THE
THING

Who Goes There?
V 0.3

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This game contains spoilers about Terminator (movies, books, etc.). You have been warned!

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Introduction

"Happens all the time, man. They're falling out of the skies like flies. Government knows all about it... Chariots of the Gods, man... They practically own South America. I mean they taught the Incas everything they knew..."

-- Palmer to Childs, The Thing

The Thing is a d20 campaign supplement. For more information about D20 Modern, see Section 15 of the Open Gaming License.

The first half of the supplement is suitable for players and Game Masters. The last half is for Game Masters only. This document's headers use the Chiller and Impact fonts.

Summary

Military specialists investigating the deaths of scientists in the Antarctic discover a shape shifting alien is responsible and engage in a final struggle of survival of the fittest.

Campaign in Brief

An American scientific expedition to the frozen wastes of the Antarctic is suddenly disrupted by the arrival of a husky, pursued by two Norwegians in a helicopter. The Norwegians fire indiscriminately at the dog. The team members defend themselves and shoot back, killing the Norwegians.

It doesn't take long before the Thing (in dog form) attacks the team. One by one, they are picked off and replaced by Thing duplicates.

As the expedition explores the Norwegian camp, the history of the Thing comes together. Centuries ago - an alien spaceship had crash-landed in the Antarctic. The pilot was thrown clear and eventually froze in the ice. But the Norwegians uncovered it. And then they thawed it out.

The Thing is a cellular colony that imitates other beings. It has the ability to alter its own cell structure to that of a consumed organism, and can thus imitate a victim almost perfectly.

If the Thing were to ever reach civilization, it could replicate so quickly that in a matter of days, it would duplicate every living being on Earth. It's up to the PCs to stop it...before the Thing stops them.

The Role of the Heroes

A military team has been sent to discover what happened to the 12 men of U.S. Outpost 31. They must brave the chilling cold, a burnt out wreckage, and whatever still lurks in the depths of Outpost 31.

The trail may eventually lead to beyond the Antarctic. Be it land, sea, or air, the heroes are the last defense against a being that is part chameleon, part virus. Should it spread, humanity is doomed.

The PCs are professionals. But they are utterly unprepared for a xeno-biological threat. They are soldiers, mechanics, servicemen of all stripes who are disciplined and good at what they do. They will need all those skills to combat a being that has no comprehendible biology.

Department 7

An encounter with extra-terrestrials and a murder investigation in the arctic is simply too much to pass up. The entire team might be formed of Department 7 special agents, or alternately, one or two are undercover accompanying a supposedly straightforward investigation. Whatever the case, Department 7 is interested and, if at all possible, wants samples.

If the PCs aren't careful, they may end up being the sample.

Theme

Truth. Fear. Paranoia.

The world can be a very inhospitable place. At Outpost 31, the men who were stationed there were confined to tight, cramped spaces. When it's 40 below outside, staying warm makes plenty of sense.

But there's something else trapped inside too. Something violent, deadly – a predator. Worse, it can take on the form of anyone else. And it needs to stay warm too.

The Thing: Who Goes There? Is as much a science fiction game as it is a horror game. Why?

There is nowhere to run. Civilization is 100 miles away, with nothing but ice and snow in between. Radios are out due to the snowstorm, transportation is non-existent when the weather kicks up (and it always kicks up at the worst times), and modern comforts only extend as far as the base itself. Nothing can be imported and nothing leaves until winter ends.

There is nowhere to hide. Under cramped conditions, space is at a premium. Similar to a space station or a submarine, there are no wide-open indoor spaces. The only large space is the outdoors and that's not a place any living Thing wants to be in during the winter.

And it's very, very cold outside. It's not just cold, it's freezing. A man outside, unprepared, can freeze to death in minutes. The wind blows constantly. If a door opens, snow blasts through the opening. Men return with frost on their beards. Human beings weren't meant to live in the Antarctic.

It's very simple: kill the Thing before it kills you. The only problem is determining who is a Thing and who isn't.

Background

A long time ago, an alien presence crash-landed in the Antarctic. Whether it was an alien pilot, a bioengineered weapon, or a confused passenger, no one knows for sure. But whatever the Thing is, it crawled out of its ship only to freeze in a block of ice a few hundred feet from the crash.

And there it lay, for thousands of years, forgotten and undiscovered. Until the Norwegians found it.

They didn't quite know what they discovered of course. With suspicions running high in the 1980s and Antarctica the last disputed territory amongst so many civilized nations, the Norwegians weren't about to share their discovery with anyone.

