

JUDGMENT DAY (CORE SETTING GUIDE)

The following is a conversion guide that details the revisions necessary to make the *Judgment Day* core setting guide compatible with SWADE. Changes are highlighted in red.

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Farmer: Farmers form the backbone of many towns and villages during the Middle Ages. They are skilled in growing food and know how to properly work the land so that all within the village can survive. They join the Inquisition to keep their friends and family safe. **Suggested Skills:** Common Knowledge, Notice, Riding, Survival

Knight: Knights are the elite and noble warriors of the era. They are trained to fight and are even called upon to serve as diplomats for their lords and kings. They join the Inquisition to be a warrior against the supernatural forces. **Suggested Skills:** Academics, Fighting, Intimidation, Notice, Persuasion, Riding

Lord/Lady: There are many nobles during the Middle Ages. They employ farmers that work their land and pay fealty to the king and queen to ensure protection of their people. They join the Inquisition with the hopes of becoming a leader in the fight against the supernatural. **Suggested Skills:** Academics, Common Knowledge, Intimidation, Persuasion, Taunt

Missionary: Missionaries spread the word of God around the land, attempting to convert entire villages and towns to Christianity. Additionally, they help those in need by teaching them to read and write. They join the Inquisition due to a sense of duty to the Church leaders. **Suggested Skills:** Common Knowledge, Notice, Persuasion

Monk: Monks are scholars from the Church. They translate biblical writings along with other scholarly texts, serve as teachers and cooks, and some even tend to the sick. They join the Inquisition to protect their fellow believers. **Suggested Skills:** Academics, Healing, Language, Persuasion, Research

Priest: Priests are the leaders of the Church. They stand before their congregations, preaching the word of their Lord to all followers. They are so dedicated to their Church that their deities bless them with cosmic energy that can be used to smite their foes (i.e. powers). They join the Inquisition to fight the forces of evil. **Suggested Skills:** Common Knowledge, Intimidation, Notice, Persuasion, Thaumaturgy

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Scholar: Scholars are researchers, philosophers, and theorists. They have a desire to learn everything they can in regards to the subjects they enjoy the most and sometimes dabble in esoteric knowledge. They join the Inquisition to learn the truth. **Suggested Skills:** Academics, Gambling, Language, Notice, Repair, Research

Soldier: Soldiers are the rank and file of any army. They may have other duties outside of fighting for their nation or are just career soldiers. And although they aren't knights, they are still warriors. They join the Inquisition to protect the people of their nation. **Suggest Skills:** Athletics, Fighting, Notice, Shooting, Stealth, Survival

Literacy: Literacy is not very common in the Middle Ages. Outside of monks, scholars, and the educated wealthy, few could read or write. As such, it's assumed that all characters are illiterate unless acquiring the Literate Edge. **In terms of the Language skill**, they can only read and write the language if it's combined with the Literate Edge. Otherwise it's a measurement of how fluent they are in speaking and understanding the spoken language.

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Ireland (Gaelic): Characters from Ireland are fluent in the Middle Gaelic language up to the 13th century and Classical Gaelic afterward, and have been exposed to Celtic Christianity. They consider Christian Folklore, Christian Mythology, and Irish Mythology to be Common Knowledge. **They also gain Language (Latin) d6.**

Kingdom of England: Characters from the Kingdom of England are fluent in the Old English language up to 1154 and Middle English afterward. They have been exposed to Celtic Christianity and Roman Catholic Christianity depending on their location. They consider Christian Folklore, Christian Mythology, and Anglo-Saxon Mythology to be Common Knowledge. **They also gain Language (Latin) d6.**

Scotland (Gaelic): Characters from Scotland are fluent in the Middle Gaelic language up to the 13th century and Classical Gaelic afterward, and have been exposed to Celtic Christianity. They consider Christian Folklore, Christian Mythology, and Scottish Mythology to be Common Knowledge. **They also gain Language (French) d6 and Language (Latin) d6.**

