

THE ENTITY

A 24 HOUR RPG OF MODERN HORROR



INTRO

The document you are currently reading is a copy of the Entity RPG. This is an entry in the 24 Hour RPG challenge hosted on 1kmikt.net. It is a game about ordinary human beings stumbling across something evil and powerful. It is a game of horror, of loss and of victory snatched from the jaws of defeat. . . but at a price.

BASIC RULES

Basic task resolution: Roll 1d6, add the relevant attribute modifier and compare it to the difficulty number. If your total is equal to or higher than the Difficulty number you succeed, if it is lower you fail. Some tasks will be opposed by another character, in these instances both sides roll and whoever has the highest total succeeds if they exceed the difficulty number. The average difficulty is 5, this gives someone with a rating of 2 (the human average) a 50% chance of success. 6 is more difficult and 7 extremely tricky.

BASE STATS

Each player gets 8 points to distribute however they see fit amongst the following attributes, no attribute can exceed 3 and must have a minimum rating of 1. A rating of 1 indicates below average ability, 2 is average and 3 is above average. Ratings of 4 or higher are not available for player characters.

Smarts: Education, logic, reasoning and a keen intellect are all hallmarks of the Smarts attribute. This is what you use to track that IP address, memorise that strange message, understand that musty old tome or anything that requires use of your cerebral faculties.

Charisma: Charm, force of personality, raw natural good looks, a knack for manipulation or some indefinable magnetism are all appropriate descriptions of this attribute. If you wish to bluff your way past hospital security, sooth a panicked man, secure a deal or use your social abilities in any way this is the attribute you want.

Brawn: Physical strength, health and durability what Brawn represents. This attribute is used to break things, resist pain and run long distances without tiring as well as most athletic tasks and anything requiring a sturdy body. It is also used to resist disease and poisoning.

Reflex: Swift actions, deft hands and keen senses. Reflexes are used dodging a falling branch, snatching a falling item, spotting that scrap of material or anything else requiring a keen eye, good hand-eye co-ordination or agility.

SPECIAL STATS:

Strain: This represents how hard it is for the Entity to break the character as well as giving an overall indication of mental health. This attribute starts at 0 for a player character. Once it reaches 15 the character is a Proxy and is removed from the players control.

Health: Quite simply Life is your overall durability. Player characters start off with 15 Health. When reduced to zero the character is incapacitated. NPCs usually die at zero health but player characters have a bit more leeway, they can spend three points of Strain to escape certain death (suffering a near death experience is traumatic for just about anyone). The GM (or player) should feel free to narrate some suitably cool/terrifying dream-sequence for the character to experience while unconscious. Characters regain 1 health per two days, with medical treatment this increases to 1 per day.

Luck: Each character starts off with 6 points of Luck, these points can be spent to add +1 or -1 to any one roll. Luck refreshes at the end of a session or after completing a section of the story (whichever comes first).

COMBAT

Hitting your Enemy.

Combat is simply an opposed roll of Reflex vs Reflex. This is because it doesn't matter how strong you are if you can't land a hit. Each combat turn represents a few seconds of time (one to ten if a number is needed).

Bringing the pain

Once you have successfully hit a target you then roll damage. Melee and thrown weapon damage is Brawn vs Brawn roll with the difference between the two rolls being subtracted from the victims health. Damage from a ranged attack is Reflex vs Brawn. Weapons increase this by the number indicated on the weapons table.

Weapons

Melee	Firearms
Light melee: +1 damage (Claw hammer, carving knife, brass knuckles, collapsible baton, hatchet, whack with a firearm, femur, fist sized rock, etc)	Light: +2 damage (Light pistol, Crossbow, Compound bow) Medium: +3 damage, (Medium pistol, Shotgun), Heavy: +4 damage (Hunting rifle, Heavy pistol)
Medium melee: +2 damage (Cordless drill, baseball bat, cavalry sabre, axe, wooden chair, spear, length of chain, sledgehammer, etc)	Thrown weapons Light: +0 damage Medium: +1 damage Heavy: +2 damage
Heavy melee: +3 damage (Power saw, scottish claymore, anything really big and mechanical while still being human portable),	Special Aerosol flamethrower (+1 damage plus sets the target on fire, this inflicts 1 damage per turn until extinguished with a Reflex roll) Taser (Difficulty 6 Brawn roll or be unable to act, the roll repeats each turn after the initial hit at Difficulty 5, 4 and 2)

THE ENTITY

The Entity is a creature about whom nothing is truly known. Where did it come from? What does it want? How do we kill it? These questions and more simply do not have an answer. What is known is the Entity operates through proxies and that killing these proxies causes the Entity pain. So the first question we must ask is simple. What is a proxy? We use the term proxy to describe those hollowed out and altered by the Entity, the creatures who were once human but now work to hinder and kill those unfortunates targeted by the Entity. Unfortunates like us.

