

# UNCANNY Midnight Tales

by John “The Gneech” Robey

## A CAMPAIGN OF DREAD MYSTERY

Madison, Virginia, 1930 ... a small but lively city on the mouth of the Rappahanock, built around the imposing spires of Chesapeake University and a haven for artists, writers, and visionaries. But Madison has a darker side as well – a past tainted by bloodshed and horror, unsettling undercurrents of hatred and vice, and the weird call of the sea. In Madison, the gothic and the grotesque linger in the shadows of the genteel Virginia countryside.

Madison has many strange tales to tell; in *Uncanny Midnight Tales*, you play the participants of these tales, those who by choice or circumstance find themselves confronting the strange, investigating the unknown, and protecting a helpless and unknowing world from the horrors that would devour it.

*Uncanny Midnight Tales* borrows several concepts and elements from *Call of Cthulhu* – don't be surprised to find gibbering horrors or fungi from Yoggoth making appearances – but it also draws from Virginia's own ghost stories, legends, and

“southern gothic” tradition. It uses a variation of the *d20 System*, particularly *Star Wars Saga Edition*, with additional elements from *Call of Cthulhu d20*, *Grim Tales*, *d20 Modern*, and various others.

## CHARACTER CREATION

### CHARACTER TEMPLATES

Pregenerated character templates are provided to facilitate getting characters up and running quickly. These are completely optional, and have been created using the guidelines below. The ability scores have not been generated for these templates, but defense bonuses, skills, and a selection of feats have. Feel free to use, modify, or ignore these.

### LEVEL

Characters begin at (party average - 3) or 1<sup>st</sup> level, whichever is higher. This may seem harsh, but *Uncanny Midnight Tales* is a game in which flirting with death is dangerous! However, be warned:

it is expected that somewhere along the line, some or many characters are likely to die, go insane, or be forced to retire while they can still call their mind their own.

*Uncanny Midnight Tales* does not use the concept of “character class.” For convenience, characters are referred to by their template, profession, or role in the story. For example, a 4<sup>th</sup> level character who has the Student template would be referred to as a “4<sup>th</sup> level Student.” If all else fails, you can always refer to your character as an “Investigator.”

### What Kind of Character Should I Play?

Any sort of character who might be motivated to investigate mysteries and confront supernatural horrors will find a place in *Uncanny Midnight Tales*. The sample character templates point at some possibilities – academics, detectives, exorcists, occultists, psychologists or doctors are the classic archetypes, but there are plenty of other prospects. The shell-shocked soldier back from the Great War, the trusty butler, or the glamorous torch singer could all find a place. When in doubt, attach your character to Chesapeake University, where studies into things better left alone come with every new freshman class.

## QUICK-START GUIDE

1. **Choose whether you wish to use a Character Template or generate a Custom Character.**
2. **Generate Ability Scores (Str, Dex, Con, Int, Wis, Cha)**

**Method A:** Roll 3d6 and arrange as you wish.

**Method B:** Roll 4d6 and drop the lowest, in order.

If you do not have at least one 16 or higher, you may replace one score with a 16. If you do not like the scores rolled, discard the set and start again.

You may choose to make an older character and modify your abilities accordingly (see Age).

Every attribute has a modifier equal to (attribute / 2, round down) - 5.

3. **Generate Secondary Attributes**

**Starting SAN:** The higher of (Wis x 5) or (Cha x 5).

**Maximum SAN:** Starts at 100.

**Sanity Threshold:** Wis / 2.

**Move:** 6 squares unless modified by size or feat.

### Attack Bonuses:

**Melee:** BAB (3/4 level, rounded down) + Str modifier {+ special size modifier for Grapple}

**Ranged:** BAB (3/4 level, rounded down) + Dex modifier

**Arcane:** BAB (3/4 level, rounded down) + Cha modifier

BAB starts at 0 unless you take the Improved BAB feat.

### Defense Scores:

**Reflex (Ref):** 10 + Dex modifier + your level + Ref defense bonus

**Willpower (Will):** 10 + Wis modifier + your level + Will defense bonus

**Fortitude (Fort):** 10 + Con modifier + your level + Fort defense bonus

Your defense bonuses are determined by your character template. If generating a custom character, you have 4 points to allocate to defense bonuses, with no more than +3 on any one bonus.

**Damage Threshold:** Equal to Fort defense unless modified by feats or equipment.

4. **Determine Hit Die/Hit Points**

Determined by your character template. If generating a custom character, your hit die is d6 and your starting hit points are (18 + Con mod), unless you take the Improved Hit Die feat.

5. **Choose Five (+Int mod) Trained Skills**

Determined by your character template. If generating a custom character, you have your choice of (5 + Int mod) trained skills. You get +5 to checks made with those skills, as well as access to “trained only” applications of those skills.

6. **Choose Five Feats**

Determined by your character template. If generating a custom character, you begin with Weapon Familiarity (Simple) and your choice of five feats for which you meet the prerequisites.

7. **Choose Flaws (If Any)**

You are not required to take a flaw. If you choose to, however, you gain a bonus feat for each flaw you take. You may take up to two flaws total.

8. **Flesh Out Character**

Characters need at least a name, equipment, and known languages (if any). An interesting hook, background, description, or connection to the rest of the group is also desirable.



## MULTIPLE CHARACTERS

If you wish, you may create more than one character, in order to have one “waiting in the wings.” You can even switch back and forth between them, which is a possible way to avoid restarting from scratch if one character is lost. The only restriction is that you cannot play both simultaneously during the course of an adventure. Even if your characters are bosom buddies, they never work together during their investigations. If at any point during the course of a single adventure you switch from one character to the other, the first character is removed from play.

## ABILITY SCORES

This game is more “mortal” and less “heroic” than a straight-forward fantasy or SF game; as such, the characters will tend to have lower (or at least more random) ability scores. The usual *d20 System* abilities of Str, Dex, Con, Int, Wis, and Cha are determined in one of two ways:

- ☞ **Method A:** Roll 3d6 six times, and arrange the attributes as you wish.
- ☞ **Method B:** Roll 4d6 and drop the lowest, in order.

If at the end you do not have at least one score at 16 or higher, you may replace one score with a 16. If you do not like the scores rolled, discard the set and start again.

## Age

Characters start as “Adult” by default; you may advance your character’s age to increase their mental attributes at the cost of their physical attributes. It may be possible to reduce your character’s age with GM permission, but this is rarer and should be considered carefully. Age modifications may not take attributes below 3 or above 18.

Age	Attributes Changed
Young <sup>1</sup>	+1 Str, Dex, Con; -1 Int, Wis, Cha
Middle-Aged	-1 Str, Dex, Con; +1 Int, Wis, Cha
Old	-2 Str, Dex, Con; +2 Int, Wis, Cha
Venerable	-3 Str, Dex, Con; +3 Int, Wis, Cha
<sup>1</sup> Size becomes Small. Movement reduced to 4 squares. +1 BAB and Ref defense, -5 Grapple, +4 Stealth checks.	

## WHAT’S THE POINT?

Players who aren’t used to mystery/horror RPGs may find themselves wondering what to do with themselves in *Uncanny Midnight Tales*. Not only do the usual rules (kill monsters, take their stuff, get more powerful so you can fight bigger monsters) not apply, if anything they’re a quick one-way trip to the morgue or the madhouse. And even if you can avoid having your face eaten off by the horror from beyond, the Sanity mechanic virtually guarantees that as time goes on your character will become more and more unhinged, leading to an inevitable retirement for years of therapy as the “happy” ending. So ... what exactly are you expected to achieve? And is there a way to know you’re doing it right?

Well, the goal of *Uncanny Mystery Tales*, like any RPG, is to have fun by engaging in a cooperative narrative, so to that end, as long as you’re having a good time, you’re doing it right! But more specifically, *Uncanny Mystery Tales* is a study in mood, that of weird mystery and spooky chills. Dark cults, strange monsters, ghosts and other horrors lurk under the surface of our sane and comprehensible world and ever threaten to burst forth and unleash their terrors upon a fragile and unsuspecting humanity. The player characters are those brave few who put their bodies and souls on the line to protect the rest of us and allow us to sleep at night.

In order to do that, of course, you’ll need to survive! You’ll need to gather intelligence and look for clues, you’ll need to cooperate against the threats you find, and you may have to resort to highly-unconventional methods to achieve your goals. And even when you succeed at saving the world, you may find your own character coming to a bad end. Yes, it was absolutely necessary to shoot the cult leader before he could finish his apocalyptic chant – but all the cops see is a dead body and you holding a smoking gun.

So the quick answers are: What are you expected to do? Investigate, confront, and hopefully overcome (or at least stave off) the strange and terrible things that threaten life and sanity. How do you know if you’re doing it right? The world is still there, and you’re still alive!

## PREGENERATED CHARACTER TEMPLATES

### Adventurer

**BAB:** +0 (+1 ranged)

**Defense Bonuses:** Ref +2, Fort +2

**Hit Die:** d8 (24 hp + Con modifier at 1st level)

**Trained Skills:** Climb, Drive or Pilot, Endurance, Initiative, Jump, choose (1 + Int mod)

**Feats:** Weapon Proficiency (Simple, Common Firearms), Improved Hit Die (d8), Improved BAB +1 (ranged), Skill Training (Pilot), choose one

**Equipment:** small revolver and 24 rounds of ammunition, leather jacket, petty cash, hat

### Antiquarian/Archeologist

**BAB:** +0

**Defense Bonuses:** +1 Ref, +3 Will

**Hit Die:** d6 (18 + Con modifier at 1st level)

**Trained Skills:** Decipher Script, Knowledge (Archeology), Knowledge (History), Knowledge (Occult), Knowledge (Religion), choose (1 + Int mod)

**Feats:** Weapon Familiarity (Simple), Educated, Skill Training (Decipher Script), Wealth, choose two

**Equipment:** Well-appointed home with library, automobile, petty cash

### Crook

**BAB:** +0

**Defense Bonuses:** +3 Ref, +1 Fort

**Hit Die:** d6 (18 + Con modifier at 1st level)

**Trained Skills:** Deception, Knowledge (Worldly), Security, Stealth, choose (1 + Int mod)

**Feats:** Weapon Familiarity (Simple, Common Firearms), Connections, Gambler, Sneak Attack +1d6, choose one

**Equipment:** small semiautomatic pistol and 38 rounds of ammunition, knife, blackjack, brass knuckles, cheap suit, dice, cards, petty cash

### Doctor

**BAB:** +0

**Defense Bonuses:** +1 Ref, +2 Will, +1 Fort

**Hit Die:** d8 (24 + Con modifier at 1st level)

**Trained Skills:** Gather Information, Knowledge (Bureaucracy), Perception, Treat Injury, choose (1 + Int mod)

**Feats:** Weapon Familiarity (Simple), Educated, Improved Hit Die (d8), Licensed, Skill Focus (Treat Injury), choose one

**Equipment:** First-aid kit, medical gear, medical license (Physician), notepad, petty cash

### Police Detective

**BAB:** +0 (+1 ranged)

**Defense Bonuses:** +2 Ref, +2 Fort

**Hit Die:** d8 (24 + Con modifier at 1st level)

**Trained Skills:** Gather Information, Knowledge (Bureaucracy), Perception, Security, choose (1 + Int mod)

**Feats:** Weapon Proficiency (Simple, Common Firearms), Improved BAB +1 (ranged), Improved Hit Die (d8), Licensed, choose one

**Equipment:** automobile, small revolver and 24 rounds of ammunition, handcuffs, badge, whistle, notepad, petty cash

### Priest

**BAB:** +0

**Defense Bonuses:** +1 Ref, +3 Will

**Hit Die:** d6 (18 + Con modifier at 1st level)

**Trained Skills:** Knowledge (History), Knowledge (Occult), Knowledge (Religion), Perform, choose (1 + Int mod)

**Feats:** Weapon Proficiency (Simple), Divine Fire, Educated, Licensed, choose two

**Equipment:** Bible, vestments, petty cash



## Ability Modifiers

Ability modifiers are determined via the normal *d20 System* method: (1/2 ability score, round down) - 5.

## SECONDARY ATTRIBUTES AND LEVEL-BASED BENEFITS

These are attributes that either have a set value or are derived from your level or other attributes.

### Sanity (SAN)

Your SAN starts at (Wis x 5) or (Cha x 5), whichever is higher. Thus, if your Wis is 11 and

## PREGENERATED CHARACTER TEMPLATES (CONT.)

### Private Eye

**BAB:** +0

**Defense Bonuses:** +2 Ref, +1 Will, +1 Fort

**Hit Die:** d8 (24 + Con modifier at 1<sup>st</sup> level)

**Trained Skills:** Gather Information, Knowledge (Worldly), Perception, Photography or Security, choose (1 + Int mod)

**Feats:** Weapon Proficiency (Simple, Common Firearms), Improved Hit Die (d8), Licensed, Skill Training (Stealth), choose one

**Equipment:** small revolver and 24 rounds of ammunition, investigator's license, notepad, petty cash

### Psychologist

**BAB:** +0

**Defense Bonuses:** +1 Ref, +3 Will

**Hit Die:** d6 (18 hp + Con modifier at 1<sup>st</sup> level)

**Trained Skills:** Knowledge (Bureaucracy), Perception, Persuasion, Psychoanalysis, choose (1 + Int mod)

**Feats:** Weapon Proficiency (Simple), Licensed, Sense Motive, Skill Focus (Psychoanalysis), choose two

**Equipment:** medical license (Psychiatry), notepad, petty cash

### Reporter

**BAB:** +0

**Defense Bonuses:** +2 Ref, +1 Fort, +1 Will

**Hit Die:** d6 (18 hp + Con modifier at 1<sup>st</sup> level)

**Trained Skills:** Gather Information, Knowledge (Bureaucracy), Knowledge (Worldly), Perception, Persuasion, choose (1 + Int mod)

**Feats:** Weapon Proficiency (Simple), Connections, Licensed, Skill Training (Photography), choose two

**Equipment:** camera, notepad, press pass, petty cash

### Socialite

**BAB:** +0

**Defense Bonuses:** +2 Ref, +2 Will

**Hit Die:** d6 (18 + Con modifier at 1<sup>st</sup> level)

**Trained Skills:** Drive, Gather Information, Knowledge (Worldly), Persuasion, choose (1 + Int mod)

**Feats:** Weapon Proficiency (Simple), Captivate, Connections, Wealth, choose two

**Equipment:** luxurious home, automobile, expensive clothes, petty cash

### Soldier

**BAB:** +0 (+1 to either melee or ranged)

**Defense Bonuses:** +3 Ref, +1 Fort

**Hit Die:** d10 (30 + Con modifier at 1<sup>st</sup> level)

**Trained Skills:** Climb, Endurance, Jump, Survival, choose (1 + Int mod)

**Feats:** Weapon Proficiency (Simple, Common Firearms), Improved BAB +1 (either melee or ranged, determined at creation), Improved Hit Die (d8, d10), choose one

**Equipment:** small semiautomatic pistol and 24 rounds of ammunition, petty cash

### Student

**BAB:** +0

**Defense Bonuses:** +2 Ref, +1 Will, +1 Fort

**Hit Die:** d8 (24 + Con modifier at 1<sup>st</sup> level)

**Trained Skills:** Knowledge (area of study), Knowledge (Worldly), Perception, Persuasion, choose (1 + Int mod)

**Feats:** Weapon Proficiency (Simple), Disciplined Mind, Improved Defenses, Improved Hit Die (d8), choose two

**Equipment:** books, notebooks, petty cash

your Cha is 8, your SAN starts at (11 x 5 =) 55. The Disciplined Mind feat gives you +5 to your starting SAN. It's important to make a note of your starting SAN, because this represents the maximum level to which your SAN can be improved by Psychoanalysis. If the ability score your starting SAN is based on permanently increases or decreases (due to level bonuses, ability drain, etc.), your starting SAN goes up or down to reflect the change, but your current SAN does not change. Sanity is not affected by temporary changes unless specified otherwise.

### Maximum SAN

Your maximum SAN is (100 - {Ranks in Knowledge: Mythos x 5}). Since no character starts with

ranks in Knowledge (Mythos), your maximum SAN starts at 100. If your maximum SAN ever goes below SAN, your SAN drops to match it. Nothing, including Psychoanalysis or gaining levels, can raise your SAN above your maximum SAN. What has been seen, cannot be unseen!

### Sanity Threshold

Your Sanity Threshold is equal to your Wis/2. This value is used to determine how severe a sanity loss you have suffered from a failed Sanity Check (see below). If your Wisdom permanently increases or decreases (due to level bonuses, ability drain, etc.), your Sanity Threshold changes to reflect the new value.

# Character Creation

## Sanity Check

Your Sanity Check modifier is +1 per 5 points full points of SAN you have (i.e., +1 at 6-10 SAN, +2 at 11-15 SAN, and so forth), up to a maximum of +19 for 96-100 SAN. When called to make a Sanity Check, you roll 1d20 + your Sanity Check modifier. The default DC for this check is 20, although the GM may modify this. Sanity Checks are modified by condition track penalties.

If you succeed at your Sanity Check, you usually suffer no or minor ill effects, although truly terrifying experiences may still drain your SAN even if you pass your check.

If you fail your Sanity Check by more than your Sanity Threshold, your character has been unhinged by what they've experienced. They immediately move -1 step on the condition track, in addition to other ill effects of failing their Sanity Check. If this movement takes them to -5 steps, they faint.

## Losing SAN

When you fail a Sanity Check, regardless of by how much you fail it by, the GM informs you of how much SAN you lose (usually determined by a die roll) as well as any other ill effects. Characters with SAN Resistance (such as from the Disciplined Mind feat) subtract that value from the amount of SAN they lose. (For instance, a character with 1 point of SAN resistance fails a Sanity Check and the GM rolls a 4 for the amount of SAN lost. That character actually only loses 3 SAN.)



If you lose more than your Sanity Threshold from a single failed Sanity check, you immediately move down -1 step on the condition track and are in danger of falling into temporary insanity.

If you lose as much SAN as your Wisdom during a single encounter, you are in danger of falling into indefinite insanity. If your SAN ever becomes 0, your character becomes permanently insane.

Sanity may be recovered up to your starting SAN or your maximum SAN (whichever is lower)

by means of Psychoanalysis. Further, whenever you gain a level, you get +1d6 SAN (which can theoretically raise it above your starting SAN, but this is not likely in practice). SAN may be awarded by the GM for accomplishing story goals as well, particularly ones that “restore the natural order” as your characters see it. For more details, see **Psychoanalysis** under skills and **Sanity** in the **Combat and Adventuring** section.