Wales: Characters from Wales are typically Britons. They are fluent in Old Welsh up to the 13th century and Middle Welsh afterward and have been exposed to Celtic Christianity. They consider Christian Folklore, Christian Mythology, and Welsh Mythology to be Common Knowledge. **They also gain Language (Latin) d6.**

Welsh Marches: Characters from the Welsh Marches are typically Normans. They are fluent in the Norman language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Norse Mythology to be Common Knowledge. **They also gain Language (Latin) d6 and Language (Old Norse) d4.**

Kingdom of Bohemia: Characters from the Kingdom of Bohemia are fluent in the Old Czech language and have been exposed to Orthodox Christianity and Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Slavic Mythology to be Common Knowledge. They also gain Language (Latin) d8.

Kingdom of Denmark: Characters from the Kingdom of Denmark are fluent in the Old Norse language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Norse Mythology to be Common Knowledge. They also gain Language (Latin) d6.

Kingdom of France: Characters from the Kingdom of France are fluent in the Old French and Latin languages and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Language (Occitan) d4.

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Kingdom of Germany: Characters from the Kingdom of Germany are fluent in the Middle High German language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Germanic Mythology to be Common Knowledge. They also gain Language (Latin) d8.

Kingdom of Norway: Characters from the Kingdom of Norway are fluent in the Old Norse language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Norse Mythology to be Common Knowledge. They also gain Language (Latin) d6.

Kingdom of Poland: Characters from the Kingdom of Poland are fluent in the Old Polish language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Slavic Mythology to be Common Knowledge. They also gain Language (Latin) d6.

Kingdom of Sweden: Characters from the Kingdom of Sweden are fluent in the Old Norse language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Norse Mythology to be Common Knowledge. They also gain Language (Latin) d6.

Bulgarian Empire: Characters from the Bulgarian Empire are fluent in the Middle Bulgarian language and have been exposed to Orthodox Christianity, Roman Catholic Christianity, and Judaism. They consider Christian Folklore, Christian Mythology, and Tengriism to be Common Knowledge. They also gain Language (Latin) d6.

Byzantine Empire: Characters from the Byzantine Empire are fluent in the Greek language and have been exposed to Orthodox Christianity and Judaism. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Language (Latin) d6.

Kievan Rus: Characters from Kievan Rus, or one of its successor states, are fluent in the Old East Slavic language and have been exposed to Orthodox Christianity. They consider Christian Folklore, Christian Mythology, and Slavic Mythology to be Common Knowledge. They also gain Language (Latin) d6.

Kingdom of Croatia: Characters from the Kingdom of Croatia are fluent in the Croatian language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Slavic Mythology to be Common Knowledge. They also gain Language (Latin) d8.

Kingdom of Germany: Characters from the Kingdom of Germany are fluent in the Middle High German language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore, Christian Mythology, and Germanic Mythology to be Common Knowledge. They also gain Language (Latin) d8.

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Kingdom of Serbia: Characters from the Kingdom of Serbia, or the Principality before it, are fluent in the Old Serbian language and have been exposed to Orthodox Christianity and Judaism. They consider Christian Folklore, Christian Mythology, and Slavic Mythology to be Common Knowledge. They also gain Language (Latin) d6.

Kingdom of Aragon: Characters from the Kingdom of Aragon are fluent in the Aragonese language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Language (Latin) d8 and Language (Castilian) d4.

Kingdom of Castile: Characters from the Kingdom of Castile are fluent in the Castilian language and have been exposed to Roman Catholic Christianity, Islam, and Judaism. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Language (Latin) d6, Language (Basque) d4, and Language (Mozarabic) d4.

Kingdom of Galicia: Characters from the Kingdom of Galicia are fluent in the Old Portuguese language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Language (Latin) d8 and Language (Castilian) d4.

Kingdom of León: Characters from the Kingdom of León are fluent in the Leonese language and have been exposed to Roman Catholic Christianity. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Language (Latin) d6, Language (Castilian) d4, and Language (Mozarabic) d4.