The process of creating a proxy begins with the discovery of some document, videotape, web blog concerning a victim of the Entity. Once the recipient of these files looks into them they soon discover something unusual. Distortion in audio and video, strange codes hidden in text and even more disturbing things. These oddities intrigue the viewer and prompt investigation. This investigation inevitably ends with a glimpse of the Entity itself. This may be a single frame buried in hours of footage, a photo taped to the bottom of a desk, or co-ordinates scrawled in the corner of a diary leading to the previous victim. This draws the creature out and gives it the scent of its newest victim. From this point on the target is marked. Half-glimpsed shapes, strange markings on the walls of a house and sightings of some featureless thing will plague the victim as the Entity seeks to break their mind. As the weeks turn into months its prey will become increasingly paranoid and feel a strong desire to film everything. They will wish to document the events, reach out for help and draw others in. Soon the victim becomes ill. This manifests as a wracking cough accompanied by a thick black discharge from the nose and throat. This substance settles in the lungs and stomach most often and thus the infectee feels short of breath and nauseous, often coughing up thick wads of tarry sludge. The symptoms are noticeable but are often dismissed as a cold or flu. The victim rarely seeks medical aid but the few who have usually end up diagnosed with a respiratory infection and given anti-biotics, sometimes however they bring back a strange set of pills which show up on no medical databases.

As the physical illness progresses it soon becomes impossible to ignore, the victim can no longer operate for more than a few hours without the pills. But not to worry, there are plenty of pills at home. Even the victim can provide no idea as to where they come from aside from claiming the doctor provided them. Usually by this point the mental degradation has progressed to the point that the sufferer only trusts one or two close friends and shuts themselves away from the rest of the world in order to keep them safe from the creature hunting them down. This goes on for a while before the takeover is complete and the infected begins to manifest physical abnormalities. They become harder to injure, quicker to heal and some manifest even stranger abilities. It is at this point the Entity finally whisks the new proxy away. But not before some new victim discovers a link to the videos, a package

containing several documents and clues as to where to find more or even just a new 'friend' with an interesting story to tell.

This is the usual pattern of Entity activity. However recently there has been an increase in Proxy activity. They usually appear after the symptoms of the Illness begin, once the mental damage of weeks or months of stalking has started to manifest. Proxies select one of the group seemingly at random (Later investigation has proven that this individual is usually abnormally strong, stubborn or talented in some way) to convert and make an effort to kill, traumatise and mutilate the rest. It should be noted that the Proxies rarely co-operate and are prone to sabotaging or even outright attacking each other and using their victims as pawns in their vendettas. All of this further divides the target group and hastens the conversion. However there are fewer proxies overall due to these skirmishes and the tendency for a Proxy to slaughter its protégée for some indiscernible reason, perhaps they miss the humanity they once had and endeavour to destroy the reminder of what they've lost. Or perhaps they feel threatened, the more proxies there are the less special they are. Or maybe they simply enjoy brutalising and murdering other living creatures.

But what makes a Proxy so dangerous? Other than the link with the Entity that is? Well even the weakest Proxy has incredible physical strength, durability and healing. They are very hard to kill and some even have odd powers born from madness or strange alterations by the Entity. This is not the only thing that makes them dangerous, even without the supernatural enhancements a Proxy is still incredibly dangerous because many can easily pretend to be human and all are connected to the Entity.

So now we know what a Proxy is we must ask this. How do we stop a Proxy? Well obviously one can kill a Proxy, the best solution is to sever the head or spine. If you've watched a typical zombie movie you know how to kill a Proxy. But off course killing them won't stop the Entity. So how does one win against this creature? The answer is simple. Stick together. Don't let yourselves become isolated by the horrors it will put you through. The servants of this monster will kill, torture and carve a bloody path of terror to force you apart, to force you to isolate yourselves. Don't let them. Another rule is to retain a link to reality and your old life. It is important to remember that you existed before all this began and will continue to do so after it's all over. By not allowing yourselves to be broken, to allow the Entity to erase all trace of who you once were and replace you with something more suited to its goals. That is how you win.

MECHANICS OF THE STALK

For each week a character is hunted by the Entity they gain a point of Strain. A face to face encounter with the Entity grants 3 points of Strain and an encounter with a Proxy will generally cause the gain of 1 or even 2 Strain depending on how grotesque the creature is. Suffering a near death experience provides 3 Strain and witnessing the death of a friend or loved one will cause the gain of 3-5 Strain (depending on the GM's wishes). Stumbling across a horribly mutilated body is worth 2 Strain and combat is worth 1-2 Strain and killing another human is worth 3-5 depending on the circumstances involved (shooting someone from two hundred meters is very different to driving a screwdriver into their ribs and killing to protect yourself or someone close to you is very different than killing because it is convenient).

To lose Strain a character must interact with others, for each day in which the character actively interacts in a non-Entity related fashion they lose one point of Strain, this can be done once per week. Each character also chooses one important link to the rest of the world; this may be a lucky coin, a favourite pet, a particular song, a religion, etc. For each week in which the character interacts with this link for at least an hour they lose 1 point of Strain.

CHARACTER ADVANCEMENT

At the end of each session or story arc a character receives one point of Experience. These points can be spent to raise an attribute by one point. This costs a number of Experience points equal to the new rating. Through this process a character can increase an attribute to 4 (exceptional) and 5 (Human maximum).