## The Sanity Track

The character sheet provided for *Uncanny Midnight Tales* includes a table called the Sanity Track, designed to make it easy to track your current, starting, and maximum SAN, as well as your current ranks in Knowledge (Mythos). The suggested use is to circle your starting SAN with a pen or colored pencil, then use a regular pencil to circle your current SAN and Sanity Check modifier, cross out any rows that you can no longer use due to ranks gained in Knowledge (Mythos), and to cross out SAN points as you lose them.

Sanity Check	SANITY SCORE						Ranks in Knowledge (Mythos)
+10	<del>100</del>	<del>95</del>	<del>90</del>	<del>85</del>	<del>80</del>	<del>75</del>	0
+9	<del>95</del>	<del>90</del>	<del>85</del>	<del>80</del>	<del>75</del>	<del>70</del>	1
+8	<del>90</del>	<del>85</del>	<del>80</del>	<del>75</del>	<del>70</del>	<del>65</del>	2
+7	<del>85</del>	<del>80</del>	<del>75</del>	<del>70</del>	<del>65</del>	<del>60</del>	3
+6	<del>80</del>	<del>75</del>	<del>70</del>	<del>65</del>	<del>60</del>	<del>55</del>	4
+5	75	70	65	60	55	50	5
+4	70	65	60	55	50	45	6
+3	65	60	55	50	45	40	7
+2	60	55	50	45	40	35	8
+1	55	50	45	40	35	30	9
+0	50	45	40	35	30	25	10
	45	40	35	30	25	20	11
	40	35	30	25	20	15	12
	35	30	25	20	15	10	13
	30	25	20	15	10	5	14
	25	20	15	10	5	0	15
	20	15	10	5	0		16
	15	10	5	0			17
	10	5	0				18
	5	0					19
n/a	INSANE						20
SAN Res. n/2	Starting SAN (Wis or Cha)x5: 75						
	SAN Threshold (Wis/2): 6						

This is a sample sanity table for a character with Wis 12, Cha 15, and 3 ranks in Knowledge (Mythos). The character has lost a net total of 13 points of SAN over the course of their career.

## MOVE

Begins at 6 squares, but may be modified by feats.

## ATTACK BONUS

Your attack bonuses are determined by your base attack bonus (BAB) and the appropriate ability modifier. Some talents or special modifiers (such as size) may also apply.

**Melee:** BAB (3/4 level, rounded down) + Str modifier {+ special size modifier for Grapple}

**Ranged:** BAB (3/4 level, rounded down) + Dex modifier

**Arcane:** BAB (3/4 level, rounded down) + Cha modifier



The Improved BAB feat adds +1 to your BAB for one type of combat (melee, ranged, or arcane).

## DEFENSE SCORES

Your defense scores are the total of 10 plus your level, your inherent bonus to each given score, and the appropriate ability modifier. The defenses are:

**Reflex (Ref):** 10 + Dex modifier + your level + Ref defense bonus

**Willpower (Will):** 10 + Wis modifier + your level + Will defense bonus

**Fortitude (Fort):** 10 + Con modifier + your level + Fort defense bonus

Some talents, feats, or special modifiers (such as size) may also apply. Armor does not modify your defense scores unless specified otherwise.

## Defense Bonuses

At first level, you get four points to distribute among your defense bonuses (Ref, Will, Fort). No

defense bonus may be higher than +3, but other than that you may distribute them as you wish. Generally speaking, more physically-oriented characters (soldiers, police) should emphasize Ref and Fort, while more esoteric-minded types (scholars, mystics) should emphasize Will. Once set, these bonuses are fixed and may only change due to feats or unusual circumstances.

## DAMAGE BONUS

Starts at 0; +1 at every even-numbered level. This number is added to the damage you inflict in combat.

## SKILL BONUS

Starts at 0; +1 at every even-numbered level. This number is added to all skill checks you attempt, trained or untrained.

## ATTRIBUTE RAISES

At 4th, 8th, 12th, 16th, and 20th levels you may permanently add +1 to any two attribute scores. This may take attributes above 18. If the ability score your starting Sanity was based on goes up, your starting Sanity goes up by 5 to reflect this, but your current SAN is not altered. Starting Sanity can never be higher than 100 or your maximum Sanity, whichever is lower.

## FEATS

All characters begin with Weapon Proficiency (Simple). You also get five feats of your choice at first level. From there forward, you get an additional feat on every odd-numbered level.

## HIT DICE/HIT POINTS

Characters begin with a d6 hit die; this may be increased by taking the Improved Hit Die feat, which can be taken a total of twice (d6 to d8, d8 to d10). You start at 1<sup>st</sup> level with hit points equal to the maximum roll of your hit die x 3, plus your Con modifier. Thus:

Hit Die	Starting Hit Points
d6	18 + Con mod
d8	24 + Con mod
d10	30 + Con mod

## Character Creation

If you take the Improved Hit Die feat at later levels, your hit points are re-rolled retroactively, using the new base as a starting point. For example, a 3<sup>rd</sup> level character with a d6 hit die has 18 + 2d6 hit points, modified by their Con. If that character then takes the Improved Hit Die feat, their new hit point total becomes 24 + 2d8, modified by their Con.

At every level after 1<sup>st</sup>, you roll the hit die and add your Con modifier; you always get a minimum of 1 hit point per level unless you have the Frail flaw. If your Con has a permanent increase or decrease (from level bonuses, attribute drain, or other sources), your hit points change retroactively to fit the new score, losing or gaining 1 hit point per level for every point your Con modifier changes. Hit points are not modified by temporary changes unless specified otherwise. When your current hit points are reduced to 0, your character is incapacitated. (If your hit points are reduced to 0 by an attack that also overcomes your damage threshold, your character is slain.)

## TRAINED SKILLS

Characters begin with (5 + Int mod) trained skills of their choice. Training gives you +5 to checks made with that skill as well as access to “Trained Only” applications of that skill, if any. You may gain additional trained skills with the Skill Training feat. If your Int undergoes a permanent change (from level bonuses, attribute drain, or other sources), you gain or lose trained skills appropriate to the change in your Int mod. Skills are generally lost in the order of: knowledge/training skills first (e.g., Security or Knowledge: History), social interaction skills next (e.g., Persuasion), and finally physical skills (e.g., Stealth). However, you are free to choose which skill you lose in the case of a permanently-lowered Int score. Temporary changes to your Int score do not generally impact the number of trained skills you have, although they will modify your skill check for Int-based skills.

## Knowledge (Mythos)

This skill is an exception to the usual pattern. It is measured in ranks, with each rank giving a +1 to checks made with this skill, with no bonus from your level. You cannot choose to become trained in Knowledge (Mythos), but rather gain ranks during the course of play. Each rank gained reduces your maximum SAN by 5 points.

## DAMAGE THRESHOLD

Starts equal to your Fort Defense, but may be modified by feats, talents, or equipment. When a single attack does more damage than your damage threshold, you move -1 level down the condition track, representing the effects of fatigue, wounds, shock, etc. If an attack reduces you to 0 hit points while also overcoming your damage threshold, your character is slain. (A helpless character can also be instantly slain by a *coup de grace* maneuver.)

## MONEY AND EQUIPMENT

Characters may begin with any mundane equipment that the GM agrees would be reasonable to have based on the character’s background. This may include a pistol or possibly a shotgun in some cases, but usually will not include any military-grade armament. (The Thompson SMG is a possible exception, given how many of these were available on the civilian market during the 1930s. However, this requires Weapon Proficiency: Military Firearms.) Characters may have a car if they wish, but it’s worth noting that in this period most city-dwelling people tended to travel by taxi, bus, or train as automobiles are quite expensive even compared to today. Characters with the Wealth feat have considerably more leeway in what they have available to them.

## LANGUAGES KNOWN

You start knowing English, plus your native language if other than English. You also get one additional bonus language per point of Int modifier you have; you may also learn additional languages with the Linguist feat. Doctors and lawyers are recommended (but not required) to learn Latin.





# SKILLS

With the exception of Knowledge (Mythos), skills in *Uncanny Midnight Tales* work exactly as they do in *Star Wars Saga Edition*. Any character may attempt a skill check for “untrained” applications of skills, using the appropriate ability modifier + 1/2 of their level (rounded down). Note that some of the particulars of a given skill (trained/untrained applications, base DC values, etc.) are different in *Uncanny Midnight Tales* – for easy reference, each skill is detailed below.

## Acrobatics (Dex)

**Balance:** Successful check to move at 1/2 speed across narrow surface such as ledge or wire. Failed check means you fall prone and must make a DC 15 Acrobatics check to avoid falling.

Surface	Acrobatics DC
3" - 6"	10
1.5" - 3"	15
less than 1.5"	20
slippery/unstable	+5

**Cross Difficult Terrain (trained only):** DC 15 check to move through difficult terrain at normal speed.

**Escape Bonds:** Successful check to slip free of restraints (DC below), wriggle through a tight space (DC 20), or escape from a grapple (DC = opponent’s grapple check). It takes an attack action to escape a grapple; a full-round to escape a net or move 1 square through a tight space; 1 minute to escape from ropes or handcuffs; 5 minutes to escape a straightjacket.

Restraint	Acrobatics DC
Ropes	Opponent’s Dex check + 10
Net	15
Handcuffs	25
Straightjacket	30

**Fall Prone (trained only):** DC 15 check to drop to a prone position as a free action instead of a swift action.

**Reduce Falling Damage (trained only):** DC 15 check to treat a fall as if it were 2 squares shorter when determining damage. For every 10 points by which you beat 15, subtract another 2 squares. If you make this check and take no damage from the fall, you land on your feet. If you are struck by a falling object, you can reduce the damage you take by half with a DC 15 check.

**Stand Up From Prone (trained only):** DC 15 to stand from prone as a swift action instead of a move action.

**Tumble (trained only):** DC 15 to tumble through a threatened square without provoking attacks of opportunity. Each threatened square counts as 2 squares of movement. (This does not count as difficult terrain.)

## THE SKILL LIST

Skill	Attribute	Untrained?
Acrobatics	Dex	some
Climb	Str	yes
Deception	Cha	yes
Decipher Script	Int	no
Drive	Dex	some
Endurance	Con	yes
Gather Information	Cha	yes
Initiative	Dex	yes
Jump	Str	yes
Knowledge	Int	some
-Anthropology		
-Archeology		
-Bureaucracy		
-Geography		
-History		
-Mythos		
-Occult		
-Religion		
-Science		
-(Specialty)		
-Tactics		
-Worldly		
Mechanics	Int	some
Perception	Wis	some
Perform	Cha	some
Persuasion	Cha	yes
Photography	Wis	no
Psychoanalysis	Wis	some
Pilot	Dex	some
Ride	Dex	yes
Security	Int	some
Stealth	Dex	yes
Survival	Wis	some
Swim	Str	yes
Treat Injury	Wis	some

**Special:** You can’t take 10 or take 20 on an Acrobatics check. If you are trained in Acrobatics, you gain a +5 bonus to your Reflex Defense when fighting defensively.

## Climb (Str)

**Climb Surface:** Successful check (DC below) to move up, down, or across a slope or wall. Move 1/2 your speed as a full-round action or 1/4 your speed as a move action. Failed check indicates no progress; fail by 5+ indicates that you fall from your current position.

## Skills

DC	Wall or Surface
0	Slope too steep to walk up; knotted rope with a wall to brace against
5	Rope with a wall to brace against or a knotted rope, but not both
10	Surface with ledges to hold or stand on, such as a very rough wall
15	Surface with adequate handholds and footholds, such as a very rough natural rock surface or a tree; an unknotted rope
20	Uneven surface with some narrow handholds and footholds
25	Rough surface, such as a natural rock wall or brick wall
25	Overhang or ceiling with handholds but no footholds
–	Perfectly smooth, flat, vertical surface cannot be climbed
-10*	Climbing inside an air duct or other location where one can brace against two opposite walls
-5*	Climbing a corner where you can brace against perpendicular walls
+5*	Accelerated climbing (full speed as full-round action, or 1/2 speed as move action)
+5*	Surface is slippery

\*These modifiers are cumulative; use any that apply.

**Being Attacked While Climbing:** When climbing, you lose your Dex bonus to Ref defense and opponents get +2 to attack you. If you take damage while climbing, you must make a Climb check vs. the current DC of the surface; failure indicates that you fall.

**Catching Yourself While Falling:** Falling off a wall, Climb check DC = (wall's DC + 20). Falling down a slope, Climb check DC = (slope's DC + 10).

**Making Handholds and Footholds:** By pounding pitons into a wall or using a pickaxe to carve handholds and footholds, you can set the Climb DC for any wall to 15. Doing so takes 1 minute per piton/handhold, and must be done for every 5'.

**Special:** You can take 10 when making a Climb check, but you can't take 20.



## Deception (Cha)

**Deceive:** Deception check vs. target's Will defense to deceive them. Apply modifiers below.

Deception	Check Modifier	Description
Simple	+5	Works in the target's favor or matches the target's expectations, and it requires nothing you don't have on hand.
Moderate	+0	Believable and doesn't affect the target much one way or the other, and you have most of the props you need.
Difficult	-5	Hard to believe, puts the target at some kind of risk, or undergoes scrutiny.
Incredible	-10	Very hard to believe, presents a sizeable risk to the target, or requires passing intense security.
Outrageous	-20	Almost too unlikely to consider or require material you just don't have.

**Create a Diversion to Hide:** A successful Deception check versus the target's Will defense gives you the momentary diversion you need to attempt a Stealth check while the target is aware of you.

**Feint:** Make a Deception check as a standard action to set the DC of the opponent's Initiative check. If you beat your opponent's roll, that target is considered flat-footed against the first attack you make against them in the next round. You take a -5 penalty against non-humanoid creatures or against creatures with an Int lower than 3.

**Retry:** Generally a failed Deception check makes the target too suspicious for you to try another deception in the same circumstances. For feinting in combat, you may retry freely.

**Special:** You can take 10 when making a Deception check (except for feinting in combat), but you can't take 20.

## Decipher Script (Int, trained only)

This skill is used to decipher text in an unknown or lost language, including codes and ciphers.

**Break the Code:** For each passage of text (one page or less), make a Decipher Script check (DC below) in order to break the code or interpret the language. The time taken is 1 hour plus 1d4 hours for each 5 points of DC above 10. (Thus, 1 hour for DC 10, 1d4+1 hours for DC 15, 2d4+1 hours for DC 20, 3d4+1 hours for DC 25, etc.) The time does not have to be taken in one lump (you can spend one hour here and one hour there over the course of a day, a week, or even years), but you may not make the Decipher Script check the requisite time has been spent on the task.

Text	DC
Simple cipher (e.g., letter substitution)	10
Moderate cipher or code (e.g., built on a key word or semi-random pattern)	15
Complex cipher or code (e.g., letter <i>and</i> word substitution)	20
Extremely complex cipher or code (e.g., based on a mathematical algorithm or requiring a missing key)	25
Obscure dialect of a known language	15
Unknown aspects of a known language	20
Unknown language similar to a known language	25
Completely unknown language	30
Unknown language from a wildly alien mindset	35

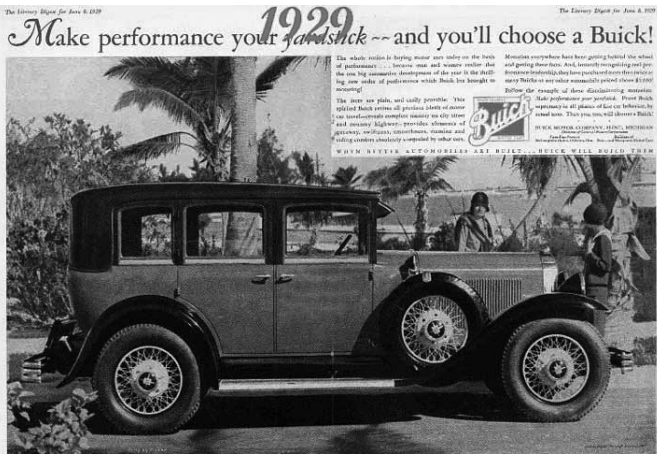
**Additional Passages:** Once the language has been analyzed or the code broken, each additional passage of text an additional Decipher Script check at 1/2 the previous DC and takes an additional hour.

**Retry:** You may retry a failed Decipher Script check by taking the same amount of time on additional attempts.

**Special:** You can take 10 or take 20 on Decipher Script checks. Taking 20 takes twenty times as long, which can add up quickly (20 x 2d4+1 will average 120 hours).

**Drive (Dex)**

Use this skill to operate a wheeled motor vehicle such as a car, truck, or motorcycle. It also applies to more unusual vehicles such as tractors, but that requires special training. When making a Drive check, you must apply the vehicle’s size modifier to your check (generally -1 for motorcycles and cars, and -2 for trucks).



**Avoid Collision:** DC 15 check to reduce or negate the damage from a collision.

**Dogfight:** Generally speaking, ground vehicles do not dogfight, as this would require an unusually flat, open space. In theory, a parking lot or open desert could work this way, in which case dogfighting follows the rules as described

on page 171 of *Star Wars Saga Edition* (substituting Drive checks for Pilot checks as appropriate).

**Engage the Enemy (trained only):** When driving a vehicle in combat, you may use Drive instead of Initiative to determine your place in the initiative order.

**Increase Vehicle Speed (trained only):** DC 20 check as a swift action to increase vehicle’s speed by 1 square until the start of your next turn. (You cannot take 10 on this check.) For every 5 points by which you exceed the DC, your vehicle’s speed increases by an additional 1 square. If the check fails, your vehicle’s speed does not increase and your vehicle moves -1 step on the condition track.

**Ram:** You can make a Drive check as part of a full-round action to collide intentionally with a target. See page 172 of *Star Wars Saga Edition*.

**Special:** You can take 10 when making a Drive check except when attempting to increase a vehicle’s speed. You can’t take 20 on a Drive check.

**Endurance (Con)**

**Force March:** Each hour of walking after 8 hours requires you to attempt a DC 10 Endurance check (+2 DC for every hour after the first). If you fail, you move -1 persistent step down the condition track. This condition can only be removed by resting 8 hours.

**Hold Breath:** You can hold your breath for a number of rounds equal to your Con. Each round after this requires a DC 10 Endurance check (+2 DC for every round after the first). If you fail, you must breathe or you move -1 step on the condition track. If you reach the bottom of the condition track, you fall unconscious. If you are still unable to breathe on your next turn after falling unconscious, you die.