Kingdom of Navarre: Characters from the Kingdom of Navarre are fluent in the Basque language and have been exposed to Roman Catholic Christianity. They consider

Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Language (Latin) d6 and Language (Occitan) d4.

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Kingdom of Portugal: Characters from the Kingdom of Portugal are fluent in the Old Portuguese language and have been exposed to Roman Catholic Christianity and Judaism. They consider Christian Folklore and Christian Mythology to be Common Knowledge. They also gain Language (Latin) d8.

ACADEMICS

The following subjects are considered academic studies recognized by the Inquisition.

OCCULT

In *Judgment Day*, occult is an academic study related to the general understanding and research of many different occult-oriented esoteric organizations. Although this may include things like rituals and demon masters, it's a generalization of the organizations and not the powerful humans that control them.

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LANGUAGE

Many languages exist within the Middle Ages. For the purpose of Medieval inquisitors in *Judgment Day*, the characters will have the most exposure to languages in Europe (see the Homelands above). Languages outside of Europe would have to be learned through means other than choosing a Homeland. However, only those in existence between the 12th and 15th centuries should be allowed.

CONVERT (MINOR)

The character has converted from his original pagan roots to Christianity. Although most of Europe had converted before The Fall, pockets of traditional beliefs remained or those beliefs were passed along from parent to child, allowing them to thrive. However, the character has now abandoned those traditional beliefs and wholly prescribes to the rites of Christianity. Those who still follow the traditional beliefs are averse to dealing with those who've converted.

He incurs a -2 penalty to Persuasion against those who still prescribe to pagan beliefs when they know about him converting to Christianity.

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INQUISITIONAL EDGES

Inquisitional Edges are required if the character wishes to be considered an inquisitor. By acquiring this Edge, the character is pledging his allegiance to all cardinal rules of the Inquisition and may carry the title inquisitor (possibly living long enough to become a grand inquisitor). Characters that don't acquire an Inquisitional Edge are not considered inquisitors and can instead serve as injunctives or specials

(or heretics for the radical games). If that character ever wishes to become an inquisitor, he must then acquire an Inquisitional Edge.

To represent the importance of holding a rank within the Inquisition, use of Inquisitional Edges is much more rigid than standard Edges. The first three ranks listed below are simple terms of rank; they are not actual Inquisitional titles. Inquisitor, Hunter, and Purgator are the rank while the actual title bestowed includes the field the character specializes in such as Alien Inquisitor, Bestial Hunter, and Demonic Purgator.

To assume one of these titles, by acquiring the Edge, one of the following fields of study must be chosen: Alien, Bestial, Demonic, Draconic, Ethereal, Necrotic, or Witch. To meet the requirements, the character must also acquire or increase his Academics skill. ~~the appropriate Knowledge focus that corresponds with the chosen field of study (respectively to the above fields of study): Xenology, Therianology, Demonology, Dracology, Spectrology, Thanatology, or Arcanology.~~ When increasing a rank, such as moving from Inquisitor to Hunter, the chosen field must remain (i.e. Demonic Inquisitor to Demonic Hunter). However, new Edges can be purchased within different fields. **Example:** A character could be a Demonic Inquisitor and a Necrotic Inquisitor, signifying he has training in both fields.

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INQUISITOR

Requirements: Novice, Spirit d8+, Academics d8+, choose an Inquisitional field of study

The character has been trained to stand against the supernatural beings hunted by the Inquisition. He has an understanding of what they are, steeling his mind against the horrific threats. He gains a +2 bonus to Fear checks made against creatures that fall within his chosen field of study.

Example: Demonic Inquisitor means the character gains a +2 bonus to Spirit roll for Fear checks made against all beings classified as Demonic.

HUNTER

Requirements: Seasoned, Inquisitor (same field of study), Fighting d8+ or Shooting d8+

The character has proven to the Inquisition that he's capable of handling himself in the field and can be trusted in the fight against the supernatural. He's promoted to hunter, although with additional responsibilities. Hunters are responsible for damage control, requiring him to erase all signs of the struggle that occurred between his team and the supernatural being.