But ultimately, their discovery shared more with them.

The Thing took over the compound, one by one. No one knows exactly what happened, but by the time the men of Outpost 31 encountered the remaining two Norwegian scientists, they were out for blood.

The Thing had transformed into a sled dog. It seemed innocent – especially in comparison to the gun-toting Norwegians who fired upon it with abandon. The Outpost 31 crew fired back in self-defense, killing the only people who could tell them just how much danger they were really in. With the Antarctic winter descending upon the camp, contact became sporadic. Nobody was going anywhere.

It didn't take long for the Thing to begin sowing distrust amongst the survivors. It tried to escape as sled dogs but was tracked down and captured. Fortunately, the American scientists were capable enough to discover the real threat – if the Thing ever made it to civilization, it could take over every life form on the planet in 27,000 hours.

Unfortunately, all those deaths garnered the attention of Gen, Inc., a secret government agency determined to harness the power of the Thing as a biological weapon. They thought they could control it. They were wrong.

The Thing's gotten further than the arctic. It's showed up in a few, sparsely populated places. And at every turn, humanity MacReady has been there to put it down. But he can't keep it up forever. After all, he's only human…

Timeline

- **100,000 Years Ago:** The Thing's ship crashes into the Antarctic in the Pleistocene era ([The Thing](#)).
- **3 Days Later:** A Norwegian science crew unearths The Thing ([The Thing](#)).
- **1 Day Later:** The Thing kills all but two of the remaining crew of a Norwegian outpost ([The Thing](#)).
- **1 Day Later:** The twelve-man crew of the U.S. Antarctic Research Outpost #31 encounters the Thing ([The Thing](#)).
- **5 Days Later:** The Thing begins constructing a spacecraft and infects several of the Outpost #31 crew ([The Thing](#)).
- **1 Day Later:** MacReady supposedly destroys the Thing. The only two survivors, MacReady and Childs, wait for the cold to kill them ([The Thing](#)).
- **2 Days Later:** MacReady wakes up aboard an ice-bound whaling vessel after being carried out onto the ice floe by Childs. MacReady steals the ship's

helicopter to return to Outpost #31, intent on burning the remaining corpses of the Thing. There, MacReady encounters Commander Erskine's Navy SEAL team. The Thing infects the SEAL team, crashing the helicopter and leaving MacReady and Erskine to care for the survivors (The Thing from Another World).

- **1 Day Later:** Erskine and MacReady make it to an Argentine outpost, only to discover that the Thing has infected Erskine. MacReady and Childs gave chase even as the Thing infiltrates a submarine (designation D-4-N). In a last-ditch effort to destroy the submarine, MacReady blows the sub's hatches. Only MacReady makes it to the surface (The Thing from Another World).

- **1 Day Later:** MacReady is rescued by the Argentines and evacuated to a research station in Tierra del Fuego. The Thing tags along and begins to spread to new bodies (Climate of Fear).

- **1 Day Later:** Childs reappears at the base in the company of a U.S. Navy combat team. A test designed to flush out those infected by the Thing reveals that MacReady is infected (Climate of Fear).

- **1 Day Later:** Childs turns out to be the Thing. The entire camp's crew is infected except for Sgt. Agapito, who is forced to chop off his own arm to avoid becoming infected. The Thing sets about constructing an aircraft of some sort. MacReady, Dr. Viale, and Sgt. Agapito set the hangar where the aircraft resides on fire, only to awaken a massive Thing. The Thing beast is destroyed by a plasma strike, leaving Sgt. Agapito, MacReady, and Dr. Viale to tend to their wounds (Climate of Fear).

- **1 Week Later:** A U.S. Search and Rescue team led by Sgt. Blake explores the burned remains of Outpost #31. They discover that parts of the Thing have not only been recovered but are being bred as a biological weapon by Gen, Inc. (The Thing).

Advanced Classes

Engineer

Engineers live and breathe technology. If it's broken, they'll fix it. If it's destroyed, they'll rebuild it. They're known for their adaptability and can work with any device, regardless of origin, even when it's seemingly beyond repair. Like any piece of hardware, they know their weapons inside and out, and won't hesitate to use them.

Requirements

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

Skills: Computer Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Disable Device 6 ranks.

Class Information

Hit Die
1d6

Action Points
An engineer gains a number of action points equal to 6 + one-half her character level, rounded down, every time he attains a new level in this class.

Class Skills
Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

Class Features

Jury-Rig
An Engineer gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

At 7th level, this competence bonus increases to +4.

Extreme Machine
If it has mechanical or electronic components, a Engineer of 2nd level or higher can get maximum performance out of it.