**Ignore Hunger:** You can go without food for a number of days equal to your Con modifier (minimum 1). After this time, you must succeed on a DC 10 Endurance check each day (+2 DC for each additional day) or move -1 persistent step along the condition track. You can only remove this condition by eating a nutritious meal.

**Ignore Thirst:** You can go without water for a number of hours equal to (Con x 3). After this time, you must succeed a DC 10 each hour (+2 DC each additional hour) or move -1 persistent step down the condition track. You may only remove this condition by drinking at least 2 pints of water.

**Run:** You can run as a full-round action for a number of rounds equal to your Con without any trouble. After that, you must succeed a DC 10 Endurance check every round (+1 DC each additional round) or move -1 persistent step down the condition track. You can only remove this condition by resting for as many rounds as you ran. When resting, you may only move your regular speed.

**Swim/Tread Water:** Each hour you swim, you must make a DC 15 Endurance check (+2 DC each additional hour) or move -1 persistent step down the condition track. You can only remove this condition by resting (not swimming or treading water) for the same length of time you were swimming. Treading water is Endurance DC 5.



## Skills

### Gather Information (Cha)

**Learn News and Rumors:** DC 10 check to learn major news stories and popular local rumors. Learning detailed, unclassified facts of a news story or veracity of a rumor requires a DC 20 check and may entail bribes.

**Learn Secret Information:** DC 25 check and probably hefty bribes to find information not readily available to the public such as a classified police report, military blue-prints, etc. Higher-security information will have a higher DC. If the check fails by 5 or more, someone notices your investigations and may attempt to investigate, arrest, or silence you.

**Locate Information:** DC 15 check to find a relatively easy target. A target not well known or taking steps to conceal their location has a DC 25 and may require bribes.

**Special:** You can take 10 on a Gather Information check, but you can't take 20. A successful Persuasion check may reduce the amount of bribe required.

**Time:** Each Gather Information check represents 1d6 hours of time spent talking to informants, perusing newspaper clips, or searching libraries.

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### Initiative (Dex)

**Start Battle:** An Initiative check sets the order of combat when a fight starts. When operating a vehicle in combat, you must apply the vehicle's size modifier to your Initiative check.

**Avoid Feint:** When an opponent attempts to feint in combat, you oppose their Deception check with an Initiative check. If you meet or beat their check result, the feint attempt fails.

**Special:** You can take 10 on an Initiative check, but you can't take 20.

### Jump (Str)

**Long Jump:** The DC of a running long jump is equal to the distance in feet. If you do not get at least a 4-square running start, the DC is doubled.

**High Jump:** The DC of a running high jump is (4 x distance in feet). If you use a pole of sufficient height to help you vault the distance, the DC is halved. If you do not get at least a 4-square running start, the DC is doubled.

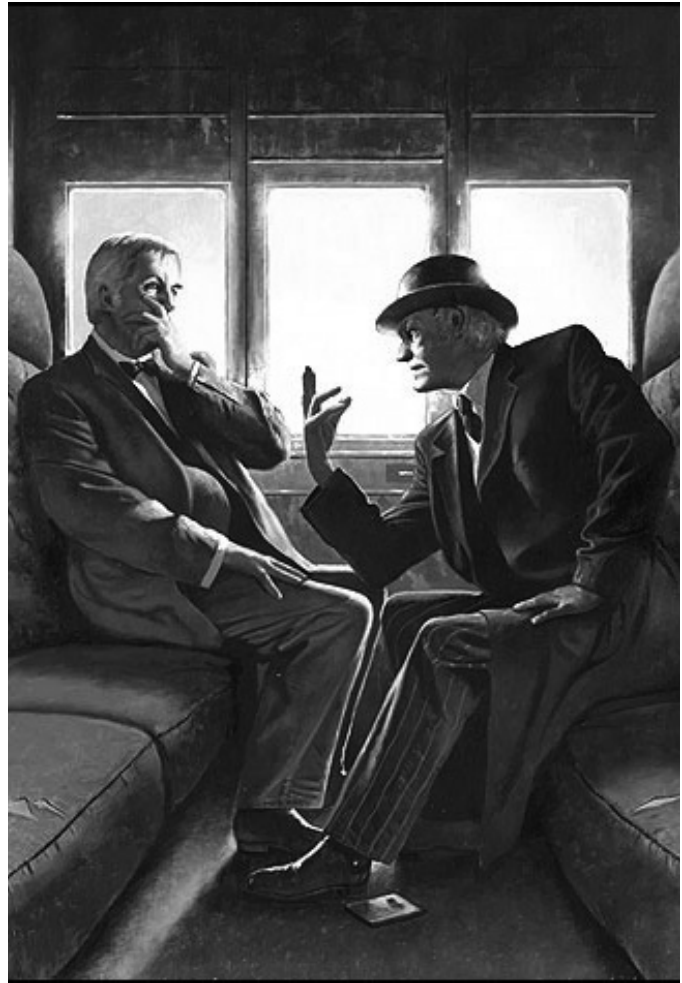
**Jump Down:** DC 15 to take falling damage as if you had dropped 2 squares fewer than you actually did. For every 10 points you beat the DC by, subtract another 2 squares from the effective distance. If you succeed and take no damage, you land on your feet.

**Special:** You can take 10 when making a Jump check. If there is no danger associated with falling, you can take 20.

Distance covered by a long or high jump counts against your maximum movement in a round. Distance covered by jumping down does not.

### Knowledge (Int)

You must select a specialty every time you take training in the Knowledge skill. You may not take training in Knowledge (Mythos); this is gained during play. Also, instead of gaining a +5 bonus from training and + 1/2 your level, you get 1 rank at a time (as in 3.x versions of the *d20 System*). Your Knowledge (Mythos) check is ranks + Int modifier. Each rank in Knowledge (Mythos) lowers your Maximum SAN by 5 points.



**Common Knowledge:** DC 10 to answer basic questions about a subject related to your field of study.

**Expert Knowledge (trained only):** Spend a swift action to make a Knowledge check to answer a question within your field of expertise; DC ranges from 15 (for simple questions) to 25 (for tough questions). The DC may be modified by personal experience.

**Retry:** You can't retry a Knowledge check. The roll represents what you know, and thinking about a topic a second

time doesn't let you know something you never learned in the first place.

**Special:** You can take 10 on a Knowledge check, but you can't take 20.

**Anthropology:** The study of mankind, particularly of various different cultures either current or across history. Can be used to make predictions or educated guesses about the beliefs, morals, and way of life about members of a given culture.

**Archeology:** Used for dating or identifying artifacts or sites from past cultures, or detecting fakes. Combined with Knowledge (Anthropology) it can be used to deduce the way of life of past cultures.

**Bureaucracy:** Business procedures, legal systems and regulations, and organizational structures.

**Geography:** Knowledge of maps, political boundaries, and the composition of terrain structures such as mountain ranges.

**History:** Knowledge of dates, significant battles, migrations, and social trends over time.

**Mythos:** Ia! Cthulhu fthagn!

**Occult:** Knowledge of occult concepts, paraphernalia, history, and practices.

**Religion:** Knowledge of sects, gods and goddesses, mythic history, religious texts, and holy symbols.

**Science:** Knowledge of physics, chemistry, astronomy, etc.

**(Specialty):** You may define a specialized field or sub-field of study, such as Architecture, Cryptozoology, or Late 19th-Century Comic Opera.

**Tactics:** Techniques and strategies for disposing and maneuvering forces in combat.

**Worldly:** Politics, social mores, and popular culture.

**Mechanics (Int, trained only)**

**Craft Professionally:** You can make enough money to cover your living expenses for a month by making a DC 10 Mechanics check. If you succeed by 5+, you earn a comfortable living. By 10+, a wealthy living.

**Craft Item:** Successful Mechanics check (DC below) to create a viable working item. The raw materials cost is 1/3 of the standard market cost for a manufactured version of the item. Failed check indicates no progress; fail by 5+ indicates that some of the raw materials have been ruined and you have to pay half of the raw materials cost again. The time taken (in hours) is the DC x 2. Thus, a DC 5 item takes 10 hours to craft, while a DC 20 item takes 40 hours to craft. The base DC assumes a workshop with appropriate tools.

DC	Item
5	Very Simple Item (e.g., wooden spoon)
10	Simple Item (e.g., penny whistle)
15	Typical Item (e.g., bookshelf)
20	Complex Item (e.g., chair)
25	Very Complex Item (e.g., microscope, rotary engine)
+15	The item has never been built before (e.g., interdimensional resonator); this also doubles the time taken

**Craft Masterwork Item (trained only):** Doubles the price of raw materials and time required; requires a separate Mechanics check DC 20 for the masterwork component.

**Disable Device:** Mechanics check (DC below) to disable a mechanical apparatus.

Device	DC*	Examples
Simple	15	Sabotage a mechanical device, jam a gun, temporarily stall a car.
Tricky	20	Sabotage an electronic device, disassemble a gun, disable a car.
Complex	25	Sabotage a completely unknown technology, jam heavy artillery, destroy an engine.

\*If you attempt to leave behind no trace of the tampering, increase the DC by +5.

**Place Explosive Device (trained only):** The GM makes your Mechanics check; result of 15+ indicates that the explosives ignore the DR of the object. 25+ indicates the explosive does double damage. 35+ indicates triple damage. In all cases, it deals normal damage to all other targets within burst radius. (To handle or disable explosive devices requires the Security skill.)

**Jury-Rig:** DC 25 to make temporary repairs to any disabled mechanical or electronic device, +5 to your check if using a tool kit. A jury-rigged device gains +2 steps on the condition track; at the end of the chapter or encounter, the jury-rigged device moves -5 steps along the track and becomes disabled again.

**Repair (trained only):** Requires a tool kit. 1 hour and DC 20 check to repair a damaged or disabled object, restoring 1d8 hit points and removing any persistent conditions currently affecting the device or vehicle. If you are on board a vehicle while attempting to repair it, apply any penalties from the vehicle's position on the condition track to your Mechanics check.

**Retry:** You can usually retry a Mechanics check. In some specific cases, however, a failed Mechanics check has negative ramifications that prevent repeated checks.

**Special:** You can take 10 or take 20 on a Mechanics check, except when there are negative ramifications to a failed check (as above) or when attempting to make jury-rig repairs, in which case you can't take 20.



## Skills



### Perception (Wis)

Perception checks are modified by distance, solid barriers, and concealment.

**Avoid Surprise:** Make a Perception check (DC determined by circumstances) as a reaction at the start of a battle to avoid being surprised.

**Eavesdrop:** DC 10 Perception check as a standard action to eavesdrop on a nearby conversation. DC 15 in noisy areas (such as a busy street) or 25 in particularly loud areas (such as an operating factory).

**Hear Distant or Ambient Noises:** DC 10 Perception check as a standard action (or a reaction, if called for by the GM) to detect and identify distant or ambient noises.

**Notice Targets:** Detecting a target that enters your line of sight is a reaction; actively looking or listening for hidden enemies is a standard action. If the target is actively avoiding detection, the DC of your Perception check is the result of their Stealth check. (This can also be reversed, making the DC of their Stealth check the result of your Perception check.) If the target is not avoiding detection, the base DC is determined by the target's size: Colossal, DC -15; Gargantuan, DC -10; Huge, DC -5; Large, DC 0; Medium, DC 5; Small, DC 10; Tiny, DC 15; Diminutive, DC 20; Fine, DC 25.

For every 10 squares between you and the target, you take a -5 penalty to your Perception check. You also take a -5 penalty if the target has concealment or cover, or a -10 penalty if the target has total concealment or cover.

**Detect Concealed Weapons or Objects:** Perception check DC equal to the target's Stealth check to spot concealed objects. If you beat the DC by 5+, you can tell what kind of object is concealed (e.g., distinguishing a gun from a notebook). If you spend a full-round action to physically search a



willing, pinned, or helpless target, you get a +10 circumstance bonus to your check.

**Search:** Spend a full-round action to make a DC 15 Perception check to search a 1-square area to find clues, hidden compartments, secret doors, traps, irregularities, etc. Particularly well-concealed features may have a higher DC.

**Sense Deception:** Using Perception to oppose a Deception check is a reaction. Success indicates that you know your opponent is attempting to deceive you.

**Sense Influence:** Spend a full-round action to make a DC 20 Perception check to determine whether somebody is under the influence of a mind-affecting power or other method of coercion such as post-hypnotic suggestion (assuming the effect isn't obvious).

**Retry:** You can make a Perception check every time you have the opportunity to notice something as a reaction. As a swift action, you may attempt to see or hear something that you failed (or believe you failed) to notice previously.

**Special:** You can take 10 or take 20 when making a Perception check. Taking 20 means you spend 2 minutes attempting to notice something that may or may not be there.

### Perform (Cha)

**Entertain Professionally:** You can make enough money to cover your living expenses for a month by making a DC 10 Performance check. If you succeed by 5+, you earn a comfortable living. By 10+, a wealthy living.

**Sing For Your Supper:** Once per day, if the GM determines circumstances to be appropriate, you may spend five minutes to make a Performance check against the Will defense of an indifferent or better NPC to pay for some or all of an item or service, for example, agreeing to be the shipboard entertainment in exchange for passage. Alternatively, make a DC 15 Performance check to entertain a crowd in a public place (on the street or in a park, for example) in order to make enough money from tips to pay for a specific item or service.

**Rites and Rituals:** Some spells require a Perform check in order to correctly perform the rituals or incantations necessary.

**Retry (trained only):** If you fail a Perform check by less than 5, you may immediately make a second check as a swift action to recapture your audience's interest. If this second check fails, or you failed your first check by

5+, the audience is unimpressed by your performance and you get no benefits. You cannot retry until you find another audience or another month has passed, in the case of earning money as an entertainer.

**Special:** You can take 10 on Perform checks, but you cannot take 20.

### Persuasion (Cha)

**Change Attitude:** As a full-round action, make a Persuasion check versus target's Will defense to improve their attitude towards you by one category. The target must have an Int of 2 or higher. The target's current attitude modifies your check:

Modifier	Attitude	The Target...
-10	Hostile	Takes risks to harm you, usually attacking on sight
-5	Unfriendly	Wishes you ill but won't go out of its way to harm you
-2	Indifferent	Regards you neither as a threat nor an ally and probably won't attack you
+0	Friendly	Wishes you well but won't take life-threatening risks on your behalf
n/a	Helpful	Will take risks to help you

**Haggle:** Spend a full-round action to increase or reduce the sell price of a desired item by 50%. DC is based on target's attitude: unfriendly, DC 30; indifferent, DC 25; friendly, DC 20; helpful, DC 15. You can't haggle with creatures hostile to you or with an Int of 2 or lower. No matter how adept at haggling you are, a target won't pay more for an item that can easily be obtained elsewhere for the standard price.

**Intimidate:** Spend a full-round action to make a Persuasion check versus the target's Will defense to force a single creature (with an Int of 1+) that can see you to back down, surrender one of its possessions, reveal a piece of secret information, or flee from you for a short time. Your check is modified based on the situation:

Situation	Modifier
Target is helpless or at your mercy	+5
Target is clearly outnumbered or disadvantaged	+0
Target is evenly matched with you	-5
You are clearly outnumbered or disadvantaged	-10
You are helpless or completely at the target's mercy	-15

A creature you successfully intimidate becomes one step more hostile to you as soon as you are no longer an imminent threat.



**Retry:** If you fail a Persuasion check, you can't make further checks against the target for 24 hours.

**Special:** You can take 10 on Persuasion checks, but you can't take 20.

**Photography (Wis)**

This skill covers both still and motion photography, as well as techniques for development, enlarging, etc. Obviously, you must have a camera to use this skill!

**Capture Image:** DC 15 to get a clear image of a desired scene, object, or person as a full-round action requiring both hands. (This includes adjusting the flash, advancing the film, etc.) Unfavorable conditions (fog, lack of stable platform, etc.) will modify your check. Having a tripod to set on a stable surface adds +5 to your check.

**Remote Photography (trained only):** Cameras can be rigged with timers or extensions to capture images when you are at a distance or absent, such as when conducting surveillance or trying to capture evidence of activity. This makes the Photography check DC 15 and requires a stable surface.

**Enhance Detail (trained only):** Spend 1 hour in a darkroom to bring out hidden or obscured details via enlargement, burn/dodge or hue/saturation techniques, etc. The DC is the higher of 25 or the target's Stealth check, if applicable. (See "Detect Concealed Weapons or Objects" under Perception for guidelines.)

**Retry:** For still images, you can retry as long as you have film to waste. Capturing a specific moment or situation may or may not allow you to retry depending on the circumstances.

**Special:** You can take 10 on a Photography check. You can generally only take 20 on a still image or to enhance detail.

**Psychoanalysis (Wis)**

**Determine Sanity:** Spend 1 hour in observation of or conversation with the target to determine their state of mental health, including stress levels and any immediately obvious phobias, manias, or obsessions. The DC is 15 or the result of their Deception check, if they are attempting to convince you that their mental state is something other than what it actually is.

**End Temporary Insanity (trained only):** Spend a full-round action to make a Psychoanalysis check to bring a temporarily insane character back to their senses. The DC is 15 + the amount of SAN loss that made them go temporarily insane. A failed check has no effect.

**Hypnotize:** Spend five minutes to make an arcane attack against a willing target's Will defense to place them into a hypnotic trance. In this condition, they have total recall of their past and possibly memory of past lives.

**Post-Hypnotic Suggestion (trained only):** When a target is hypnotized, make an additional arcane attack against their Will defense to place a command that they will follow when given a specific stimulus (such as hearing a key word or being at a particular location). The target will not do anything that puts them at extreme risk or is inherently contrary to their nature (such as committing murder on your behalf), but may do things that seem very odd. If you

## Skills

tell the target to believe their actions are completely normal, they get a +5 bonus to their Will defense.

**Therapy (trained only):** By giving long-term treatment to a character who has lost SAN, you can help them restore some of their Sanity. For each month of treatment, make a DC 20 Psychoanalysis check to restore 1d3 SAN, but you cannot bring them above their initial SAN or their Maximum SAN. This can also be done for a character who has been removed from play for indefinite insanity (but not permanent insanity). If the check is failed by 5+, the patient gets worse instead of better, losing 1d6 SAN instead.

**Retry:** You cannot retry a failed Psychoanalysis check on a particular subject for 24 hours. In the case of therapy, you may not retry on a particular subject for one month.

**Special:** You can take 10 on Psychoanalysis checks, but you cannot take 20. You cannot successfully use the Psychoanalysis skill on yourself.