Due to his continued knowledge in his chosen field of study, he gains a +1 bonus to all Fighting and Shooting rolls made against creatures that fall within his chosen field of study. **Example:** Bestial Hunter means the character gains a +1 bonus to all attacks made against beings classified as Bestial.

PURGATOR

Requirements: Veteran, Hunter (same field of study), Academics d10+, Fighting d10+ or Shooting d10+

The character has impressed the Inquisition with his leadership abilities and has been gifted with the rank of purgator, with additional responsibilities. Purgators are required to fill all leadership roles when hunting supernatural beings.

Due to his mastering of his chosen field of study, he knows how to exploit his target's weaknesses. **All successful Fighting and Shooting rolls made against creatures that fall within his chosen field of study gain AP +2 to damage.**
Example: Draconic Purgators gain AP +2 to weapon damage against all beings classified as Draconic.

INQUISITIONAL JUDGE

Requirements: Heroic, Spirit d10+, Purgator (any field of study), Academics d12+, Intimidation d10+

The character has risen through the ranks and has become a true leader of the Inquisition. He's now responsible for ensuring all duties within a region are fulfilled. This rank comes with great responsibility, much like a king or a general, requiring him to perform duties that may interrupt his current mission. However, these additional duties are not limited to any chosen field and encompass all types of inquisitors.

Inquisitional judges stand quite stoically in the face of horror. They gain Fearless (immune to Fear and Intimidation) and receive a +2 bonus to all Intimidation rolls.

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Shields**

Buckler	-	8	25	+1 Parry
Heater Shield	-	12	50	+1 Parry, -2 Cover
Kite Shield	-	20	150	+2 Parry, -2 Cover

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Barrister: Barristers are a type of lawyer often performing legal work on behalf of a client, but without direct access to clients. Their knowledge of the law and the ability to understand criminals can be imperative when investigating members of the occult. They join the Inquisition to enforce the laws of mankind, using them against the adherents of the occult. **Suggested Skills:** Academics, Persuasion, Research, Taunt

Clergy: With not only the ever-expanding number of religious groups, but also the expansion of roles within the various Churches, there are more roles in the various Churches than ever. These new roles fall under the term clergy, who hold some type of leadership role within the Church. They join the Inquisition to punish those who dare sin against all of mankind. **Suggested Skills:** Academics, Intimidation, Persuasion

Criminal: Not all inquisitors start on the right side of the law. If a criminal stumbles across part of the underground world, they may go searching for answers. If this search brings them to the Inquisition, recruitment, forced or voluntary, may occur, allowing the criminal to fight for his neighbors instead of robbing them. **Suggested Skills:** Fighting, Notice, Persuasion, Taunt

Engineer: With the widespread use of clockwork technology by the Inquisition, engineers have become incredibly valuable. They're typically recruited by a grand inquisitor due to their mechanical prowess, and with the hope that they will design the next gadget that can be used against the supernatural world. **Suggested Skills:** Repair, Research, Science

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Peddler: Peddlers travel the land hawking their goods to anyone that will buy them. Oftentimes, peddlers have little secrets they know about the supernatural world and are hoping to protect their customers from it, albeit in a completely ridiculous way that would never save anyone. What they've seen and what they may know is extremely valuable to the Inquisition. They often join the Inquisition out of curiosity. **Suggested Skills:** Gambling, Persuasion, Survival

Physician: Fieldwork for the Inquisition is extremely dangerous and has necessitated the recruiting of physicians on a regular basis. Unfortunately, medicine during the Victorian era is not that good by modern standards, but at least it gives the inquisitors a chance to survive. Physicians join the Inquisition as a sense of duty to their profession. **Suggested Skills:** Academics, Healing, Notice, Research