By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Engineer can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Engineer performs the extreme modifications in 1 hour. The Engineer can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Engineer class level, beginning when the object is first put into use. The Engineer selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether

the machine requires repairs before it can be used again.

Bonus Feats

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

Builder, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious.

Engineering Mastery

When making a Repair skill check, an Engineer of 4th level or higher may take 10 even if stress and distractions would normally prevent him or her from doing so.

Mastercraft

At 5th level, the Engineer becomes adept at creating mastercraft objects. He of she applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill.

With Craft (electronic), the Engineer can build electronic devices. With Craft (mechanical), the Engineer can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components (see the appropriate Craft skill description) + the bonus provided by the mastercraft feature. A Engineer can add the mastercraft feature to an existing ordinary object by making the Wealth check and then making the Craft check as though he or she were constructing the object from scratch.

In addition to the Wealth check, the Engineer must also pay a cost in experience points equal to 25 x his or her Engineer level x the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Engineer to below the minimum needed for his or her current level, then the XP can't be paid and the Engineer can't use the mastercraft ability until he or she gains enough additional XP to remain at his or her current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 8th level, the Engineer can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected at 5th level, so that his or her mastercraft objects provide a +2 bonus.

At 10th level, the Engineer adds another +1 bonus to his or her mastercraft ability. If the Engineer focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the Engineer already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Jury-rig +2	+1	+0
2nd	+1	+0	+0	+3	Extreme machine	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+1
4th	+2	+1	+1	+4	Engineering mastery	+2	+1
5th	+2	+1	+1	+4	Mastercraft	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Jury-rig +4	+4	+2
8th	+4	+2	+2	+6	Mastercraft	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Mastercraft	+5	+3

Field Scientist

Field scientists include biologists, geologists, and meteorologists – all important crewmembers when conducting research in inhospitable terrain. Field scientists tend to be very specialized in their field study and reluctant to stray outside it – biologists make poor medics. On the other hand, they are survivors first and foremost and will do whatever is necessary to help their team survive.

Requirements

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

Skills: 6 ranks in either Craft (chemical) or Craft (electronic), plus 6 ranks in Knowledge (earth and life sciences), Knowledge (physical sciences), or Knowledge (technology), plus 6 ranks in Research.

Class Information

The following information pertains to the Field Scientist advanced class.

Hit Die
1d8

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

Class Skills

The Field Scientist's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Int modifier.

Class Features

The following features pertain to the Field Scientist advanced class.

Smart Defense
A Field Scientist applies his or her Intelligence bonus and his or her Dexterity bonus to his or her Defense. Any situation that would deny the Field Scientist his or her Dexterity bonus to Defense also denies the Intelligence bonus.

Scientific Improvisation
At 2nd level, a Field Scientist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Field Scientist create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Field Scientist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function.

Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Field Scientist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

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

Archaic Weapons Proficiency, Attentive, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Renown, Studious.

Skill Mastery
At 4th level, a Field Scientist selects a number of skills from his or her class list equal to 3 + his or her Intelligence modifier. When making a skill check using one of these skills, the Field Scientist may take 10 even if stress and distractions would normally prevent him or her from doing so.

Minor Breakthrough
Upon attaining 5th level, a Field Scientist receives credit for a minor scientific breakthrough that earns him or her the recognition of her peers. The Field Scientist

chooses one of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. When dealing with others with at least 1 rank in the same Knowledge skill, the Field Scientist gains a +2 bonus on Reputation checks.

This minor breakthrough also provides the Field Scientist with a +3 Wealth bonus increase.

Smart Survival

A Field Scientist of 7th level or higher can spend 1 action point to reduce the damage dealt by a single attack or effect by 5 points.

Smart Weapon

At 8th level, the Field Scientist selects one weapon that he or she is proficient in and can use with one hand. With the selected weapon, the Field Scientist can use his or her Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

Major Breakthrough

At 10th level, the Field Scientist gains a +2 bonus on Reputation checks when dealing with individuals who have at least 1 rank in any of the following Knowledge skills: behavioral sciences, earth and life sciences, physical sciences, or technology. This bonus stacks with the bonus provided by the minor breakthrough ability.