### Pilot (Dex)

Acts exactly as Drive, except for aerial or water vehicles. The vehicle's size modifier applies.

**Avoid Collision:** Pilot DC 15. (See Drive.)

**Dogfight:** Make a Pilot check as a standard action to engage in a Dogfight. See *Star Wars Saga Edition*, page 171.

**Engage the Enemy (trained only):** May use a Pilot check instead of Initiative to determine place in initiative order.

**Increase Vehicle Speed (trained only):** Pilot DC 20 as a swift action to increase vehicle speed. You can't take 10 on this check. (See Drive.)

**Ram:** You can make a Pilot check as part of a full-round action to collide intentionally with a target. See page 172 of *Star Wars Saga Edition*.

**Special:** You can take 10 when making a Pilot check except when attempting to increase a vehicle's speed. You can't take 20 on a Pilot check.

### Ride (Dex)

**Ride Mount:** Typical riding actions don't require checks. Mounting or dismounting is a move action. Ride checks are only required for combat situations, trick riding, or unusual circumstances.

Task	DC
Guide with knees	10
Stay in saddle	10
Use Mount as Cover	15
Soft Fall	15
Leap	15
Control mount in battle	20
Fast mount or dismount	20

**Control Mount in Battle:** Ride DC 20 as a move action to control a non-combat-trained mount in combat. If you fail, you can do nothing else that round.

**Fast Mount or Dismount:** Ride DC 20 to mount or dismount as a swift action. If failed, it is a move action. You cannot attempt this unless you have a move action in case of failure.

**Guide with Knees:** Ride DC 10 as a reaction at the beginning of your round to guide the mount with your knees, leaving both hands free to perform some other action (such as operating a rifle). If failed, you can only use one hand this round because you're using the other to control the mount.

**Leap:** Ride DC 15 to get your mount to leap obstacles as part of its movement. If failed, you fall off of the mount as it leaps. Use your Ride skill modifier or the mount's Jump modifier, whichever is lower, to see how far it can jump (see the Jump skill).

**Soft Fall:** Ride DC 15 as a reaction to land without taking damage if you fall off your mount. If failed, you take 1d6 falling damage.

**Stay in Saddle:** Ride DC 10 as a reaction to avoid falling when your mount rears or bolts unexpectedly, or when you take damage.

**Use Mount as Cover:** Ride DC 15 as a reaction to drop down and hang alongside your mount, using it as one-half cover. If failed, you don't get the cover benefit. You can't attack while using your mount as cover.

**Special:** You can take 10 when making a Ride check, but you can't take 20.

**Time:** Ride is a move action, except as noted above.

### Security (Int)

**Disable Traps:** When you have found a trap without setting it off (usually via the Perception skill), you may attempt to disable it. The check takes 2d4 rounds; the GM makes your check secretly so that you don't necessarily know that you've succeeded. If your skill check succeeds, you disable the trap. If it succeeds by 10+, you may choose to disable the trap or to bypass it along with your companions, leaving it set behind you. If failed by 4 or less, you do not disable the trap but may try again. If failed by 5+, you set off the trap, taking its effects immediately.

DC	Example
15	Disarm a simple alarm (such as bells on a string) or a normal trap; reset a normal trap.
20	Disarm an electronic burglar alarm or a complex trap; cleverly sabotage a clockwork device.
25	Disarm an alarm, incredibly elaborate trap, or one to which you cannot directly access the workings.
+5	If you attempt to leave behind no trace of your tampering.

**Find Entrances (trained only):** Security DC 20 to search for overlooked or unusual means of entry into a place or object, such as climbing through the ventilation holes for a place, removing the hinges from a door, etc. The GM determines if there is any possibility of success or not.



**Handle Explosives (trained only):** DC 10 check to set detonator; failure means the explosive fails to go off as planned. Failure by 5 or more means the explosive goes off as the detonator is being installed. You may make an explosive harder to disarm by making a Mechanics check equal to the desired DC of the disable check -5. (Thus, to make a DC 25 disarm check, you'd need to make a DC 20 handle explosives check.) To place an explosive such that it does optimal damage requires a trained-only Mechanics check.

**Disable Explosive Device (trained only):** Requires a demolitions kit. DC 15 unless the person who set the explosive choose to set it with a higher DC. Failure means you did not disarm the device but may try again. Failure by 5+ indicates the device goes off immediately (catching you in the blast).

**Open Locks (trained only):** Spend a full-round action to make a Security check to open locks (DC below). This requires some kind of probe or implement to get to the workings, preferably a specialized lockpick set. If you are using improvised tools (such as a hairpin), you take a -5 circumstance modifier to your check.

Lock	DC
Very simple lock	15
Average lock	20
Good lock	25
Amazing lock	30

**Retry:** You can retry a Security check unless circumstances prevent it (such as having an explosive go off in your face).

**Special:** You can take 10 on a Security check to disable traps, find entrances, or open locks. You can only take 20 to find entrances or open locks.

**Stealth (Dex)**

**Sneak:** Your Stealth check sets the DC for Perception checks made to notice you. (This may be reversed, with your opponent's Perception setting the DC for your Stealth check.) Any circumstance that hampers your ability to sneak (such as a surface littered with debris) imposes a -2 penalty, while favorable circumstances (such as a room filled with abundant hiding places) provide a +2 bonus. If you move more than your speed in any given round, you take a -5 penalty to your Stealth check. If you move more than twice your speed (such as by using the Run maneuver), you take a -10 penalty to your Stealth check. For characters of size other than medium, your size also provides a special modifier to your Stealth check (noted in the rules under size modifiers). If at any time you are spotted, you cannot attempt to use Stealth against the people who spotted you again until they lose sight of you (through a change of circumstance or use of Deception).

**Conceal Item:** Spend a standard action to make a Stealth check to conceal an item (such as a weapon) on your person. The concealed object must be at least one size smaller than you, and you get a modifier based on the object's relative size: one size smaller, -5; two sizes smaller, +0; three sizes smaller, +5; four or more sizes smaller, +10. Drawing a concealed item is a standard action.

**Pick Pocket:** As a standard action, make a Stealth check versus the target's Perception (but they get a +5 bonus) to pilfer a hand-sized or smaller object from a target within reach. If you fail by 4 or less, you are unable to take the item, but the target does not notice the effort. If you fail by 5+, you fail to take the item and the target catches you in the act.

**Sleight of Hand:** As a move action, make a Stealth check versus any observer's Perception check to perform minor feats of legerdemain, or attempt to perform a minor action without being notice (such as a flipping a switch or drawing a pistol under the table). Any observer who beats your Stealth check notices the action you attempted, and knows how you did it.

**Snipe:** After making a ranged attack from hiding, spend a move action to hide again. You must be at least 2 squares from the target and have successfully used Stealth to hide from them previously. Make a new Stealth check with a -10 penalty versus their Perception. If successful, you remain hidden. If failed, your location is revealed.

**Special:** You can take 10 when making a Stealth check, but you can't take 20.



**Survival (Wis)**

**Basic Survival:** Once per day, Survival DC 15 to avoid natural hazards and keep yourself safe and fed in the wild for the next 24 hours. You can provide food and water for one additional person for every 2 points by which your check result exceeds 10.

**Endure Extreme Temperatures (requires survival gear):** Once per day, Survival DC 20 to ignore the effects of extreme heat or cold for the next 24 hours. (This applies to environmental conditions, not specific attacks.)

**Know Direction:** Spend a full-round action to make a DC 10 Survival check to ascertain which direction is north.

## Skills

**Track (trained only):** Spend a full round action to make a Survival check (DC below) to find or follow tracks. You must make another Survival check every time the tracks become difficult to follow or prevailing circumstances change. You move at half normal speed while tracking. You can choose to move your full speed, but that gives you a -5 to your Survival check to follow tracks.

Surface	DC
Soft ground	10
Firm ground	20
Hard ground	30

Circumstance	Modifier
Every 3 creatures in the group being tracked	-1
Every day since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+5
Poor visibility	+5
Tracked target hides trail (and moves 1/2 speed)	+5
Huge or larger creature being tracked	-10
Large creature being tracked	-5
Medium creature	+0
Small creature	+5
Tiny or smaller creature	+10

**Special:** You can take 10 when making a Survival check. You can take 20 if there is no danger or penalty for failure, but it takes twenty times as long to do so.

### Swim (Str)

Successful Swim check (DC below) allows you to swim one-quarter your speed as a move action or one-half your speed as a full-round action. Roll once per round when swimming (treading water is a free action). If failed, you make no progress through the water. If failed by 5+, you go underwater and must hold your breath until you reach the surface by succeeding at a Swim check. (See Endurance for rules regarding holding your breath.)

Water Conditions	DC
Calm water	10
Rough water	15
Stormy water	20

**Retry:** A new check is allowed the round after a check is failed.

**Special:** You can take 10 when making a Swim check, but you can't take 20.

### Treat Injury (Wis)

**First Aid (requires a first aid kit):** Spend a full-round action to make a DC 15 check to administer first aid to an unconscious or wounded creature. If successful, the creature regains hit points equal to its level, +1 for every point by which your check result exceeded 15. Using medical gear (such as in a doctor's office) grants a +2 equipment bonus to your check. If the skill check succeeds, the tended creature cannot benefit from additional first aid for 24 hours. You can administer first aid on yourself, but take a -5 penalty to do so.

**Long-Term Care:** If you tend to a creature for 8 consecutive hours, the creature regains hit points equal to its level in addition to those recovered from natural healing. A creature can only benefit from long-term care once in a 24-hour period. You can tend one creature at a time untrained, or up to six simultaneously if trained. You can't give long-term care to yourself.

**Perform Surgery (trained only, requires surgical tools):** Spend 1 hour to make a DC 20 check to heal damage to a wounded creature. Success heals an amount of damage equal to the creature's Constitution bonus (minimum 1) times its level and removes any persistent conditions afflicting the target. If the check fails, the creature instead takes damage equal to its damage threshold. If the creature was already at 0 hit points, it dies. You can perform surgery on yourself, but take a -5 penalty to your check. Unfavorable conditions, such as unsanitary conditions, impose a -5 penalty to your check as well.

**Revivify (trained only, requires medical gear):**

Spend a full-round action to make a DC 25 check to revive a creature which has died within the past 1 round. Using a first aid kit or surgical tools grants a +2 equipment bonus to this check. If successful, the creature is unconscious instead of dead. If failed, you are unable to revive the creature.

**Treat Disease (trained only, requires medical gear):**

Spend 8 hours to make a Treat Injury check against the DC of the particular disease. If the check succeeds, the patient is cured and no longer suffers any ill effects (including persistent conditions caused by the disease). You can treat up to six creatures simultaneously.

**Treat Poison (trained only, requires medical gear):**

Spend a full-round action to make a Treat Injury check against the DC of the particular poison. If successful, you detoxify the poison in the creature's system and the patient no longer suffers any ill effects (including persistent conditions caused by the poison).

**Special:** You can take 10 when making a Treat Injury check, but you can't take 20.



## FEATS

All characters begin with Weapon Proficiency (Simple), plus five feats of their choice at 1<sup>st</sup> level (for which they must meet the prerequisites). From there forward, all characters gain an additional feat at every odd-numbered level. Several abilities grouped under “Talents” in *Star Wars Saga Edition* have been converted into feats for *Uncanny Midnight Tales*.

## NOT ALL FEATS ARE CREATED EQUAL

Some feats are more “powerful” than others – by standard RPG thinking, Improved Hit Die (which will give a net increase of roughly 1 hit point per level each time) is much more “powerful” than, say, Linguist (which gives you a handful of languages you may never use). Keep in mind, however, that *Uncanny Midnight Tales* is not a game about killing monsters and taking their stuff – *Uncanny Midnight Tales* is a study in mood, character, and setting. Those hit points aren’t going to help you translate *Unaussprechlichen Kulturen* when you need to banish something nasty in the woodshed.

## BAB PREREQUISITE

When feats have a BAB prerequisite, they sometimes have a specific type. For instance, Careful Shot has BAB +3 (ranged) as one of its prerequisites. This simply indicates that this must be your total BAB with that kind of combat, whether it’s through the +¾ level BAB that all characters get, the Improved BAB feat, or any combination thereof. For example, a 3<sup>rd</sup> level character with Improved BAB +1 (ranged) would meet the BAB +3 (ranged) requirement. If there is no subtype listed, you may only use your inherent +¾ level BAB. (Thus, nobody could take Coordinated Attack, which has a BAB +1 requirement, until 2<sup>nd</sup> level at the earliest.)

### Acrobatic Strike

*Trained in Acrobatics*

If you succeed in tumbling to avoid an attack of opportunity, you gain a +5 bonus to the next attack against that foe before the end of your turn.

### Acute Senses

You may reroll any Perception check, but you must take the second result even if it is worse.



### Alienist

*Trained in Psychoanalysis*

When using Psychoanalysis to restore SAN to another character, you may add your Int bonus or +2, whichever is higher, to the amount of SAN recovered.

### Armor Proficiency (type)\*

You do not take any armor proficiency penalties from using a particular type of armor which must be selected when the feat is taken. The categories are: Archaic (historical armor such as chain, plate, etc.), Ballistic (contemporary bullet-proof vests etc.), or a specific Exotic armor type. Each time you take this feat, it applies to a different armor type.

### Blackjack

*Dastardly Strike, BAB +3*

When equipped with a sap or other non-lethal instrument, when you attack a helpless or unaware opponent, any hit that does enough damage to overcome their damage threshold automatically incapacitates them (moving them to -5 on the condition track, but not killing them). The movement on the condition track must be a result of damage rolled – the extra condition track movement from Dastardly Strike does not qualify.

### Bolster Ally

*Cha 15, Born Leader*

As a standard action, you can bolster an ally within line of sight, moving them +1 step along the condition track. If they are at ½ hit points or less, you also give them bonus hit points equal to their level. Damage is subtracted from bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. You can’t bolster the same ally more than once in a single encounter, nor can you bolster yourself.

### Born Leader

*Cha 13*

Once per encounter, as a swift action, you grant all allies within your line of sight a +1 insight bonus on attack rolls. This effect lasts for as long as they remain within line of sight of you. An ally loses this bonus immediately if line of sight is broken or you are unconscious or dead. The effect ends at the end of the encounter.

### Bull Rush

*Str 13, BAB +1 (melee)*

After making a successful melee attack against an opponent up to one size category larger than you, you can choose to move that opponent 1 square in any direction as a free action. You can’t bull rush an opponent that’s being grabbed or grappled, and you can’t bull rush your opponent into a solid object or another creature’s fighting space (you can push them off of a platform or into a pit, however).

## Feats

Feat	Prerequisite	Benefits
Acrobatic Strike	Trained in Acrobatics	+5 to next attack vs. opponent you tumble past to avoid attack of opportunity
Acute Senses		Reroll any Perception check, taking the second result
Alienist	Trained in Psychoanalysis	add your Int bonus or +2, whichever is higher, to SAN returned by Psychoanalysis
Armor Proficiency (type)*		no armor penalties in chosen armor type
Blackjack	Dastardly Strike, BAB +3	automatically incapacitate helpless opponent with non-lethal attack that overcomes their damage threshold
Bolster Ally	Cha 15, Born Leader	spend a standard action to move ally +1 step on the condition track and restore their level in hit points if they are at 1/2 hit points or less
Born Leader	Cha 13	once per encounter, spend swift action to give allies within line of sight +1 to attack rolls for duration of the encounter
Bull Rush	Str 13, BAB +1 (melee)	push opponent 1 square after successful melee attack
Burst Fire	Str 13, proficient with weapon	-5 to your attack roll to do +2 dice of damage
Captivate	Trained in Persuasion	spend a standard action to make Persuasion check to keep target fascinated
Careful Shot	Point Blank Shot, BAB +3 (ranged)	+1 bonus on ranged attack after using Aim action
Charging Fire	BAB +4 (ranged)	ranged attack at the end of a charge at -2 penalty
Clairvoyance	ESP	once per encounter, spend a full-round action to make a Perception check to see or hear things removed in space or time
Cleave	Str 13, Power Attack	extra melee attack after dropping target
Combat Reflexes		additional attacks of opportunity
Connections	may not have Dark Secret	DC 15 Cha check to have a useful contact in a given situation; also may reroll any Gather Information or Knowledge (Worldly) checks to find contacts, rare or illegal items, or stolen goods
Coordinated Attack	BAB +1	automatic success w/ Aid Another at point blank range
Crush	Pin, BAB +1 (melee)	unarmed or claw damage to pinned opponent
Dash	may not have Hampered Movement	your movement improves by +1 square
Dastardly Strike		successful attack on flat-footed opponent moves them -1 step on condition track
Deadeye	Point Blank Shot, Precise Shot, BAB +6 (ranged)	extra damage after using Aim action
Dire Insight	Wis 13	when you lose SAN, gain +2 to attacks, damage, ability, and skill checks for the duration of the encounter
Disciplined Mind	may not have Fragile Mind	+5 starting SAN, 1 pt. SAN resistance
Dispassionate Caster	4+ ranks in Knowledge (Mythos)	make SAN Check to avoid losing Sanity from casting spells
Distant Command	Cha 15, Born Leader, BAB +1	benefits of Born Leader are not lost if line of sight is broken

\*This feat may be taken multiple times; each time applies to a different skill, weapon type, etc.

†This feat may be taken multiple times, but only once per character level and no more than five times total. If the feat also has different types, you may take it up to five times for each type.