Seaman: Navies are in abundance during the Victorian era and each one needs a lot of seamen (as a general title, not a rank) to function. Not only can they operate a ship, they are key in defending it and attacking their target; ideally where it hurts the most. They join the Inquisition for the adventure it can offer. **Suggested Skills:** Athletics, Boating, Fighting, Shooting, Survival

Servant: Household servants come in many forms, performing their daily duties as a career for their masters. However, when those masters are secretly something more (such as hierophants, vampires, or shapeshifters), these servants may be exposed to a world they cannot fathom. After eliminating the servant's master, the Inquisition recruits the servant to better understand his master. **Suggested Skills:** Notice, Occult

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Teacher: Teachers are quickly becoming the lifeline to a productive future. Those who wish to avoid an impoverished life need to follow through with their education or risk being a lowly worker until the day they die. Due to this ability to teach the public, teachers are highly sought after to help

educate inquisitors. The more one knows about the beings they encounter, the better their chances of survival are. The Inquisition regularly recruits teachers to join their growing stock of scholars. **Suggested Skills:** Academics, Persuasion, Research

Literacy: Literacy is more common in the Victorian era compared to the Middle Ages, although in some countries it may not be as common. **The Literate Edge is no longer necessary and Language means the character can read and write if he has d6 or higher.**

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Homeland

Throughout the Early Modern Age, the Inquisition expanded to become a global organization. It did not yet match the coverage that had existed in Europe during the Middle Ages, but new grand inquisitors were assigned to watch over the other continents. This worked for and against the Inquisition as the Victorian era began.

With increasing supernatural incursions around the world, the Inquisition was very busy on to each continent. Some coverage existed, but it was less than ideal. Major incursions could be dealt with, but small ones were often neglected. The occult was able to exploit this lack of coverage by increasing their hold over their fellow humans, growing their organizations rapidly. Combined with clockwork technology, this produced the Second Coming of the Occult, and the threat of apocalypse.

Although the level of organization was not ideal, the Inquisition had grand inquisitors assigned throughout the world by the dawn of the Victorian era. By the end of the Victorian era, there were four grand inquisitors assigned to each continent to address the lack of proper organization that had led to the occult almost overpowering mankind once again. The four grand inquisitors in Europe remained while six more were assigned to watch over the other major areas of concern: Australia, Brazil, China, Egypt, Ottoman Empire, and the United States of America.

As in the Middle Ages, each grand inquisitor is in charge of recruiting within his assigned territory. Each territory has an assortment of nations that can be translated into character backgrounds. However, with the ease of global travel, characters should not be limited in their choice of culture as many cultures have migrated far from their previous homeland.

Due to education being so widespread, a character's Common Knowledge should be based on their upbringing and character concept rather than just their homeland. Additionally, due to the cleansing of religious and historical texts, few remember the myths and folklore that once surrounded their culture.

When choosing languages, the character should be given a fluent language related to their culture, a Language skill related to where they live (if their family migrated), and Language (English) d6 due its status as the language of the Inquisition.

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KNOWLEDGE

All Knowledge subjects from the Middle Ages are still in use by the Inquisition during the Victorian era.

LANGUAGE

Many languages have survived and been altered into the Victorian era. Since the Inquisition is a global organization, the possible languages are immense and many can even be learned in major learning institutions. Due to the global influence of England and the use of English in the United States, the Inquisition has chosen English to be its preferred language for internal use. As a result all members are required to understand English so that they can fulfill the duties required by the Inquisition.

Literacy was much more common during the Victorian era than the Middle Ages. When a character is fluent in a language, they are capable of speaking, understanding, writing, and reading it. **Acquiring the Language skill is a measurement of fluency in the chosen language such that as the die type increases, the character is able to better understand and communicate with that language.**

ADDICT (MINOR/MAJOR)

Drugs were not viewed the same during the Victorian era as they are in the modern day. Many drugs are used for medicinal purposes, such as opium and cocaine, and have addictive qualities. As a Minor Hindrance, the character is slightly addicted to a medicinal form of a drug and struggles to stay away from it. Whenever in the presence of the drug, he must make a Spirit roll to avoid doing everything he can to acquire it.