This major breakthrough also provides the Field Scientist with a +3 Wealth bonus increase.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Smart defense	+0	+0
2nd	+1	+2	+2	+0	Scientific improvisation	+1	+0
3rd	+1	+2	+2	+1	Bonus feat	+1	+1
4th	+2	+2	+2	+1	Skill mastery	+1	+1
5th	+2	+3	+3	+1	Minor breakthrough	+2	+1
6th	+3	+3	+3	+2	Bonus feat	+2	+2
7th	+3	+4	+4	+2	Smart survival	+2	+2
8th	+4	+4	+4	+2	Smart weapon	+3	+2
9th	+4	+4	+4	+3	Bonus feat	+3	+3
10th	+5	+5	+5	+3	Major breakthrough	+3	+3

Medic

With their extensive training and acute diagnostic skills, Medics can heal squad members without medical kits or other tools. As with all Special Forces operatives, Medics are stealth combatants, as precise with a flamethrower as they are with a scalpel. If he is who he says he is, you can trust a Medic to watch your back.

Requirements

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

Base Attack Bonus: +2.

Skills: Treat Injury 6 ranks, Spot 6 ranks.

Feat: Surgery.

Class Information

Hit Die
1d8

Action Points
A Medic gains a number of action points equal to 6 + one-half her character level, rounded down, every time he attains a new level in this class.

Class Skills
Computer Use (Int), Concentrate (Con), Craft (pharmaceutical) (Int), Diplomacy (Cha), Drive (Dex), Knowledge (behavioral sciences, current events, earth and life sciences, popular culture, technology) (Int), Listen (Wis), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spot (Wis), Treat Injury (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

Medical Specialist
The Medic receives a competence bonus on Treat Injury checks. At 1st level, the bonus is +1. It increases to +2 at 5th level, and to +3 at 8th level.

Expert Healer
At 2nd level and higher, the Medic's ability to restore hit points with a medical kit or surgery kit and a successful use of the Treat Injury skill improves. In addition to the normal hit point recovery rate (1d4 for a medical kit, 1d6 per patient's character level for surgery), the Medic restores 1 hit point for every level he or she has in this advanced class.

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

Armor Proficiency (light), Armor Proficiency (medium), Cautious, Defensive Martial Arts, Dodge, Educated, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Surface Vehicle Operation, Vehicle Expert.

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

Minor Medical Miracle
At 7th level or higher, a Medic can save a character reduced to –10 hit points or lower. If the Medic is able to administer aid within 3 rounds of the character's death, he or she can make a Treat Injury check. The DC for this check is 30, and the Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 15) to stabilize and be restored to 0 hit points. If the Medic fails the skill check or the patient fails the save, the dead character can't be saved.

Medical Miracle
At 10th level, a Medic can revive a character reduced to –10 hit points or lower. If the Medic is able to administer aid within 3 minutes of the character's death, he or she can make a Treat Injury check. The DC for this check is 40, and the Medic can't take 10 or take 20. If the check succeeds, the dead character can make a Fortitude save (DC 20) to stabilize and be restored to 1d6 hit points. If the Medic fails the skill check or the patient fails the Fortitude save, the dead character can't be restored.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+0	+1	Medical specialist +1	+1	+1
2	+1	+3	+0	+2	Expert healer	+1	+1
3	+1	+3	+1	+2	Bonus feat	+2	+1
4	+2	+4	+1	+2	Medical mastery	+2	+2
5	+2	+4	+1	+3	Medical specialist +2	+3	+2
6	+3	+5	+2	+3	Bonus feat	+3	+2
7	+3	+5	+2	+4	Minor medical miracle	+4	+3
8	+4	+6	+2	+4	Medical specialist +3	+4	+3
9	+4	+6	+3	+4	Bonus feat	+5	+3
10	+5	+7	+3	+5	Medical miracle	+5	+4

Pilot

Pilots are tough mothers. Any pilot that can fly in the Antarctic has probably flown under fire. Any pilot who has flown under fire has been in a war or four. And any pilot who can keep a bird steady while being shot at probably spits nails and guzzles motor oil. Pilots are an ornery, unpredictable lot, but they know how to use firepower when pressed.

Requirements

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

Skills: Pilot 6 ranks, and either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks.

Class Information

Hit Die
1d10

Action Points
A pilot gains a number of action points equal to 6 + one-half her character level, rounded down, every time he attains a new level in this class.

Class Skills
Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

Lucky
Whenever a Pilot spends an action point to add to a vehicle related skill check, two points are added instead.

Kick Start
Once per game session, the Pilot can change a failed Craft (mechanical) check to a success by giving the target device a whack in frustration. For every three levels, the Pilot can use this ability one additional time per game session.

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

Builder, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious.