Feat	Prerequisite	Benefits
Divine Fire	Cha 13	once per day, add Cha bonus or +2, whichever is higher, to all attacks, damage, ability, and skill checks for duration of encounter
Divine Grace	Cha 13	once per day, add Cha bonus or +2, whichever is higher, to all defense scores for duration of encounter
Dodge	Dex 13	+1 dodge bonus to Ref defense as long as you have your Dex bonus
Double Attack (type)*	BAB +4, proficient with weapon	extra damage during attack, -5 to all attacks
Dual Weapon Mastery I	Dex 13	-5 penalty when attacking with two weapons or both ends of a double weapon
Dual Weapon Mastery II	Dex 15, BAB +4	-2 penalty when attacking with two weapons or both ends of a double weapon
Dual Weapon Mastery III	Dex 17, BAB +7	no penalty on attacks with two weapons or both ends of a double weapon
Educated	Int 13	attempt any Knowledge check untrained
Evasion	Uncanny Dodge I, BAB +3	you take half damage from area attacks
ESP		once per encounter, spend a full-round to make a Perception check to gain information not available to your normal senses
Exotic Weapon Proficiency (type)*		wield a particular type of exotic weapon without penalty
Exploit Weakness†	Trained in Knowledge (Tactics)	once per day, spend a full round to gain +2 on attacks, damage, ability, and skill checks against a single target
Extra Second Wind†	Trained in Endurance	gain additional second wind per day
Extreme Effort	Con 13	spend 2 swift actions to get +5 on a Str check or Str-based check
Far Shot	Point Blank Shot	range penalties for short-, medium-, and long-range attacks are reduced
Fast Movement	Dash, may not have Hampered movement	your move increases an additional +1 square (to +2)
Gambler†		+2 to Wisdom checks to gamble
Great Cleave	Str 13, Power Attack, Cleave, BAB +4 (melee)	no limit to Cleave attacks per round
Harm's Way	Trained in Initiative	spend a swift action to shield adjacent ally from incoming attacks
Healing Touch	Trained in Treat Injury	add your Wis bonus or +2, whichever is larger, to hit points returned by Treat Injury
Improved BAB (type)*†		+1 BAB in one type of combat (Melee, Ranged, Arcane)
Improved Charge	Dex 13, Dodge, Mobility	you can charge without moving in a straight line
Improved Defenses		+1 to all defenses
Improved Disarm	Int 13, Melee Defense	+5 on melee attacks to disarm opponent
Improved Damage Threshold†		damage threshold increases by 5
Improved Hit Die (d8)		your hit die changes from d6 to d8

\*This feat may be taken multiple times; each time applies to a different skill, weapon type, etc.

†This feat may be taken multiple times, but only once per character level and no more than five times total. If the feat also has different types, you may take it up to five times for each type.

## Feats

Feat	Prerequisite	Benefits
Improved Hit Die (d10)	Improved Hit Die (d8)	your hit die changes from d8 to d10
Iron Will	may not have Fragile Mind or Obsession	add Cha bonus or +2, whichever is higher, to Will defense
Indomitable†	Con 13	once per day spend a swift action to move +5 levels on Condition track
Licensed		you are an accredited professional in your field, with the privileges, recognition, and credentials that may confer
Linguist†	Int 13	gain languages equal to 1 + your Int mod (minimum 1)
Martial Arts I		unarmed damage moves up one step (from d4 to d6 for medium characters); +1 dodge bonus to Ref defense
Martial Arts II	Martial Arts I, BAB +4 (melee)	unarmed damage moves up again (d6 to d8 for medium characters); additional +1 dodge bonus to Ref defense (total +2)
Martial Arts III	Martial Arts I-II, BAB +7 (melee)	unarmed damage moves up again (d8 to d10 for medium characters); additional +1 dodge bonus to Ref defense (total +3)
Melee Defense	Int 13	trade attack bonus on melee attacks for dodge bonus to Ref defense
Mighty Swing	Str 13	spend two swift actions to deal extra damage in melee
Mobility	Dex 13, Dodge	gain +5 dodge bonus against certain attacks of opportunity
Mounted Combat	Trained in Ride	negate one attack per round against your mount
Pin	BAB +1 (melee)	grappled opponent is pinned 1 round
Plan	Born Leader	spend a full round to make a Knowledge (Tactics) DC 20 check to give allies +1 to attacks, damage, ability, and skill checks for duration of encounter
Point Blank Shot		+1 to hit and damage against point-blank foes in ranged combat
Power Attack	Str 13	trade BAB for damage on melee attacks
Powerful Charge	medium size or larger, BAB +1 (melee)	+2 to attack roll while charging, deal extra damage
Precise Shot	Point Blank Shot	no -5 penalty for firing into melee
Resolute Mind	Disciplined Mind, may not have Fragile Mind	2 pts. SAN resistance
Quick Draw	BAB +1 (Melee or Ranged)	draw appropriate type of weapon as a swift action (or any type with inherent BAB +1)
Rally	Cha 15, Born Leader, Distant Command, BAB +5	once per encounter, spend a swift action to grant allies at ½ hit points or less +2 to damage, Ref, and Will defense for duration of encounter
Rapid Shot	Str 13, BAB +1 (ranged), proficient w/ weapon	-2 to hit on ranged attack to do +1 die of damage
Rapid Strike	Dex 13, BAB +1 (melee), proficient w/weapon	-2 to hit on melee attacks to do +1 die of damage
Reading	ESP, BAB +1	make an arcane attack to read the surface thoughts of a target for one round
Remain Conscious	Con 13	DC 25 Endurance check to stay conscious at 0 hit points
Running Attack	Dex 13	Move before and after making an attack

\*This feat may be taken multiple times; each time applies to a different skill, weapon type, etc.

†This feat may be taken multiple times, but only once per character level and no more than five times total. If the feat also has different types, you may take it up to five times for each type.

Feat	Prerequisite	Benefits
Second Sight	ESP	Invisible creatures or objects only impose a -5 penalty to your Perception checks instead of -10
Sending	ESP, Reading, BAB +3	make an arcane attack to send surface thoughts to a target for one round
Sense Motive	Wis 13	may reroll any Perception or Psychoanalysis check to recognize a falsehood
Shake It Off	Con 13, Trained in Endurance	spend two swift actions to move +1 step on the condition track
Skilled Advisor	Wis 12	spend a full-round action to give an ally +5 on their next skill check
Skill Focus*	Trained in selected skill(s)	+5 competence bonus with selected skill, or +2/+2 with two selected skills
Skill Training*		become trained in a new skill
Skirmisher†	BAB +1	move 2 squares to get +1 on attacks that round
Sneak Attack†		+1d6 damage to helpless opponents
Sniper	Point Blank Shot, Precise Shot, BAB +3	ignore soft cover when making a ranged attack
Surefooted	Trained in Acrobatics and Perception	your speed is not reduced by difficult terrain
Throw	Trip, BAB +1 (melee)	throw a grappled opponent up to 1 square beyond your reach and do damage
Toughness		+1 hit point per level
Trick	Wis 13	spend a standard action to make a Knowledge (Tactics) check against a target's Will defense to daze the target for 1 round
Trip	BAB +1 (melee)	trip opponent you've grappled, knocking them prone
Triple Attack (type)*	BAB +6, Double Attack (chosen weapon), proficient with chosen weapon	second extra attack during full attack, additional -5 to all attacks
Uncanny Dodge I	BAB +1	retain your Dex bonus to Ref defense if flat-footed
Uncanny Dodge II	Uncanny Dodge I, BAB +3	you cannot be flanked
Wealth		you have access to greater than usual property, cash, and material resources
Weapon Finesse	Dex 12	Dex modifier instead of Str modifier on attack rolls with finessable melee weapons
Weapon Focus (type)*	proficient with selected weapon	+1 to hit and damage with selected weapon
Weapon Proficiency (type)*		no penalty to attack with weapons of a specific type
Weapon Specialization (type)*	Weapon Focus (selected weapon), BAB +2	additional +1 to hit and damage with selected weapon
Whirlwind Attack	Dex 13, Int 13, Melee Defense, BAB +3	make one melee attack on each opponent within reach

\*This feat may be taken multiple times; each time applies to a different skill, weapon type, etc.

†This feat may be taken multiple times, but only once per character level and no more than five times total. If the feat also has different types, you may take it up to five times for each type.



## Feats

### Burst Fire

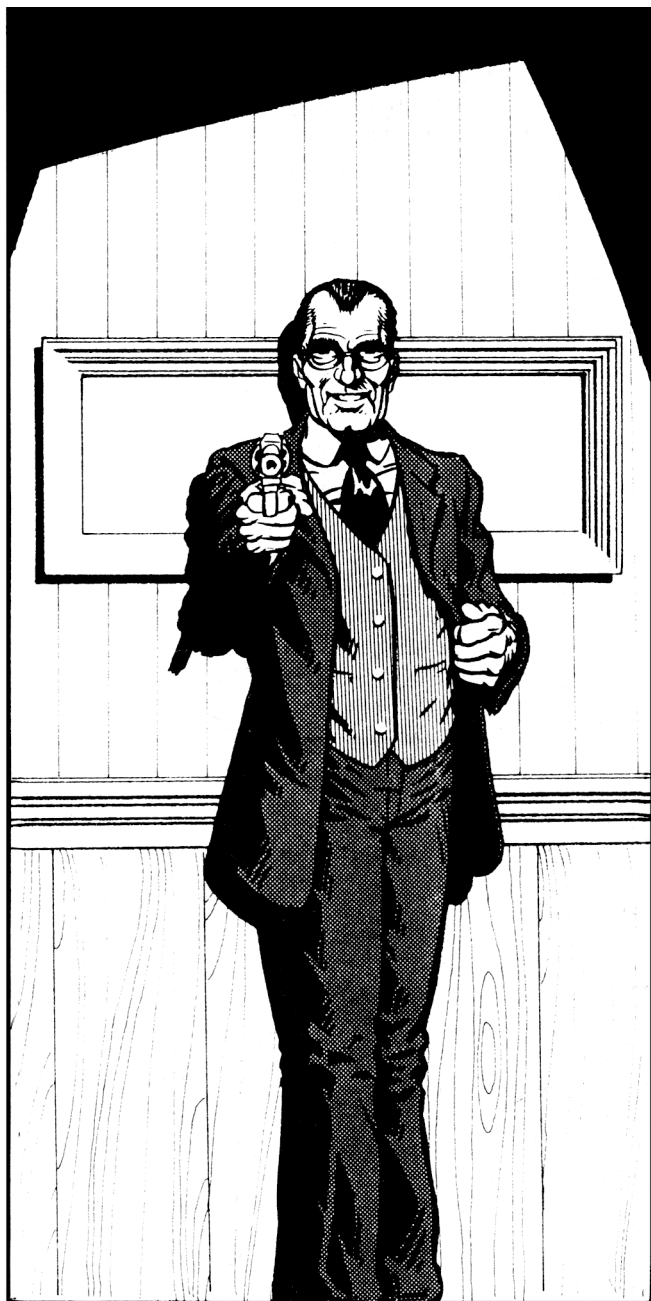
*Str 13, proficient with weapon*

When using an autofire-capable weapon with which you are proficient, you may fire a short burst as a single attack against a single target. You take a -5 penalty on the attack roll but deal +2 dice of damage. (For example, a Tommy Gun would go from 2d8 to 4d8.) This expends five rounds of ammunition. The effects of this feat do not stack with the extra damage provided by the Deadeye or Rapid Shot feats.

### Captivate

*Trained in Persuasion*

Spend a standard action to make a Persuasion attempt against the target's Will defense. If the Persuasion attempt is successful, you become the target's sole focus and they pay no attention to anyone or anything else for one round. This focusing of the target's attention allows other char-



acters to take actions of which the captivated target is not aware. You may concentrate to keep a target captivated for additional rounds, up to 1 + your Charisma modifier (minimum 1 round). The effect ends immediately if the target is attacked or unaware.

### Careful Shot

*Point Blank Shot, BAB +3 (ranged)*

If you aim before making a ranged attack, you gain a +1 bonus on your attack roll.

### Charging Fire

*BAB +4 (ranged)*

When you charge, you may make a ranged attack instead of a melee attack at the end of your movement. Unlike a normal charge, your momentum does not help you overcome your target, so you gain no bonus on your attack roll. As with a normal charge, you still take -2 to your Ref defense.

### Clairvoyance

*ESP*

Once per encounter, you may spend a full-round action to make a Perception check to see or hear things removed from you either by space or time. The relative distance is immaterial – you may have clairvoyant impressions of things inside a locked box, or at the farthest reaches of space, but you must have some meaningful idea of what you're looking for. The DC is set by the GM, as well as what (if anything) you can see or hear. The GM may also call for Perception checks as a reaction for your character to passively receive "flashes," which do not count against the once per encounter limit.

Circumstance	DC
Desired object, person, or scene is physically remote	20
Desired object, person, or scene is in the past	25
Desired object, person, or scene is in the future	30
You have no connection to the object, person, or scene	+5
You have some connection to the object, person, or scene (friend or acquaintance, an object removed from the scene, etc.)	+0
You have a strong connection to the object, person, or scene (close relative, your own home, etc.)	-5
You cannot concentrate (due to noise, interruption, etc.)	+5

### Cleave

*Str 13, Power Attack*

If you deal an opponent enough damage in melee to reduce their hit points to 0, you get an immediate melee attack against another opponent within your reach (you may not move). The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. You can use this ability once per round.

### Combat Reflexes

You may make a number of extra attacks of opportunity during your round as your Dex modifier. You may also



make attacks of opportunity while flat-footed. (If your Dex modifier is +0 or lower, you get no extra attacks of opportunity, but you may still make your normal attack of opportunity while flat-footed.)

**Connections**

*may not have Dark Secret*

You have useful contacts in various organizations in the campaign area. Your base chance for having a useful contact in any given situation is a DC 15 Charisma check, although this may be higher or lower depending on the circumstances. You may also reroll any Gather Information or Knowledge (Worldly) checks to find contacts, rare or illegal items, or stolen goods.

**Coordinated Attack**

*BAB +1*

You are automatically successful when using the aid another action to aid an ally's attack or suppress an enemy as long as the target is adjacent to you or within point blank range.

**Crush**

*Pin, BAB +1 (melee)*

If you successfully pin an opponent with a grapple attack, you can immediately deal bludgeoning damage to it equal to your unarmed damage or claw damage (if any), whichever is greater.

**Dash**

*may not have Hampered Movement*

Your movement increases by +1 square, to 7 squares for medium characters, or 5 squares for small.

**Dastardly Strike**

Whenever you make a successful attack against an opponent denied their Dexterity bonus to Ref defense, the target moves -1 step along the condition track.

**Deadeye**

*Point Blank Shot, Precise Shot, BAB +6 (ranged)*

If you aim before making a ranged attack and the attack hits, increase the damage you deal by an additional weapon die. (For example, a revolver doing 2d8 would become 3d8.) This damage does not stack with the extra damage provided by Burst Fire or Rapid Shot.

**Dire Insight**

*Wis 13*

You have a strange attunement to the mind-blasting horrors of the Mythos. When you lose SAN, your new insights into the horrifying nature of reality give you +2 to attacks, damage, ability, and skill checks for the duration of the encounter.

**Disciplined Mind**

*may not have Fragile Mind*

You have steeled your mind against the horrors you must confront. Your SAN (starting SAN as well as current SAN) goes up by +5 points. Further, you get

1 point of resistance to SAN loss – i.e., when you lose SAN, you lose 1 less point than you otherwise would.

**Dispassionate Caster**

*4+ ranks in Knowledge (Mythos)*

When casting spells, instead of automatically losing SAN, you may make a Sanity Check to avoid losing SAN.

**Distant Command**

*Cha 15, Born Leader, BAB +1*

Any ally who gains the benefit of your Born Leader feat does not lose the benefit if their line of sight to you is broken.

**Divine Fire**

*Cha 13*

Once per day, as a swift action, you gain a morale bonus equal to your Charisma modifier or +2, whichever is higher, to all attacks, damage, ability, and skill checks for the duration of the encounter or until you are incapacitated.

**Divine Grace**

*Cha 13*

Once per day, as a swift action, you gain a morale bonus equal to your Charisma modifier or +2, whichever is higher, to all defense scores for the duration of the encounter.

**Dodge**

*Dex 13*

You get a +1 dodge bonus to your Ref defense as long as you have your Dex bonus.

**Double Attack (type)\***

*BAB +4, proficient with weapon*

Choose a single exotic weapon or one of the following weapon groups: simple, advanced melee, common firearms, military firearms, heavy weapons. When you use the full attack action with such a weapon, you may make one additional attack. You take a -5 penalty on all attack rolls, as you are sacrificing accuracy for speed. Every time you take this feat, it applies to a different type of weapon or single exotic weapon.

**Dual Weapon Mastery I**

*Dex 13*

When you attack with two weapons or both ends of a double weapon as part of a full attack action, you take a -5 penalty on all attack rolls until the start of your next turn (instead of the usual -10 for dual attacks). You only gain this benefit if you are proficient with the weapon you are wielding.

**Dual Weapon Mastery II**

*Dex 15, BAB +4*

When you attack with two weapons or both ends of a double weapon as part of a full attack action, you take a -2 penalty on all attack rolls until the start of your next turn (instead of the usual -10 for dual attacks). You only gain this benefit if you are proficient with the weapon you are wielding.



## Feats

### Dual Weapon Mastery III

*Dex 17, BAB +7*

When you attack with two weapons or both ends of a double weapon as part of a full attack action, you take no penalty on attack rolls until the start of your next turn (instead of the usual -10 for dual attacks). You only gain this benefit if you are proficient with the weapon you are wielding.

### Educated

*Int 13*

Thanks to your varied education, you may attempt any Knowledge skill check as if you were trained in that skill (although you do not get the +5 bonus for being trained in the skill).

### Evasion

*Uncanny Dodge I, BAB +3*

If you are hit by an area attack, you take half damage. If the attack misses you, you take no damage.

### ESP (Extra-Sensory Perception)

You have an uncanny awareness.

Once per encounter, you may spend a full-round action to make a DC 20 Perception check to gain information not available to your normal senses. This is usually in the form of vague impressions (“There’s something hidden in this room...” or “There is an evil presence near...”). The GM rolls the Perception check, so you do not know for sure if the check succeeded or not. The GM may also give your character extra-sensory Perception checks as a reaction – these do not count towards the once per encounter limit.

### Exotic Weapon Proficiency (type)\*

Choose an exotic weapon, such as a bullwhip. You may use this weapon in combat with no nonproficiency penalty. Each time you take this feat, it applies to a different exotic weapon.

### Exploit Weakness†

*Trained in Knowledge (Tactics)*

Once per day, you may spend a full round action to study a single target, gaining +2 on attacks, damage, ability, and skill checks against that target for the duration of the encounter. Taking this feat additional times gives you additional uses per day, up to a total of five, but you can only take the feat once per level.

### Extra Second Wind†

*Trained in Endurance*

Every time you take this feat, you gain an additional second wind once per day. You may take it up to five times (giving you a total of six uses of second wind per day), but you can only take the feat once per level.

### Extreme Effort

*Con 13*

You may spend 2 swift actions to get +5 on Str or Str-based skill checks before the end of your next round. This does not change your Str modifier for combat purposes.

### Far Shot

*Point Blank Shot*

When you use a ranged weapon against targets at short, medium, or long range, the range category is considered one band less for purposes of determining your to-hit modifier – i.e., attacks at short range become +0 instead of -2, attacks at medium range become -2 instead of -5, etc. This does not alter the actual range; you cannot use Point Blank Shot against targets at short range, for instance.