As a Major Hindrance, the character is a full addict and requires the drug to get by from day to day. **He suffers a -1 penalty to Persuasion due to the addiction and must make a Spirit roll, with a -2 penalty, to avoid doing everything he can to acquire it.** If he goes 24 hours without the drug, he experiences a splitting headache that causes him to gain one level of Fatigue. This Fatigue recovers after 72 hours or if the he acquires the drug he so yearns.

IMPOVERISHED (MINOR)

There are many impoverished people living on the streets. The character happens to be one of them, and was forced into work at the age of 8. **He is poorly educated and cannot begin his career (at character creation) with Academics or Science greater than d4.**

SCHOLAR

Requirements: Novice, Academics d6+, choose an Inquisitional field of study

The character has dedicated himself to the Inquisition's cause, vowing to protect humanity from the supernatural its supporters. He gains a +2 bonus while performing non-combat field duties involving any being that carries the classification associated with the chosen field of study. These duties include, but are not limited to, research, tracking, investigating, interrogating, observing, dictating orders, analysis, translating, and many other duties that occur outside of combat.

The Scholar Edge does not apply to any combat skill, such as Fighting. **It is only used for field work skills, such as Academics, Notice, Research, and Tracking.** **Example:** Demonic Scholar means the Edge applies to all applicable activities involving beings classified as Demons.

Agent: There are many different government-run agencies across the globe and their field personnel are colloquially called agents. They have an excellent skillset for understanding the machinations of the world around them and can call upon greater contacts when in dire need. They join the inquisition for the thrill of hunting that which they couldn't explain. **Suggested Skills:** Persuasion, Research, Shooting, Stealth

Apostate: Although the Inquisition hunts and captures cultists, they are not averse to taking in a good quality occult traitor. Those who join and subsequently flee the occult are called apostates and are privy to many deep, dark secrets that could be very important. They join the Inquisition to fight the organizations they once supported, but now fear or seek revenge upon. **Suggested Skills:** Fighting, Notice, Occult, Persuasion, Stealth

Detective: The keen eye of a good detective is crucial to lengthy Inquisitional investigations. Much of their time is spent running down leads, chasing sightings, and seeking out informants. Detectives have spent much of their career beating these paths and their work for the Inquisition is essentially the same work for a new purpose. They join the Inquisition as a way of advancing their career into greater, more dangerous areas. **Suggested Skills:** Notice, Persuasion, Repair, Research, Shooting

Gangster: There are many occasions where gangsters have come across the wrong alley at the wrong time, spying something they were never meant to see. If this doesn't completely break their sanity, they may seek out answers. They quickly realize there are very dangerous things out there and fight the good fight. They join the Inquisition

almost out of fear. **Suggested Skills:** Fighting, Intimidation, Persuasion, Taunt

Hacker: During the waning years of the 20th century, computers and the internet became a big part of everyday life. Those who could tiptoe across the two with ease could easily uncover incriminating evidence for any number of sins. Even the members of the occult use technology, and hackers can break the walls protecting them. They join the Inquisition for the thrill of hacking computers as a career. **Suggested Skills:** Gambling, Repair, Research, Science

Homesteader: Not everyone chooses to live on the grid. There are many remote locations and many people who simply wish to live the rugged life; they are called homesteaders. Homesteaders often live in areas near or within territories teeming with supernatural life. They may encounter one or more in their life and even find a way to fight them. The Inquisition usually recruits these individuals for their skills developed from this hardy lifestyle. **Suggested Skills:** Shooting, Stealth, Survival

Marine: Marines are known for taking the fight into the heart of the enemy. They are highly trained soldiers capable of performing specialized missions to support larger forces. They are highly sought after by the Inquisition and known to make the greatest mercenaries. **Suggested Skills:** Athletics, Fighting, Notice, Shooting, Survival

Spy: Masters of deception and subterfuge, spies are the field personnel that no one speaks about. They operate behind enemy lines and are often called upon for basic intelligence activities. Sometimes they infiltrate particularly dangerous organizations, discovering things man was not meant to see. They are conscripted by the Inquisition in an effort to keep mankind in blissful ignorance. **Suggested Skills:** Athletics, Notice, Research, Shooting, Taunt

KNOWLEDGE

All Knowledge subjects from the Middle Ages are still in use by the Inquisition during the modern age.