PROXIES AND NPCs

This section details the abilities and powers of a Proxy as well as providing some samples for a time pressed GM and detailing how to create an NPC as well as providing some samples.

Creating an NPC: There are two types of NPC in the Entity, Important and normal. Important NPCs are those who the players will interact with on a regular basis or who will play a role in the intended story. Normal NPCs are usually used for just one scene and are rarely seen more than once unless a player takes an interest in them, in which case they may become Important.

NPCs can be created in the same way as Player Characters or the attributes can simply be assigned. The ratings mean the same thing for NPCs as for players, however NPCs may have ratings of 4 and 5. Normal NPCs have only STP and no Strain or Luck as their fates are entirely up to the GM or roll of the dice. Important NPCs have a maximum of 7 Strain and start with 10 health and 3 Luck.

Creating a Proxy: Proxies are made as any NPC but have the following alterations: The Brawn and Reflex attributes increase by 1 or to 3 (whichever is higher) and the Proxy gains Healing 1 (Regains 1 Health per turn). A Proxy may also have powers as determined by the GM. Health may be any number between 10 and 15 but due to the healing a lower number is usually for the best.

SAMPLE PROXIES

The Man in the Woods

Once upon a time there was a lonely old man who lived in a tiny house in the deep dark woods. He would sell firewood to the nearby towns and lived a quiet, dull life. This all changed when he saw a strange figure in the woods. Now he wanders from town to town, searching for those chosen by the Entity, perhaps if he can create more like him he won't be forgotten anymore.

Smarts: 1, Charisma: 1, Brawn: 5 Reflex: 4

Health: 15, Luck: 3,

Weapons: Hatchet (+1 damage)

Powers: I'm Not Here (Any character must make a Difficulty 5 Smarts roll to remember any details about The Man in the Woods), Healing 1,

Chainboy

A young man full of bitterness and hatred. Trapped in a dead end job, stuck in a small town and married to a woman he loathed. Life seemed full of nothing but chains and shackles to tie him down and make him miserable. When he found that videotape in his mailbox his whole life changed. He knew the creature wanted him to change, to serve it. He didn't fight for long and now chooses to use his new abilities to make others suffer the way he feels he did.

Smarts: 3, Charisma: 2, Brawn: 4, Reflex: 4

Health: 10, Luck: 3

Weapons: Length of chain (+2 damage)

Powers: Shackle (The target must make a Difficulty 4 Reflex roll or be twined in lengths of barbed wire and be unable to move without taking 1 point of damage), Healing 1.

Gasmask

This proxy was a pest exterminator in life. A happy, stable and social person he was one of the harder proxies to create, in fact if it hadn't been for the action of the Butcher he may have been able to stave off the Entity for many ears yet. Now he is host to a hive of large black beetles and writhing grubs consumed by a desire for revenge against the humanity he lost.

Smarts: 3, Charisma: 1, Brawn: 3, Reflex: 4

Health: 12, Luck: 3

Weapons: None

Powers: The Swarm (Once per encounter Gasmask can cause a swarm of flying insects to burst forth from his body. This imposes a -1 penalty on rolls to hit him in combat and can be used to inflict 1 damage per turn, the swarm lasts until the end of the encounter).

The Butcher

A quiet man in a quiet rural town, his life was easy and largely happy until the day he stumbled across a video online. A glimpse of the Entity, sounds of flesh tearing and a desire for pork began his descent into madness. This proxy is different from the rest, something went wrong in the conversion process. His wounds do not heal without the consumption of human flesh. Taking his vile hunger and the years spent learning the best way to strip flesh from bone the Butcher is a very effective brute force proxy. However he has become increasingly erratic and uncontrollable of late, it is only a matter of time before he kills one to many potential proxies.

Smarts: 2, Charisma: 1, Brawn: 6, Reflex: 3

Health: 10, Luck: 3

Weapons: Cleaver (+1 damage), Meat hook (+1 damage), Assorted knives (+1 damage), Thrown knife (+0 damage)

Powers: Feast of the Flesh (The Butcher may consume the flesh of any dead or dying human to restore 2 Health per turn, it takes 10 turns to consume an adult human. Any characters who witness this feeding gain 2 Strain), Gruesome Spectacle (Once per encounter the Butcher may inflict 4 extra damage as he leaves a truly gruesome wound, this also causes those who witness it to gain 1 Strain).

The Widow

A group of friends found an interesting online video, they saw something strange and became the target of something evil and one or more become proxies. This story plays out many times and will likely play out many more. But this time something was different. This time the victims stuck together, they refused to let it win. That is until an unknown proxy stormed in and slaughtered all but one. This one was consumed by grief and despair, they gave in and let the Entity in. Now known as the Widow this proxy seeks to search for someone, anyone to sooth the pain. Perhaps one day the Entity will be pleased with its work and take away the pain or simply let it die.

Smarts: 3 Charisma: 4 Brawn: 3 Reflex: 3

Health: 10

Weapons: None

Powers: *Feel my pain* (Once per encounter one targeted character must make a Charisma vs Charisma roll or be unable to act for a number of turns equal to the difference between the two rolls).