### Fast Movement

*Dash, may not have Hampered Movement*

Your move increases an additional +1 square, to 8 squares for medium characters, or 6 squares for small.

### Gambler†

Each time you take this feat, you get +2 competence modifier to Wisdom checks used to gamble. You may take it up to five times, for a total bonus of +10, but you can only take it once per level.

### Great Cleave

*Str 13, Power Attack, Cleave, BAB +4 (melee)*

As Cleave, except there is no limit to the number of Cleave attacks you may make in one round as long as you keep dropping targets.

### Harm’s Way

*Trained in Initiative*

Once per round, you may spend a swift action to shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally’s stead. Until the start of your next turn, any attack made against the protected ally affects you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

### Healing Touch

*Trained in Treat Injury*

Whenever you use Treat Injury to heal another character (but not yourself), you add your Wis bonus or +2, whichever is larger, to the hit points returned.

### Improved BAB (type)\*†

Choose a type of combat: melee, ranged, or arcane. Your base attack bonus (BAB) goes up by +1 with that type of combat only. This BAB raise applies to abilities which are dependent upon your BAB level (such as Power Attack) and stacks with other feats that give attack bonuses (such as Weapon Focus), but only for the type of combat speci-



fied. You may take this feat multiple times; each time you must choose which type of combat it applies to, and you may only take it in application to a given combat type once per level. You may not have more than Improved BAB +5 with a given type of combat. Thus, at 1<sup>st</sup> level, you could take Improved BAB +1 (melee) and Improved BAB +1 (ranged) by spending two feats, but you could *not* take Improved BAB +2 (melee) instead.

### Improved Charge

*Dex 13, Dodge, Mobility*

You can make a charge without having to move in a straight line, and you can alter your direction when making a charge to avoid obstacles. All other charge rules apply.

### Improved Defenses

You gain a +1 inherent bonus to your Reflex defense, Fortitude defense, and Will defense. This also raises your damage threshold by +1.

### Improved Disarm

*Int 13, Melee Defense*

You gain a +5 bonus on any melee attack roll made to disarm an opponent. In addition, if you fail to disarm your opponent, he doesn't get to make a free attack against you.

### Improved Damage Threshold†

Your damage threshold increases by +5. You may take this feat multiple times, gaining +5 damage threshold each time, up to five times (for a total of +25 to your damage threshold).

### Improved Hit Die (d8)

Your hit die improves from the standard d6 to d8; you must re-roll your hit points immediately with the new die, starting with a base of 24 at 1<sup>st</sup> level. Your Con modifier applies at each level as normal. Whenever you gain a new level from now on, you will roll d8 instead of d6 for hit points at that level.

### Improved Hit Die (d10)

*Improved Hit Die (d8)*

As Improved Hit Die (d8), except your hit die improves from d8 to d10.



### Iron Will

*may not have Fragile Mind or Obsession*

You may add your Cha bonus or +2, whichever is higher, to your Will defense.

### Indomitable†

*Con 13*

Once per day as a swift action, you can move +5 steps on the condition track. This does not remove any persistent condition that may be affecting you. You may take this feat up to five times; each time you take it you gain an additional use/day.

### Licensed

You are an accredited professional in your field, with the privileges, recognition, and credentials that may confer. A licensed police detective will carry a badge and official ID, for instance, while a licensed doctor will have a Ph.D. and a license to practice medicine, a reporter will have a Press Pass, etc. These credentials may give you access to restricted areas or information not available to the general public.

### Linguist†

*Int 13*

You gain a number of bonus languages equal to 1 + your Int modifier (minimum 1). These can be chosen from any language to which you have access, including "living" languages such as French or Japanese, "dead" but known languages such as Latin, or artificial languages such as Esperanto. For ancient or unknown languages of which there are only fragments (such as Pictish), you can only learn the known fragments. Even this may be enough to reduce the DC of a Decipher Script, Knowledge (Anthropology), or similar check, however.

### Martial Arts I

The damage you deal with an unarmed melee attack increases one die step, i.e. from 1d3 to 1d4 for small characters, from 1d4 to 1d6 for medium characters, and so on. In addition, you gain a +1 dodge bonus to your Reflex defense. (This stacks with Dodge or Improved Defenses.) Any condition that causes you to lose your Dex bonus to your Ref defense also makes you lose any dodge bonuses.

### Martial Arts II

*Martial Arts I, BAB +4 (melee)*

Your unarmed melee damage increases another step, i.e. from 1d4 to 1d6 for small characters, from 1d6 to 1d8 for medium characters, and so on. In addition, your dodge bonus increases to +2.

### Martial Arts III

*Martial Arts I-II, BAB +7 (melee)*

Your unarmed melee damages increases a final step, i.e. from 1d6 to 1d8 for small characters, from 1d8 to 1d10 for medium characters, and so on. In addition, your dodge bonus increases to +3.

## Feats

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### Melee Defense

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*Int 13*

When you make a melee attack, you may take a penalty of up to -5 on your attack roll and add the same number as a bonus to your Ref defense. This number may not exceed your BAB (melee). The change remains in effect until the beginning of your next turn.

### Mighty Swing

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*Str 13*

You can spend two swift actions in the same round to deal +1 die of damage on your next melee attack in the same round. The effects of this feat do not stack with the extra damage provided by the Rapid Strike feat.

### Mobility

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*Dex 13, Dodge*

You get a +5 dodge bonus to Ref defense against attacks of opportunity caused when you move out of or into a threatened area. The usual rules for dodge bonuses apply.

### Mounted Combat

---

*Trained in Ride*

Once per round as a reaction when you are fighting from the back of a horse or other mount, you may negate a hit scored on your mount by making a successful Ride check vs. the result of the attack you wish to negate.

### Pin

---

*BAB +1 (melee)*

If you succeed on a grappling attack and your opponent fails the opposed grapple check, your opponent is automatically pinned until the start of your next turn. A pinned creature can't move or take any actions while pinned and loses its Dex bonus (if any) to Ref defense.

### Plan

---

*Born Leader*

You may spend a full round to make a Knowledge (Tactics) DC 20 check to give allies a +1 insight bonus to all attacks, damage, ability, and skill checks for the duration of the encounter. The allies must be able to see or hear you when you make the plan, but once the plan is made this is no longer required.

### Point Blank Shot

---

You get a +1 bonus to ranged attack and damage rolls at point blank range.

### Power Attack

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*Str 13*

When making a melee attack, you may choose to subtract a number up to your BAB (melee) from your attack roll and add that number to your damage roll. If wielding a two-handed weapon (or a one-handed weapon wielded in two hands), you add double the number instead.

### Powerful Charge

---

*medium size or larger, BAB +1 (melee)*

When you charge, you gain an additional +2 bonus to your melee attack roll. If your melee attack hits, you deal ad-

ditional damage equal to 1/2 your level (i.e., add your level bonus to damage again).

### Precise Shot

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*Point Blank Shot*

You do not take the normal -5 penalty for firing a ranged weapon into melee.

### Resolute Mind

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*Disciplined Mind, may not have Fragile Mind*

Your SAN loss resistance increases from 1 to 2.

### Quick Draw

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*BAB +1 (Melee or Ranged)*

You can draw or sheathe/holster a weapon of the appropriate type (melee or ranged) as a swift action instead of as a move action. If your inherent BAB is +1 or higher, the feat applies to all weapons.

### Rally

---

*Cha 15, Born Leader, Distant Command, BAB +4*

Once per encounter, you may spend a swift action to grant allies at 1/2 their hit points or less a +2 morale bonus to damage, Ref defense, and Will defense for the duration of the encounter.

### Rapid Shot

---

*Str 13, BAB +1 (ranged), proficient w/ weapon*

When using a ranged weapon, you may fire two shots as a single attack against one target. You take a -2 penalty to your attack roll, but deal +1 die of damage with a successful attack. The weapon must have sufficient ammunition loaded. The effects of this feat do not stack with the extra damage provided by the Burst Fire or Deadeye feats.

### Rapid Strike

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*Dex 13, BAB +1 (melee), proficient w/weapon*

When using a melee weapon, you may take two strikes as a single attack against one target. You take a -2 penalty on your attack roll, but deal +1 die of damage with a successful attack. The effects of this feat do not stack with the extra damage provided by the Mighty Swing feat.

### Reading

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*ESP, BAB +1*

As a standard action, make an arcane attack against the target's Will defense to read their surface thoughts for one round. The target must be within line of sight. A willing target may reduce their Will defense to 10; if you are touching the target, you get a +2 circumstance bonus to your attack roll. If the attack roll fails, you may not make another attempt on that target for 24 hours.

### Remain Conscious

---

*Con 13*

At any time you are reduced to -5 steps on the condition track, you may make an Endurance check against DC 25 each round to remain conscious and active, even if you have no more hit points. However, you may only take a single standard action, a single move action, or two swift

actions per round. If you fail the Endurance check, or at the end of the current encounter, you succumb to unconsciousness or death, unless you receive medical attention before that time.

**Running Attack**

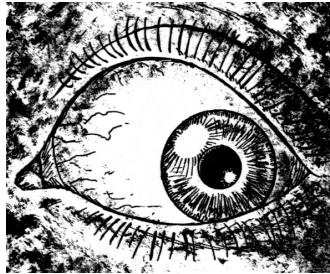
*Dex 13*

When making an attack with a melee or ranged weapon, you can move both before and after the attack, provided that your total distance move is not greater than your speed.

**Second Sight**

*ESP*

Your preternatural awareness sometimes enables you to see things nobody else can. Invisible creatures, object, or energies of a supernatural or magical nature only give you a -5 penalty to your Perception checks to see them, instead of the usual -10. Once spotted, invisible creatures no longer have concealment against you. You cannot see things that are naturally invisible (such as X-rays), nor does this talent enable you to see in the dark. A monster in an unlit, windowless room at midnight is still hidden by the darkness, regardless of whether or not it is invisible. Note that some creatures are better off unseen – being able to see a horror beyond space and time that is invisible to others may make you susceptible to extra SAN loss.



**Sending**

*ESP, Reading, BAB +3*

As a standard action, make an arcane attack against the target's Will defense to send your surface thoughts into their mind for one round – they will hear “your voice” in their mind, but will understand you even if they do not speak the same language you do. The target must be within line of sight. A willing target may reduce their Will defense to 10; if you are touching the target, you get a +2 circumstance bonus to your attack roll. If the attack roll fails, you may not make another attempt on that target for 24 hours.

**Sense Motive**

*Wis 13*

You may reroll any Perception or Psychoanalysis check to recognize a falsehood, but you must take the second roll, even if it's worse.

**Shake It Off**

*Con 13, Trained in Endurance*

You can spend two swift actions to move +1 step on the condition track, rather than the usual three.

**Skilled Advisor**

*Wis 12*

You can spend a full-round action advising an ally, granting them a +5 competence bonus on their next skill check. The target must be able (and willing) to hear and understand your advice; you cannot advise yourself.

**Skill Focus\***

*Trained in selected skill(s)*

You gain a +5 competence bonus on skill checks with one trained skill of your choice, or +2 with two trained skills of your choice. This feat may be taken multiple times; each time it applies to a different skill or pair of skills. Its effects do not stack with itself – thus, if you take Skill Focus (Acrobatics) +2 and Skill Focus (Climbing) +2, then later take Skill Focus (Acrobatics) +5, your total competence bonus to Skill Focus (Acrobatics) becomes +5, *not* +7. **NOTE:** You may not take Skill Focus in Knowledge (Mythos).

**Skill Training\***

You become trained in one previously-untrained skill of your choice every time you take this feat.

**Skirmishert**

*BAB +1*

If you move at least 2 squares before you attack and end your move in a different square from where you started, you get a +1 circumstance bonus on attack rolls until the start of your next turn. This feat may be taken up to five times, for a maximum +5 bonus after moving 2 squares.

**Sneak Attack†**

Any time your opponent is flat-footed or otherwise denied their Dex bonus to Ref defense, you deal an extra +1d6 points of damage with a successful melee or ranged attack, but for a ranged attack you must be within 6 squares. This feat may be taken up to five times, for a maximum damage increase of +5d6.

**Sniper**

*Point Blank Shot, Precise Shot, BAB +3*

You always ignore soft cover (i.e., cover provided by a character or creature) when you make a ranged attack, without the usual requirement of aiming.



**Surefooted**

*Trained in Acrobatics and Perception*

Your speed is not reduced by difficult terrain.

**Throw**

*Trip, BAB +1 (melee)*

If you successfully trip an opponent with a grapple attack, the opponent falls prone in any unoccupied space you desire up to 1 square beyond your reach and takes bludgeoning damage equal to your unarmed attack damage. A thrown opponent is no longer considered grappled.

**Toughness**

You gain +1 hit point per character level.

## Feats

### Trick

*Wis 13*

As a standard action, make a Knowledge (Tactics) check against a target's Will defense to daze that target for 1 round. Regardless of whether the trick succeeds or fails, you cannot trick the same target again for 24 hours.

### Trip

*BAB +1 (melee)*

If you succeed on a grappling attack and your opponent fails the opposed grapple check, they fall prone in their space and are no longer considered grappled.

### Triple Attack (type)\*

*BAB +6, Double Attack (type), proficient with chosen weapon*

Choose a single exotic weapon or a weapon category with which you can already use the Double Attack feat. When you use the full attack action with such a weapon, you may make one additional attack (total of three) with that weapon, taking an additional -5 penalty on all attack rolls (total of -10) until your next turn. You may select this feat multiple times; each time it applies to a different exotic weapon or weapon category.

### Uncanny Dodge I

*BAB +1*

You retain your Dex bonus to your Ref defense regardless of being caught flat-footed or struck by a hidden attacker. You still lose your Dex bonus to Ref defense if you are immobilized.

### Uncanny Dodge II

*Uncanny Dodge I, BAB +3*

You cannot be flanked.

### Wealth

You have access to greater than usual property, cash, and material resources. The exact nature of your wealth should be agreed upon at character creation between yourself and the GM, but generally speaking you can afford rare or expensive items, luxury services, or extremely esoteric pastimes. However, you also have the burdens that come along with it, such as being approached regularly by charities or people seeking investors, the public expectation of *noblesse oblige*, or even robbery or kidnap attempts.

### Weapon Finesse

*Dex 12*

When using a light melee weapon (including unarmed attacks), you may use your Dex modifier instead of your Str modifier on attack rolls. (A light melee weapon is a weapon at least one size category smaller than your own. Thus, for a medium size character, a small size weapon is considered light.)

### Weapon Focus (type)\*

*proficient with selected weapon*

Choose a single exotic weapon or a weapon group (simple, advanced melee, common firearms, military firearms, heavy weapons) with which you are proficient, unarmed

strike, or grapple. When using such a weapon, you get +1 to hit and damage with the selected weapon. You may take this feat multiple times; each time you must choose a new weapon, weapon category, or unarmed attack type.

### Weapon Proficiency (type)\*

Choose one of the following weapon groups: advanced melee, common firearms, military firearms, heavy weapons. You are proficient with all weapons of the selected group and do not take the -5 nonproficiency penalty when using such weapons. (All heroic characters begin proficient with simple weapons.) You may take this feat multiple times; each time it applies to a different weapon group.

### Weapon Specialization (type)\*

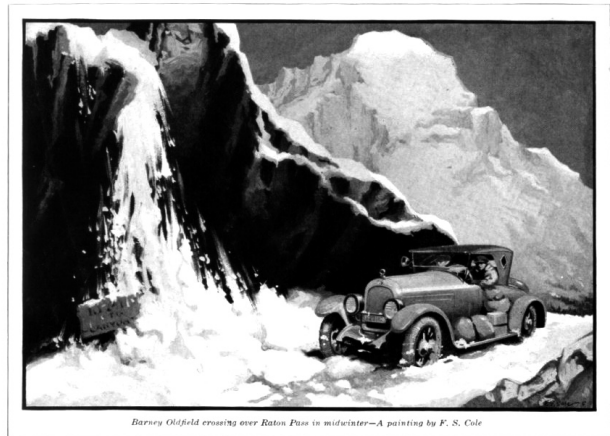
*Weapon Focus (type), BAB +3*

Choose an exotic weapon or weapon category with which you already have Weapon Focus. You gain an additional +1 to attacks and damage with such weapons. You may take this feat multiple times; each time it applies to a different exotic weapon or weapon group.

### Whirlwind Attack

*Dex 13, Int 13, Melee Defense, BAB +3*

As a full-round action, you can make an area attack with your melee weapon, striking every opponent within your reach. This whirlwind attack uses the area attack rules – you make one attack roll and apply the result to every target within range.



### "My Marmon Surely Stands the Gaff -cross continent eight times"

*By Barney Oldfield*

"I've driven many makes of high grade cars, but none ever had such hard service as my Marmons.

"The reason for this is that since adopting Marmons I have undertaken the manufacture of Oldfield tires, which I test personally. To get definite, first-hand knowledge of how my tires stand punishment, I've driven my Marmons continuously under most extreme conditions—high speed on race tracks, ordinary travel on bad roads and hard going on cross-country trips.

"My Marmons have served as pacemakers for a lot of races during the past two years, and I have driven all over the country visiting Oldfield dealers.

"Mrs. Oldfield is equally enthusiastic over her Marmon Coupe, having driven it across the continent twice. She comments constantly on its easy handling, comfort and dependability.

"I've had a hunch that the national survey of Marmon mechanical maintenance would prove the great economy of this sturdy car, and I'm not surprised that the monthly average is as low as \$4.71. My Marmons pile up mileage with practically no maintenance expense to me.

"Believe me, there's no car to equal a Marmon for dependability, performance, and economical maintenance."

M A R M O N  
*The Foremost Fine Car*

# FLAWS

Flaws, as the name implies, are weaknesses in your character. You are not required to take any flaws – they can be quite debilitating! However, if you choose to, you gain an extra feat for each flaw you take. You may only take two flaws total, and they must be taken at character creation.

Flaws have two major components: prohibitions, and penalties. Prohibitions prevent your character from taking some ability, usually a feat, either because it fits the nature of the flaw or because it would mitigate or remove the effects of the flaw. Penalties are mechanical effects of the flaw, generally a penalty to one or more abilities. Note that flaw effects stack, so for example if you take both Fragile Mind and Obsession, you will have a total penalty of -10 to your starting SAN: -5 for Fragile Mind and -5 for Obsession.