LANGUAGE

Hundreds of languages exist in the modern age and hundreds more from history are available to study. The character's chosen language should correspond to her background. **If this isn't English, she also gains Language (English) d6 for free.** Otherwise, she can take any other language desired defining them as one acquired from scholarly studies or regular schooling.

JADED (MINOR)

The character has become numb to the world around her. She's either seen too many unexplained things or has been a part of too many overwhelming situations; either way nothing fazes her anymore. She often looks worn out or wearied, and her mind turns otherworldly occurrences into

the humdrum life that mankind lives. She incurs a -1 penalty to Persuasion and lacks the ability to sympathize with victims.

REFORMED (MINOR)

The character has found a new path to follow. Be it religious, philosophical, or just self-awareness, he's turned a new leaf and has forgotten his old ways of crime or debauchery. Not only has he gained a new perspective on life, he's managed to maintain a vast network of accomplices from his days of old.

Not everyone enjoys the character's new views, and he incurs a -2 penalty to Persuasion when dealing with those who view his new life as disconcerting. Additionally, those who know his true past may attempt to hold it against him, possibly using it as blackmail.

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ADVISOR

Type: Background

Requirements: Novice, Academics or Science d8+

Many levels and branches of politics have advisors that assist in the day-to-day decisions of the political leaders. The character is well learned in the art of diplomacy, has studied the laws of the land, and often serves as a voice for those unable to voice their opinion. Allies gain a +2 bonus to Academics and/or Science, whichever the character with this Edge possesses.

CULTURED

Type: Background

Requirements: Novice, Common Knowledge d8+

With the advent of the Internet, it's easy for people to learn about and virtually experience distant lands. As they get older, they find the time to visit the most interesting places, gaining a better understanding of the world around them. They have a knack for understanding the needs and desires of different ethnicities and possibly understand many languages, although not fluently. He gains a +2 bonus to all Common Knowledge rolls.

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TECH JUNKIE

Type: Background

Requirements: Novice, Smarts d8+, Repair d6+, Research d6+

Technology is all but ingrained in the character's psyche. She stands in line to get the latest version of the newest handheld device and has an amazing grasp on new technology. She may have a knack for creating new programs for those devices or can take one apart and put it back together again without so much as looking at a manual. She ignores any penalties for utilizing or repairing foreign technology and gains a +2 bonus to Repair and Research when utilizing technology common to her homeland.

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*Ballistic Protection

Combat Helmet (head)	+4	d4	5	125
Flak Jacket (torso)	+2*	d6	12	250
Interceptor (torso, arms, legs)	+2*	d8	20	600
Kevlar Vest (torso)	+2*	d4	8	200
Light Helmet (head)	+4	d4	2	100
Tactical Jacket (torso)	+3*	d6	15	
Shields**				
Riot Shield	-	10	50	+1 Parry, +2 Cover

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ARCANE BACKGROUND (CEREMONIAL)

Arcane Skill: Ritual (Spirit)

Starting Power Points: 15

Starting Powers: 2

Forbidden Powers: *beast friend (it can only be used to summon deadly animals), divination (it can only be used on otherworldly beings or those from the chaos realm), greater healing, healing*

Called hierophants, there are two types of ceremonial magic users: those who perform blood magic and those who perform ritual magic. Each one is siphoning energy from the essence of humans in a similar fashion. Blood magic is the siphoning of energy when a human spirit passes between the mortal and spiritual realms. Ritual magic is the siphoning of energy from human spirits while they're alive and mesmerized during a coordinated ceremony (typically while chanting).

