulle

This master of the demonic undead thirsts for power and glory. They will stop at nothing to dominate all living creatures and see them live miserably under their foot. For many years these demons have been the scum of many spiritual abodes and only until recently have they started to gain some respect back. Those that mocked them are the first to feel their wrath when they get angry and they do not care who dies when their anger gets over heated.

Physically they resemble a large decaying bull that looks like if it were alive could cause some serious damage to the world around it. It is still a dangerous demon but they do not have the overall power most greater demons possess.

Having been walked over for so long they have pretty much remained hidden for long periods of time. When their rule among demons went into decline they made many deals with mortals to find homes and empires to rule. With the advent of witch hunts and trials, these demons once again watched as things started to fall apart around them.

In the modern age with a freedom of religion that has never been known before, these demon lords are starting to find footholds in society once again and rebuilding their kingdoms.

Ganz-Bulle - Greater Undead Demon

Alignment: Always diabolic.

Attributes: I.Q. 1D6+12, M.E. 1D6+12, M.A. 2D6+12, P.S. 3D6+12 (Supernatural), P.P. 3D6+12, P.E. 4D6, P.B. 1D6, Spd 1D6+12.

Armour Rating (A.R.): 12; any attack less than 13 does no damage even if it hits.

Hit Points: P.E. attribute x3.

Discorporation: When slain, the Ganz-Bulle disintegrates into a corpse that is then blown away into the wind.

Threat Level: x6; greater demonic creature.

Horror Level: 14.

Size: 6-8 feet (1.8-2.4 metres).

Weight: 200-300 lbs. (90-135 kg).

Average Life Span: Unknown, presumed to be immortal.

P.P.E.: 4D6+P.E. +2D6 per level.

Natural Abilities:

Death Gaze: The Ganz-Bulle may as an attack gaze into the eyes of a mortal enemy. If the target fails a psionic save, they immediately take 1D6 damage straight to hit points.

Raise Dead: Any creature slain by the Ganz-Bulle immediately raises as a Mindless Dead (see above). They are under complete control of the demon and cannot wander away on their own.

See Invisible: The Ganz-Bulle is able to see all invisible creatures just as we can see normally. This is an automatic ability that does not use up any I.S.P.

Speak All Languages: This creature is able to speak and understand all languages. When speaking in this way there is no hint of an accent of any kind and anyone listening to this speech would think the Ganz-Bulle a native of the area.

Vulnerabilities: All fire whether man-made, psionic or magic does double damage.

R.C.C. Skills or Equivalents: Detect Ambush 80%, Detect Concealment 75%, Intelligence 80%, Interrogation 95%, Land Navigation 65%, Lore: Demons & Monsters 98%, Lore: Magic 98%, Lore: Magic Arcane 98%, Lore: Paranormal & Psionics 98%, Wilderness Survival 55%.

Equivalent Level of Experience: 1D4+6

Attacks per Melee: 5

Damage: Head Butt 2D6, Punch as per Supernatural P.S., Stomp 2D6.

R.C.C. Bonuses (in addition to any attribute bonuses): +5 to strike, +2 to parry and dodge, +6 to pull punch, +5 to disarm, +4 to roll with impact, +6 save vs. psionics, +6 save vs. magic, +12 save vs. Horror Factor.

Magic: None.

Psionics: Save vs. psionics of 10+. I.S.P.: M.E. number x3 +2D6 per level of experience.

Powers: Mind Block (4), Mind Bolt (varies), Impervious to Cold (2), Impervious to Poison (4), Increased Healing (10), Levitation (varies), Nightvision (4), Resist Fatigue (4), Resist Hunger (2), Resist Pain (6), Resist Thirst (6), See Aura (6), Sense Magic (3), Sixth

Sense (2), Summon Inner Strength (4), Telekinesis (varies), Telekinetic Punch (6), Telepathy (4).

Enemies: All living things.

Allies: Greater demons and greater undead.

Habitat: Prefers to live in squalor with lots of gold, jewelry and gems around them. They do not understand the value of physical modern cash so usually get their few mortal allies/worshippers to turn whatever money they may have into gold which they then hoard in their usually over the top homes and dwellings.

Brad Hope

Alignment: Diabolic

Attributes: I.Q. 12, M.A. 24, M.E. 18, P.S. 9, P.P. 11, P.E. 9, P.B. 12, Spd 13

Height: 5.5 feet (1.7 m).

Weight: 160 lbs (72 kg).

Hit Points: 23. **S.D.C.:** 25

P.P.E.: 12

Age: 35

Experience Level: 4th level **Latent Psychic.**

Disposition: Cold and arrogant. Thinks everyone else is below him. Has a large ego and god-complex that makes most people around him feel uncomfortable. He thinks he is above the law and that he has some special status among demons and other spirits. Brad longs to control the realm of demons and become a mortal demon lord of types. What he does not realize is that most other demons know his intentions and manipulate him into doing horrible acts. These acts are justified in his mind because he is doing something that should, he thinks, raise him in status in the demon realms.

Insanities: Fascination with Death, God Complex.

Occupation: Psychic Investigator

Skills of Note: Computer Operation 82%, Detect Concealment 60%, Lore: Demons & Monsters 70%, Lore: Entities & Ghosts 70%, Research 70%, Intelligence 63%, Streetwise 46%, Streetwise: Weird 70%, Surveillance 65%, Trust/Intimidate 50%.

Combat Skills: Hand to Hand: Expert, W.P. Knife, W.P. Handguns.

Attacks per Melee: 5

Bonuses: +2 to strike, +2 to strike with a Handgun, +2 to strike with a Knife, +3 to parry and dodge, +2 to parry with a Knife, +3 to pull punch, +2 roll, +2 to disarm, save vs. psionics +5, save vs. insanity +7, +3 save vs. possession, +4 to save vs. vampire mind control and bite, +1 to save vs. mind control, +2 save vs. magic and Horror Factor

Magic: None.

Psionics: I.S.P. 9, needs a 12 or higher to save vs. psionic attack, Bio-Regeneration (Self; 6), Detect Psionics (6), Mind Block (4), Sixth Sense (2).

Weapons: Light caliber handgun (2D6 damage), Knife (1D4 damage).

Money: Usually carries around \$200 in cash, but does not have a steady source of income therefore if he needs cash, he usually steals it off someone.