## CUSTOM FLAWS

You may create your own flaw(s) with GM approval. The general guidelines are:

- ☞ The flaw must be unique and setting-appropriate. A “Slow Movement” flaw that gives you a -2 move penalty is a watered-down version the existing Hampered Movement flaw, and would not be allowed. “Powerless In the Presence of Kryptonite” doesn’t fit into the setting.
- ☞ The flaw must have an impact on game mechanics.”Remorse” indicating that your character is haunted by dark memories of old wrongs is all well and good, but it’s only allowable as a flaw if it actually has a measurable value.
- ☞ The penalties of flaws are generally more expansive than the benefits provided by feats. This is to prevent people from taking the weakest flaw they can find in order to “pay for” the most powerful feat they can find.

Flaw	Prohibition	Effect
Dark Secret	may not have Connections	-4 to all Cha checks or Cha-based skills <i>except</i> Deception
Feeble		-2 on Str, Dex, and Con-based checks or skills
Frail		-1 hit point per level (minimum 0 hit points per level)
Fragile Mind	may not have Disciplined Mind, Iron Will, or Resolute Mind	-5 starting SAN, 1 pt. SAN loss susceptibility
Frightful Appearance		most NPCs begin attitude step worse toward you than they otherwise would, and attitude penalties to Persuasion checks to change attitude are doubled
Hampered Movement	may not have Dash or Fast Movement	base movement is halved
Obsession	may not have Iron Will	-5 starting SAN, -2 Will defense, -2 to Cha checks or Cha-based skills, and -2 to some Perception checks

☞ The flaw must not be so debilitating that it prevents your character from being effective in play or puts undue burden on the rest of the party. Vampirism would certainly be a flaw – but it would also mean that your character could only take part in the adventure between dusk and dawn, the party would have to lug your dirt-filled coffin around, and they’d have to worry about you putting the bite on them. Not exactly conducive to party cohesion.

## REMOVING FLAWS

You may “buy off” a flaw by forfeiting a feat gained by going up in level. The GM may require this to be played out in some form, depending on the flaw. (“How exactly did you regenerate the bum leg that gave you Hampered Movement?”) It’s possible for the situation to stay the same, while you “buy off” the mechanical penalties, e.g., you still have a Dark Secret, but you no longer take the -4 to Cha checks or Cha-based skills.



## Flaws

### Dark Secret

*may not have Connections*

You have a Dark Secret that you must keep from the world to avoid disaster. The exact nature of the secret is between you and the GM – you may be a fugitive from justice, a monster in human guise, have your gibbering homicidal half-sister locked in the attic, etc. The strain of keeping this secret gives you a furtive and distant manner that makes it very difficult for you to flourish in social settings, giving you -4 to all Cha checks or Cha-based skills *except* Deception, and making it impossible for you to make and maintain many friendly contacts.

### Feeble

You are unusually weak at physical activities, whether due to disease, genetics, or simply not getting enough protein. You take a penalty of -2 on Str, Dex, and Con-based checks or skills. (Your actual ability scores or values derived from them do not change.)

### Frail

Your body cannot take much abuse. You get a penalty of -1 hit point per level, and the usual “minimum 1 hit point per level” rule is suspended, making it possible for you to go

up in level without gaining hit points at all. (You will not lose hit points when going up in level, however.)

### Fragile Mind

*may not have Disciplined Mind, Iron Will, or Resolute Mind*

Terror and dread mystery can do something to even the soundest mind – but you are a little unsettled even beforehand. You take a penalty of -5 to your starting SAN; furthermore, when you lose SAN, you lose an extra +1 point of SAN. This extra point may send you into temporary or indefinite insanity just like regular SAN loss would. If at any point you “buy off” this flaw, your starting SAN and current SAN both go up by 5 points, up to your maximum SAN.

### Frightful Appearance

Due to scarring, deformity, or some other condition, your appearance is startling and unpleasant, even to the most open-minded person. You may take steps to mitigate this, such as wearing a mask to cover scarring, but even that will make you stand out and be noticeable. Most NPCs, particularly when not prepared for the shock of seeing you for the first time, will begin one attitude step worse toward you than they otherwise would (e.g., a normally “friendly” merchant will instead be “indifferent”). Further, the attitude penalties to Persuasion checks made to change attitude are doubled (e.g., -4 for indifferent, -10 for unfriendly, etc.).

### Hampered Movement

*may not have Dash or Fast Movement*

Due to injury, deformity, or some other condition, you are not able to move as quickly as most other people. Your base movement is halved (going from 6 squares to 3 squares for medium characters, or from 4 squares to 2 squares for small characters).

### Obsession

*may not have Iron Will*

You are obsessed with something – a goal, an ideal, a cause, etc. The nature of this obsession is between you and the GM. Victor Frankenstein was obsessed with creating life from death, for example. Whatever the obsession is, it has taken over your life, unbalanced your mental equilibrium, and causes you to go to extremes in pursuit of it. It has also made you distant and hard to relate to, causing most people to find you peculiar and unpleasant to be around. You take a penalty of -5 to your starting SAN, -2 to your Will defense, and -2 to Cha checks or Cha-based skills. You are also easy to manipulate by those who know of your obsession: by relating whatever it is they are trying to get you to do to your obsession somehow, they can more easily get you to go along with it. You get a -2 penalty to Perception checks to detect falsehoods related to the topic of your obsession.





# MONEY AND EQUIPMENT

Roughly speaking, prices in 1930 are roughly 1/10 those of today, with salaries 1/15 - 1/20. The game will not be tracking exact funds, but if you wish to determine your character's annual salary, roll on the chart below based on what your character's social level should be. Most investigators are probably of average or comfortable income – those of lower income probably don't have time to go around solving dread mysteries (unless possibly as the employee of another character).

2d6	Poor	Average	Comfortable	Rich*
2	\$300	\$3000	\$4000	\$25,000
3-4	\$500	\$4000	\$6000	\$40,000
5-7	\$750	\$5000	\$8000	\$65,000
8-9	\$1000	\$6000	\$10000	\$80,000
10-11	\$2000	\$7000	\$12000	\$95,000
12	\$4000	\$8000	\$14000	\$110,000

\*Requires the Wealthy feat.

The equipment listed here includes items typically available to investigators in 1930. Prices are shown for reference.

Men's Clothing	
Men's Tailored Silk Suit	\$75+
Worsted Wool Suit	\$30
Chesterfield Overcoat	\$20
Oxford Dress Shoes	\$7
Leather Work Shoes	\$5
Felt Fedora	\$9
Wool Golf Cap	\$2
Cuff Links	\$0.40
Women's Clothing	
Chic Designer Dress	\$90+
Silk Crepe Frock	\$16.50
Satin Charmeuse	\$11
French Repp Dress	\$11
Spike Heeled Parisian Shoes	\$4.50
Snug Velour Hat	\$4.50
Satin Turban-Style Hat	\$3.50
Silk Handbag	\$5

Communications	
Telegram	\$0.50
International Telegram	\$1.25/word
Postage (letter)	\$0.03
Postage (package)	\$0.03 - \$1
Console Radio Receiver	\$50
Desk Phone	\$16
Telegraph Machine	\$4.25
Newspaper	\$0.05

**Demorest**  
High Grade

THE  
**DEMOREST**  
BICYCLES  
AND  
**SEWING MACHINES**

Are Prime Favorites with the Irish Population of New York and Philadelphia.

**WHY?** Because THEY KNOW a good thing when they see it.

If you are in the market for a Bicycle or Sewing Machine,  
See a DEMOREST BEFORE PURCHASING ELSEWHERE.

Entertainment	
Movie Ticket	\$0.15
Baseball Ticket	\$1
Concert/Ballet House Seats	\$4
Concert/Ballet Box Seats	\$10
Music	
5-string Banjo	\$10
Brass Saxophone	\$63.50
Cabinet Phonograph	\$45
Phonograph Records	\$0.39
Photography	
Movie Camera	\$89
Movie Projector	\$54
Box Camera	\$2.50
24-roll Film	\$0.40
Folding Pocket Camera	\$16
Developer Kit	\$5

# Money and Equipment

## Entertainment

Movie Ticket	\$0.15
Baseball Ticket	\$1
Concert/Ballet House Seats	\$4
Concert/Ballet Box Seats	\$10

## Music

5-string Banjo	\$10
Brass Saxophone	\$63.50
Cabinet Phonograph	\$45
Phonograph Records	\$0.39

## Photography

Movie Camera	\$89
Movie Projector	\$54
Box Camera	\$2.50
24-roll Film	\$0.40
Folding Pocket Camera	\$16
Developer Kit	\$5

## Transportation

Ford Model T	\$350
Ford Model A	\$575
Chevrolet Superior	\$600
Mercedes-Benz SSK	\$8,000
Packard 626	\$2,400
Buick 121	\$1,400
Norton Motorcycle	\$95
Tire (with rim)	\$11
Auto Battery	\$8.50
Replacement Headlamp	\$4
Streetcar Fare	\$0.10
Bus Fare	\$0.05
Domestic Air Ticket	\$2/10 mi.
International Air Ticket	\$18/100 mi.
Surplus Trainer Biplane	\$300
Travelair 2000 Biplane	\$3,000
Train Fare, 50 mi	\$2
Train Fare, 100 mi	\$3
Train Fare, 500 mi	\$6
Sea Voyage (U.S. to Western Europe port)	
-First Class (one way)	\$120
-First Class (round trip)	\$200
Steerage	\$35
4-man Hot Air Balloon	\$1,800

## Outdoor and Travel Gear

Camp Stove and Cooking Gear	\$14
Folding Bathtub	\$6.45
Waterproof Blanket	\$2
Folding Cot	\$6
Flare Gun (Fired as an exotic weapon does 2d6 fire damage to a single target and catches them on fire {SWSE p. 255}.)	\$15
Carbide Lamp	\$2.75
Searchlight	\$6
Gasoline Lantern	\$6.75
Binoculars	\$28
Jewelled Compass	\$2.50
Hunting Knife/Pocket Knife	\$2.25
Small Live Animal Trap	\$2.50
Coiled Spring Bear Trap	\$6
Fishing Tackle	\$16
Travel Bag	\$7.50
Suitcase	\$10
Steamer Trunk	\$14
Large Travel Wardrobe	\$42

## Tools

Well-Equipped Toolbox	\$13
Socket Wrench Set	\$7
Hand Drill and Bits	\$6
25' Ladder	\$3.50
Block and Tackle	\$3
50' Rope	\$8.50
Watchmaker's Precision Tools	\$14.50
Crowbar	\$2.25
Gasoline Blowtorch	\$4.50
Medical and Scientific Equipment	
Medical Kit (doctor's bag)	\$11
First Aid Kit	\$4
Scalpel Set	\$1.50
Wheelchair	\$33
Metal Crutches	\$1.50
Straightjacket	\$9.50
Microscope	\$12
Complete Diving Suit	\$1,200



## Lodging and Dining

Fleabag Hotel (per night)	\$0.75
Average Hotel (per night)	\$4.50
Average Hotel (per week w/ room service)	\$24
Good Hotel (per night)	\$9
House (rent per year)	\$1,000
Flat (rent per week)	\$12.50
Apartment (rent per week)	\$10
Bag of Candy	\$0.02
Breakfast	\$0.45
Lunch	\$0.65
Dinner	\$1
Rotgut Gin (at a speakeasy)	\$0.10
Cocktail	\$0.25
Wine (glass)	\$0.75
Beer (glass)	\$0.25
Whiskey (glass)	\$0.25

## Miscellaneous

College Tuition (semester)	\$500
Wrist Watch	\$6
Gold Pocket Watch	\$32.50
Self-filling Fountain Pen	\$1.25
Handcuffs	\$2
Remington Typewriter	\$40
Umbrella	\$2
Cigarettes (per pack)	\$0.10
Coca-Cola	\$0.05
Make-Up Kit	\$5
Unabridged Dictionary	\$7
10-Volume Encyclopedia	\$50

If you desire the extra detail of a specific sub-type of weapon, particularly model of firearm, you'll have to come up with the stats yourself and get GM's approval, unless the GM provides them separately.

No stats have been provided for heavy weapons, as most characters don't go around buying cannons on a regular basis. But for reference, a 75mm field gun costs about \$1,500, targets a square (or a single character or vehicle at a -20 to-hit penalty) and does 4d10 with a 1-square splash radius.

## WEAPONS

Weapons are listed by category for convenience and ease of play – in the heat of the moment, the subtle distinctions between, say, a broadsword and a katana, are not likely to make a difference to your character. They're both long, narrow slicing blades held by a grip at one end, i.e., they're both swords.

Simple Melee	Dmg	Size	Type	Price	Notes
Unarmed Strike	1d4	small	bludgeoning	n/a	small creatures: 1d3
Brass Knuckles	1d6	small	bludgeoning	\$1	small creatures: 1d4
Knife	1d6	tiny	slashing/piercing	\$2	may be thrown
Sap	1d6	tiny	bludgeoning	\$1	
Club/baton	1d6	tiny	bludgeoning	\$1	
Hatchet	1d6	small	slashing	\$3	
Mace/bat	1d8	medium	bludgeoning	\$3	bat is 2-handed
Spear	1d8	medium	piercing	\$5	may be thrown
Gun butt (pistol)	1d6	small	bludgeoning	per gun	
Gun butt (rifle)	1d8	medium	bludgeoning	per gun	2-handed
Quarterstaff	1d6/1d6	large	bludgeoning	\$2	double weapon
Simple Ranged	Dmg	Size	Type	Price	Notes
Sling	1d4	small	bludgeoning	n/a	
Bow	1d8	medium	piercing	\$1	2-handed
Hand Grenade	4d6	tiny	slashing	\$8	thrown, area effect, 2-sq. radius

## Money and Equipment

Advanced Melee	Dmg	Size	Type	Price	Notes
Axe (wood or fire)	2d8	medium	slashing	\$6	2-handed
Dagger	2d4	small	slashing/piercing	\$4	may be thrown
Machete	2d6	small	slashing	\$1	
Morningstar	2d8	medium	bludgeoning/piercing	\$15	
Rapier	2d6	medium	piercing	\$6	small for purposes of Weapon Finesse
Sword	2d8	medium	slashing/piercing	\$15	

### Common Firearms (Piercing Damage)

Pistol	Dmg	Size	Rounds	Price	Notes
Derringer	3d4	tiny	2	\$20	range as simple weapon, swift action to cock hammer
small revolver (.38 Colt)	3d4	small	6	\$25	
large revolver (.45 Colt, Webley)	3d6	small	6	\$30	
small semiautomatic (.45 Colt)	3d6	small	8	\$45	
large semiautomatic (Po8 Luger)	3d8	medium	8	\$60	
Rifle	Dmg	Size	Rounds	Price	Notes
Lever-action Carbine (Winchester)	3d6	medium	5	\$28	2 swift actions to chamber round
Bolt-Action Civilian (Mauser M1898)	3d8	medium	5	\$40	1 swift action to chamber round
Bolt-Action Military (Lee-Enfield Mk III)	3d8	medium	10	\$50	1 swift action to chamber round

Shotgun	Damage <sup>1</sup>	Size	Rounds	Price	Notes
12-Gauge (Winchester pump-action)	3d8/3d6/2d6/1d6	medium	5	\$45	range as pistol, 2 swift actions to chamber a round
Short-barrel 12-Gauge	4d8/3d6/2d6/1d6	medium	5	\$45	range as simple weapon, 2 swift actions to chamber a round
Double-barrel 12-Gauge	3d8/3d6/2d6/1d6	medium	2	\$45	may fire both barrels without chambering; then requires reload
Browning Auto-5 Shotgun	3d8/2d8/1d8/1d6	medium	4	\$60	range as pistol

<sup>1</sup>Shotgun damage is listed by range band: PB/S/M/L. Solid slug ammunition does the "short" range damage at all ranges.

### Military Firearms (Piercing Damage)

Weapon	Dmg	Size	Rounds	Price	Notes
Thompson M1921	3d6	medium	20, 30, or 50	\$225	autofire, range as pistol
M1918 Browning Automatic	3d8	large	20	\$180	autofire, range as rifle, restricted to military, bipod mount

### Exotic Weapons

Weapon	Dmg	Size	Type	Price	Notes
Bullwhip	1d6	medium	slashing	\$3	reach 3 squares (cannot hit adjacent squares), may pin or trip
Flamethrower	3d6	large	fire	\$500	7-square line, all within effect catch fire ( <i>SWSE</i> p. 255), 2-handed, restricted to military, 10 uses

## Explosives

To be most effective, explosives must be placed, using the Security skill. However, a bottle of oil or gasoline with a cloth wick (i.e., a “Molotov Cocktail”) or a single stick of dynamite can be lit and thrown as a simple weapon. Molotov Cocktails do fire damage; dynamite does fire/bludgeoning.

Explosive	Dmg	Size	Price	Notes
“Molotov Cocktail”	2d6	tiny	n/a	thrown, area effect, 1 square radius, catch fire (SWSE p. 255)
Dynamite Stick	5d6	tiny	\$1	area effect, 1 square; may be thrown
Dynamite Pack (three sticks)	8d6	small	\$3	area effect, 1 square; 1 square splash radius
Dynamite Pack (per additional +3 sticks)	+1d6	(var.)	+\$3	+1 square splash radius

## Default Weapon Ranges

Type	Point Blank (+0)	Short (-2)	Medium (-5)	Long (-10)
Thrown <sup>1</sup>	0-6 squares	7-8 squares	9-10 squares	11-12 squares
Simple Weapons	0-6 squares	7-24 squares	25-50 squares	51-80 squares
Pistols	0-10 squares	11-30 squares	31-60 squares	61-80 squares
Rifles	0-20 squares	21-60 squares	61-150 squares	151-300 squares
Heavy Weapons	0-50 squares	51-100 squares	101-250 squares	251-500 squares

<sup>1</sup>Includes grenades and thrown melee weapons such as knives or spears.



# EXPERIENCE AND LEVELS

Experience points are gained for puzzles solved, challenges overcome, and other moments that define your character's career. They're also awarded for good roleplaying, staying "in character," working to sustain the mood of "dread mystery," and anything else that contributes to a fun game session. Because the opposition will sometimes be horribly overwhelming, you are not awarded experience for "defeating" a foe – sometimes simply *surviving* the encounter is its own reward.