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VILLAIN

Villains are the primary antagonists of the adventure or campaign. They should be able to survive simple conflicts and only be overcome with some type of epic battle that is designed as a plot point, solution to the problem, or an otherwise memorable event. Besides their own characteristics and capabilities, they have resources to call upon in the form of soldiers with field captains or an approximation, a network of spies, bodyguards, advisors, or some combination of the above. If they don't have these things, they may just be extremely powerful spellcasters capable of defeating an entire party of player characters that arrive unprepared.

When creating villains from the *Cryptozoology* series, the stat block moves from Extra to Wild Card. Next, give villains Hindrances and Edges useful against the characters to demonstrate their importance in the storyline. For villains with far-reaching resources; provide them with Connections

Edges appropriate to the allies they would call upon or the organizations they can influence. Finally, if the villains have some type of social characteristics useful in-game, provide them with additional skills that represent those characteristics (such as Persuasion and Research).

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If the GM wishes to throw in encounters while traversing the wilderness, the following fauna can be found using stat blocks from the *Savage Worlds Adventure Edition* core rulebook:

- Bat – use the Swarm entry, but give it Flight (40)
- Black bear – use the Bear entry
- Coyote – use the Dog/Wolf entry

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BRADLEY MATTHEWS

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (2/4)

Skills: Academics d8, Fighting d6, Notice d10, Occult d8, Persuasion d6, Research d10, Shooting d6, Streetwise d8

Familiarization: Thanatology, Urban Legends, Xenology

Edges: Brave, Investigator

Hindrances: Curious

Armor: Kevlar vest (torso, +2*)

Weapons: Hunting knife (Str+d4), Glock 22 (15/30/60, 2d6, RoF 1, Shots 17, Semi-Auto)

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IRVING PARKER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d4

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Skills: Driving d8, Notice d8, Persuasion d6, Repair d8, Research d8

Armor: None

Weapons: None

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HARRIET SUTTON

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d6

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Skills: Notice d8, Persuasion d8, ~~Streetwise d10~~

Armor: None

Weapons: None

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CRISTIAN SMOOTH

Attributes: Agility d4, Smarts d10, Spirit d10, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Academics d12, Fighting d6, Persuasion d8, Research d10, Shooting d6

Familiarization: History

Armor: None

Weapons: None

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FREDDIE CORTEZ

Ever since the blood sacrifice offered to the mothman and the subsequent enslavement of his mind, Freddie Cortez is now a thrall of the shadow beast.

Attributes: Agility d10, Smarts d4, Spirit d4, Strength d10, Vigor d10

Pace: 6; **Parry:** 7; **Toughness:** 10/~~13~~ (3/6)

Skills: Fighting d10, Notice d6, Shooting d10, Stealth d6

Armor: Tactical jacket (torso, +3*, +2 to Stealth when jacket matches surrounding environment [forest])

Weapons: SIG Sauer P229 (15/30/60, 2d6-1, RoF 1, Shots 13, AP 1, Semi-Auto), Mossberg 500 (15/30/60, 1-3d6, RoF 1, Shots 6, Shotgun)

Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Low Light Vision:** Ignores penalties for Dim and Dark Lighting.

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STEVEN WHEELER

Ever since the blood sacrifice, Steven has been empowered by some hidden cosmic aura emitted by the mothman. He now serves as an extension of the shadow beast, though he's something of a puppet now.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Skills: Fighting d6, Notice d6, Occult d8, Ritual d10, Shooting d6

Armor: None

Weapons: Ritual dagger (Str+d4), Beretta M9 (15/30/60, 2d6-1, RoF 1, Shots 15, Semi-Auto)

Powers: (PP 15); Ceremonial (Ritual); *blast, boost/lower trait, detect/conceal arcana, elemental manipulation, fear, fly, zombie*

Special Abilities

- **Fearless:** Immune to Fear and Intimidation.
- **Low Light Vision:** Ignores penalties for Dim and Dark Lighting.