Experience points are awarded at the end of every session, and you go up in level immediately when you pass the experience point amount for that level (e.g., 1000 XP for 2<sup>nd</sup> level). The usual "previous level XP + (current level x 1000)" formula is used to determine how many XP are needed to go up each level, as shown here:

Level	XP	BAB	Awards
1 <sup>st</sup>	0	+0	Starting feats and skills
2 <sup>nd</sup>	1,000	+1	+1 skill checks
3 <sup>rd</sup>	3,000	+2	Feat
4 <sup>th</sup>	6,000	+3	+1 skill checks, +1 to 2 ability scores
5 <sup>th</sup>	10,000	+3	Feat
6 <sup>th</sup>	15,000	+4	+1 skill checks
7 <sup>th</sup>	21,000	+5	Feat
8 <sup>th</sup>	28,000	+6	+1 skill checks, +1 to 2 ability scores
9 <sup>th</sup>	36,000	+6	Feat
10 <sup>th</sup>	45,000	+7	+1 skill checks
11 <sup>th</sup>	55,000	+8	Feat
12 <sup>th</sup>	66,000	+9	+1 skill checks, +1 to 2 ability scores
13 <sup>th</sup>	78,000	+9	Feat
14 <sup>th</sup>	91,000	+10	+1 skill checks
15 <sup>th</sup>	105,000	+11	Feat
16 <sup>th</sup>	120,000	+12	+1 skill checks, +1 to 2 ability scores
17 <sup>th</sup>	136,000	+12	Feat
18 <sup>th</sup>	153,000	+13	+1 skill checks
19 <sup>th</sup>	171,000	+14	Feat
20 <sup>th</sup>	190,000	+15	+1 skill checks, +1 to 2 ability scores

At every level, your defense bonuses go up by +1, you gain hit points by rolling the appropriate hit die and adding your Con modifier (plus or

minus any modifiers from feats or flaws), and you gain +1d6 current SAN. (This can, in theory, take you past your starting SAN, although in practice it's unlikely to happen.) *Uncanny Midnight Tales* does not use classes in the usual sense, so there is no "multiclassing." You simply gain a new level and take whatever benefits you've earned.



## COMBAT AND OTHER DANGERS

Unless specified otherwise, the game follows the *Star Wars Saga Edition* rules for combat, hazards, and so forth. Besides character creation, the only changes in rules that players need to worry about are Sanity, and Optional Critical Hit Effects.

### SANITY (TEXT LARGELY BY MONTE COOK)

Determining a character's SAN is discussed under character creation; this section discusses the more advanced mechanics, such as the effects of insanity.

#### Sanity Check

When called to make a Sanity Check, you roll 1d20 + your Sanity Check modifier. The default DC for this check is 20, although the GM may modify this. Sanity Checks are modified by condition track penalties.

If you succeed at your Sanity Check, you usually suffer no or minor ill effects, although truly terrifying experiences may still drain your SAN even if you pass your check.

If you fail your Sanity Check by more than your Sanity Threshold, your character has been unhinged by what they've experienced. They immediately move -1 step on the condition track, in addition to other ill effects of failing their Sanity Check. If this movement takes them to -5 steps, they faint.

#### Losing SAN

When you fail a Sanity Check, regardless of by how much you fail it by, the GM informs you of how much SAN you lose (usually determined by a die roll) as well as any other ill effects. Characters with SAN Resistance (such as from the Disciplined Mind feat) subtract that value from the amount of SAN they lose. (For instance, a character with 1 point of SAN resistance fails a Sanity Check and the GM rolls a 4 for the amount of SAN lost. That character actually only loses 3 SAN.)

#### Temporary Insanity

If you lose more than your Sanity Threshold from a single failed Sanity check, you immediately

1d20	Random Temporary Insanity
1	Character faints (can be awakened by vigorous action taking 1 round; thereafter, character is -1 persistent step down the condition track until duration expires).
2	Character has a screaming fit.
3	Character flees in panic.
4	Character becomes paranoid.
5	Character shows physical hysterics or emotional outburst (laughing, crying, and so on).
6	Character babbles in incoherent rapid speech or in logorrhea (a torrent of coherent speech).
7	Character develops an attachment to a "lucky charm" (embraces object, type of object, or person as a safety blanket) and cannot function without it.
8	Character gripped by intense phobia, perhaps rooting them to the spot.
9	Character becomes homicidal, dealing harm to nearest person as efficiently as possible.
10	Character has hallucinations or delusions (details at the discretion of the GM).
11	Character gripped with echopraxia or echolalia (saying or doing whatever those nearby say or do).
12	Character gripped with strange or deviant eating desire (dirt, slime, cannibalism, and so on).
13	Character performs compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if gun is loaded, and so on).
14	Character develops psychosomatic blindness, deafness, or the loss of the use of a limb or limbs.
15	Character loses ability to communicate via speech or writing.
16	Character has uncontrollable tics or tremors (-5 to all Str- or Dex-based skills, checks, attack rolls, and Ref defense).
17	Character has amnesia (memories of intimates usually lost first; Knowledge skills useless).
18	Character falls into a stupor (assumes fetal position, oblivious to events around them).
19	Character becomes catatonic (can stand but has no will or interest; may be led or forced to simple actions but takes no independent action).
20	Roll twice and combine.

## Combat and Other Dangers (Sanity)

move down -1 step on the condition track and are in danger of falling into temporary insanity. Make an additional Sanity Check at the new value (including condition track penalties). If the check fails, the character realizes the full significance of what they 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 plays 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. The GM and player should endeavor to come up with something that fits the situation, or alternatively, may roll on the Random Temporary Insanity table.

A character remains temporarily insane until they are treated by another character with the Psychoanalysis skill (see **Psychoanalysis** under skills) or they manage to succeed at another Sanity check. Temporarily insane characters get Sanity Checks to recover at the following intervals:

- ☞ (10 - Sanity Threshold) rounds after going temporarily insane
- ☞ At the end of the encounter
- ☞ Six hours after the end of the encounter
- ☞ Each additional six hours after that

### Indefinite Insanity

If you lose as much SAN as your Wisdom during a single encounter, you are in danger of falling into indefinite insanity. Make an additional Sanity Check at the new value (including condition track penalties). If the check fails, your character has become indefinitely insane. If possible, the GM and player should come up with an appropriate form of insanity based on the conditions that brought it about, including simply extending and amplifying the effects of temporary insanity the character may already be suffering. If desired, the GM may roll on the Random Indefinite Insanity table.



Random Indefinite Insanity	
d20	Mental Disorder Type
1	Eating (anorexia, bulimia)
2-3	Anxiety (includes severe phobias)
4-5	Dissociative (amnesia, multiple personalities)
6	Mood (manic/depressive)
7-8	Impulse control (compulsions)
9-11	Personality (various neuroses)
12	Psychospecies (believing you are not human)
13-14	Schizophrenia/psychotic (delusions, hallucinations, paranoia, catatonia)
15-16	Sleep (night terrors, sleepwalking)
17	Substance abuse (alcoholic, drug addict)
18-19	Somatoform (psychosomatic conditions)
20	Other (megalomania, quixotism, panzaism)

The state of indefinite insanity is encompassing and incapacitating. For instance, a schizophrenic may be able to walk the streets while babbling and gesticulating, find rudimentary shelter, and beg for enough food to survive, but most of the business of the mind has departed into itself: they cannot fully interact with friends, family, or acquaintances. Conversation, cooperation, and all sense of personal regard have vanished from their psyche.

It is possible for characters with indefinite insanity to continue to be played as active characters, depending on the form their madness takes. The character may still attempt to stumble madly through the rest of an adventure. However, with their weakened grasp on reality, they are most likely a danger to themselves and others.

As a general rule, a character suffering from indefinite insanity should be removed from active play until they recover. If the player has a back-up character, they can be brought in to the scenario; if not, the GM may allow the player to control an NPC or create a new character as a “stand-in.”

If a character goes 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, unable to help themselves or others. The Psychoanalysis skill can be used to restore Sanity points during this period, but the underlying insanity remains.



After recovery, a victim retains definite traces of madness. For example, even though a character knows they are no longer insane, they might be deathly afraid of going to sleep if their insanity manifested itself in the form of terrifying nightmares. The character is in control of their actions, but the experience of insanity has changed them, perhaps forever.

### Permanent Insanity

A character whose SAN is reduced to zero has gone 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 normal person; either way, they are inwardly corrupted by the pursuit of knowledge and power. Some of the most dangerous cultists in the world are characters who have become permanently insane, been corrupted by forbidden knowledge, and “gone over to the other side.”

A character might be driven permanently insane by forces other than dark gods or forbidden knowledge. In such cases, moral corruption need not necessarily occur. The GM might decide to consider different sorts of permanent insanity, rolling randomly or choosing from among the mental disorders on the Random Indefinite Insanity table.

A character who has gone permanently insane can never be normal again. They are forever lost in their own world. This need not mean a lifetime locked away from society, merely that the character has retreated so far from reality that normal mental functions can never be restored. They might be able to lead, within restricted bounds, a more or less normal life if kept away from the stimulus that triggers strong responses in their individual case. Yet a relapse may come quickly. Their calm facade can be



destroyed in seconds if even the smallest reminder of what it was that drove them mad disturbs their fragile equilibrium. In any event, the eventual fate of a permanently insane character is a matter for the GM and players to decide.

### Recovering SAN

Sanity may be recovered up to your starting SAN or your maximum SAN (whichever is lower) by means of Psychoanalysis. Further, whenever you gain a level, you get +1d6 SAN (which can theoretically raise it above your starting SAN, but this is not likely in practice). SAN may be awarded by the GM for accomplishing story goals as well, particularly ones that “restore the natural order” as your characters see it.

### OPTIONAL CRITICAL HIT EFFECTS

When you roll a d20 to hit a target in combat and it comes up exactly 20, you automatically hit your target and score a critical hit. Normally, a critical hit simply does double damage – thus if you were making an attack that would do 2d6+4, the attack does 4d6+8 on a critical.

However, just to add a little variety to combat, for *Uncanny Midnight Tales* you have the option to forego the extra damage and choose instead to do

normal damage plus one of the effects on the Optional Critical Hit Effects chart. The effect chosen must make sense in context – you can't get a free disarm on a beast using its claws, for instance – and you must announce your choice before you roll your damage. Often it'll be more advantageous to simply stick with the extra damage, but in the right circumstances, one of these options may carry the day. Note that NPCs will have the option of doing this to *you*, as well.

#### Optional Critical Hit Effects

Option	Description
Adrenalin Surge	You gain a +1 morale bonus to all attacks, defense scores, damage, skill, and ability checks until the end of your next round. If below ½ hit points, you also regain hit points equal to your level.
Bleeding Wound	Every turn, as a free action, roll d20 + ½ your level vs. the target's Fort defense to make them bleed for an additional 1d4 damage (plus your level bonus for damage). On any turn this attack misses, the wound stops bleeding.
Blinded	As a reaction, roll d20 + ½ your level vs. the target's Fort defense. If successful, they are blinded for 1d4+1 rounds. If failed, no extra damage. (Alternatively, the target may be deafened instead of blinded.)
Bull Rush	As a reaction, get a free bull rush against your target as if you had the Bull Rush feat, regardless of whether you meet the prerequisites. You do not need to be able to reach the target – a ranged attack may have forced them to jump away from it. (Note that you can only perform a bull rush on a target up to one size larger than yourself.)
Cleave	As a reaction, if your normal damage drops your foe, you may immediately make an identical attack against another foe. Unlike the regular cleave feat, you may do this in ranged combat as well, as long as your weapon can fire again.
Daze	As a free action, roll d20 + your level vs. the target's Fort def to leave them dazed for one round in pain or surprise. Only works on creatures of size large or smaller.
Declaw	Target may not use one of its natural attacks (bite, claw, etc.) of your choice until it takes a second wind.
Disarm	As a reaction, get a free disarm attempt against your opponent as if you had the Improved Disarm feat, regardless of whether you meet the prerequisites. You do not need to be able to reach the target – a ranged attack that strikes their arm may force them to drop their weapon, for instance.
Evade	Gain a +5 dodge bonus to your Ref defense until the end of your next round.
Hurt	If the target is at the top of the condition track, they immediately move -1 persistent step down the condition track. This only works on creatures of size large or smaller.
Leg Injury	Foe loses 1 square of movement. This effect may stack with itself. Only works on creatures of size large or smaller.
Slowed	Target may only take a single standard action, a single move action, or 2 swift actions on their next turn.
Trip	As a reaction, get a free trip attempt on your target as if you had the Trip feat, regardless of whether you meet the prerequisites.
Triple Critical	Roll your attack again with the exact same modifiers and defense values. If this second attack succeeds, do triple damage instead of double. If it fails, do no extra damage.
Woozy	Foe takes a -2 penalty to all attacks, defense scores, damage, skill, and ability checks for 1d4+1 rounds. This does not stack with condition track penalties. This only works on creatures of size large or smaller.

## PREGENERATED CHARACTERS

These characters can be used as templates for your own by simply swapping out trained skills or feats, grabbed as a quick replacement in the event of a character's untimely death, or by the Game-master as NPCs to help, hinder, or interact with the party.

### Agatha Lovejoy, Lvl 1 Librarian

**Init** +1; **Senses** Perception +12

**Defenses** Ref 13 (flat-footed 12), Fort 12, Will 14 (+1 Ref, +1 Fort, +2 Will, Improved Defenses)

**hp** 18; **Threshold** 12

**Speed** 6 squares

**Melee** unarmed -1 (d4-1)

**Ranged** none +1

**Arcane** none +1

**Fighting Space** 1 square x 1 square; **Reach** 1 square

**Base Atk** +0; **Grp** -1;

**Sanity** 70 (Sanity Check +13); **SAN Threshold** 7

**Abilities** Str 9/-1, Dex 13/+1, Con 10/+0, Int 16/+3, Wis 14/+2, Cha 13/+1

**Feats** Educated, Improved Defenses, Skilled Advisor, Skill Focus (Perception), Weapon Familiarity (Simple, Common Firearms)

**Skills** Decipher Script +8, Gather Information +6, Knowledge (Bureacracy) +8, Knowledge (History) +8, Knowledge (Worldly) +8, Perception +12, Persuasion +6, Stealth +6

**Languages Known** English, Latin, German, Italian

**Flaws** none

### Horace P. Lovejoy, Lvl 1 Neurotic Writer

**Init** +4; **Senses** Perception +6

**Vulnerability** 1 pt. SAN susceptibility

**Defenses** Ref 13 (flat-footed 13), Fort 12, Will 12 (+3 Ref, +1 Fort)

**hp** 18; **Threshold** 12

**Speed** 8 squares

**Melee** unarmed -1 (d4-1)

**Ranged** small revolver -1 (3d4)

**Arcane** none +0

**Fighting Space** 1 square x 1 square; **Reach** 1 square

**Base Atk** +0; **Grp** -1;

**Sanity** 55 (Sanity Check +10); **SAN Threshold** 6

**Abilities** Str 9/-1, Dex 9/-1, Con 10/+0, Int 16/+3, Wis 12/+1, Cha 11/+0

**Feats** Acute Senses, Dash, Educated, Fast Movement, Skill Training (Knowledge: Writing), Weapon Proficiency (Simple, Common Firearms)

**Skills** Decipher Script +8, Gather Information +5, Initiative +4, Knowledge (Anthropology) +8, Knowledge (History) +8, Knowledge (Occult) +8, Knowledge (Religion) +8, Knowledge (Writing) +8, Perception +6 (may reroll)

**Languages Known** English, French, Latin, Ancient Greek

**Flaws** Fragile Mind

### Magdala Slovanka, Lvl 1 Psychic

**Init** +1; **Senses** Perception +7

**Defenses** Ref 14 (flat-footed 13), Fort 13, Will 19 (+2 Ref, +1 Fort, +2 Will, Iron Will)

**hp** 19; **Threshold** 13

**Speed** 6 squares

**Melee** unarmed +0 (d4)

**Ranged** none +1

**Arcane** none +4

**Fighting Space** 1 square x 1 square; **Reach** 1 square

**Base Atk** +0; **Grp** +0;

**Sanity** 90 (Sanity Check +17); **SAN Threshold** 7;

**Abilities** Str 11/+0, Dex 13/+1, Con 12/+1, Int 13/+1, Wis 14/+2, Cha 18/+4

**Feats** Clairvoyance, ESP, Iron Will, Second Sight, Skill Training (Psychoanalysis), Weapon Familiarity (Simple)

**Skills** Deception +9, Knowledge (Geography) +6, Knowledge (Occult) +6, Perception +7, Perform +9, Persuasion +9, Psychoanalysis +7

**Languages Known** English, Hungarian, Russian

**Flaws** none

### Terry Washington, Lvl 1 Roughneck

**Init** +6; **Senses** Perception +0

**Defenses** Ref 14 (flat-footed 13), Fort 14, Will 11 (+2 Ref, +2 Fort)

**hp** 25; **Threshold** 14

**Speed** 6 squares

**Melee** unarmed +4 (d4+3)

**Ranged** small semiautomatic +1 (3d6) (+2/3d6+1 at PB)

**Arcane** none +0

**Fighting Space** 1 square x 1 square; **Reach** 1 square

**Base Atk** +0 (+1 melee); **Grp** +4;

**Sanity** 55 (Sanity Check +10); **SAN Threshold** 5

**Abilities** Str 17/+3, Dex 12/+1, Con 12/+1, Int 9/-1, Wis 10/+0, Cha 11/+0

**Feats** Improved BAB (melee) +1, Improved Hit Die (d8), Pin, Point Blank Shot, Weapon Familiarity (Simple, Common Firearms)

**Skills** Acrobatics +6, Drive +6, Endurance +6, Initiative +6

**Languages Known** English

**Flaws** none



## Credit and Acknowledgements

### CREDIT WHERE CREDIT IS DUE

*Uncanny Midnight Tales* is more an interpretation than an original work, but hopefully this new implementation of the ruleset will find favor. *UMT* is based largely on the work of Monte Cook, Christopher Perkins, Owen K.C. Stephens, Rodney Thompson, John Tynes, Lynn Willis, Sandy Petersen, Aaron Allston, Steve Petersen, and Michael Stackpole. Illustrations have been culled from several sources, particularly from the “Dark Cults” storytelling card game created by Kenneth Rahman, a variety of web pages, royalty-free clipart collections, and some older or out-of-print RPG sources, and in all cases should be considered the property of their various creators or licensors. I do not know the source for all illustrations, but I’ve made as complete a list as I could below. This is a fan work and is not intended to undermine any existing copyright. The setting of Madison, Virginia was created and developed by Phil Brucato and John Robey with input from Laurie Robey, Jennifer Starling and Gray Beeker.



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\*The artists in *GURPS Horror (1st Ed.)* are Brad Gorby, John and Jason Waltrip, Kyle Miller, Dan Willems, Dan Carroll, Stephan Peregrine, Dan Panosian, and Denis Loubet.