Familiarity
The Pilot gains a +1 bonus to Craft (mechanical), Drive, and Pilot checks when used with a specific vehicle he designates as familiar. This same bonus is applied to the Pilot's attack roll whenever firing the vehicle's weapons. To designate a vehicle as familiar, the Pilot must have operated it for at least 20 days, minus a number of days equal to his Wisdom modifier. This bonus increases every 2 levels.

Elbow Grease
The Pilot gains a +2 competence bonus to Craft (mechanical) checks made to attempt repairs. This bonus increase by +2 for every 5 levels.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+0	+2	+0	Lucky	+1	+0
2nd	+2	+0	+3	+0	Familiarity +1	+1	+0
3rd	+3	+1	+3	+1	Kick Start (1/session)	+2	+1
4th	+4	+1	+4	+1	Familiarity +2	+2	+1
5th	+5	+1	+4	+1	Elbow Grease +2	+3	+1
6th	+6	+2	+5	+2	Kick Start (2/session), familiarity +3	+4	+2
7th	+7	+2	+5	+2	Bonus feat	+4	+2
8th	+8	+2	+6	+2	Familiarity +4	+5	+2
9th	+9	+3	+6	+3	Kick Start (3/session)	+5	+3
10th	+10	+3	+7	+3	Bonus feat, familiarity +5, elbow grease +4	+6	+3

Soldier

As small arms specialists, Soldiers are highly proficient with all fire-powered weapons. Trained as killing machines, their confidence in combat is unmatched. They are singularly driven to identify a target and kill it – quickly, cleanly and efficiently. More dangerous than most, when times get tough, you'll want one of these guys on your side.

Requirements

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

Base Attack Bonus: +3.

Skill: Knowledge (tactics) 3 ranks.

Feat: Personal Firearms Proficiency.

Class Information

Hit Die

1d10

Action Points

A soldier gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 5 + Int modifier.

Class Features

Weapon Focus

At 1st level, a Soldier gains the Weapon Focus class feature, providing the benefit of the

Improved Critical

For the weapon the Soldier has applied weapon specialization to the Soldier's threat range increases by one.

Improved Reaction

At 7th level, a Soldier gains a +2 competence bonus on initiative checks.

Greater Weapon Specialization

At 8th level, a Soldier gains greater weapon specialization with the weapon he or she

feat with the same name. The Soldier chooses a specific weapon. The soldier can choose unarmed strike or grapple as the weapon. The soldier must be proficient with the chosen weapon. The soldier adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization

At 2nd level, a Soldier gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the Weapon Focus feat or class feature to. The soldier gets a +2 bonus on damage rolls with the chosen weapon.

Bonus Feats

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

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

Tactical Aid

As an attack action, the Soldier provides tactical aid to any single ally (but not him or herself) within sight and voice range of the soldier's position.

As a full-round action, the Soldier provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of the soldier's position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Soldier's choice). This bonus is equal to the Soldier's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Soldier's level in the advanced class, rounded down.

selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Critical Strike

At 10th level, a Soldier gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+0	Weapon focus	+1	+0
2	+1	+2	+2	+0	Weapon specialization	+1	+0
3	+2	+2	+2	+1	Bonus feat	+2	+0
4	+3	+2	+2	+1	Tactical aid	+2	+0
5	+3	+3	+3	+1	Improved critical	+3	+1
6	+4	+3	+3	+2	Bonus feat	+3	+1
7	+5	+4	+4	+2	Improved reaction	+4	+1
8	+6	+4	+4	+2	Greater weapon specialization	+4	+1
9	+6	+4	+4	+3	Bonus feat	+5	+2
10	+7	+5	+5	+3	Critical strike	+5	+2

Equipment

"All right…box of dynamite…box of thermite…three shotguns…box of flares…two flare guns…thirty cans gasoline…and a case of alcohol."

-- Bennings, [The Thing](#)

Armor

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC
Light Armor								
Tactical Vest	Tactical	+6	+2	+2	-5	25	10 lb.	17

Tactical Vest

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective materials available.

Weapons

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC
Handguns (require the Personal Firearms Proficiency feat)									
Pistol	2d6	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16
Longarms (require the Personal Firearms Proficiency feat)									
Machinegun	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20
Shotgun	2d8	20	Ballistic	30 ft.	S	6 int.	Large	7 lb.	15
Sniper Rifle	2d10	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)									
Grenade Launcher	Varies	-	-	70 ft.	1	1 int.	Large	7 lb.	14
Simple Weapons (require the Simple Weapons Proficiency feat)									
Club	1d6	20	Bludgeoning	10 ft.	-	-	Med	3 lb.	5
Knife	1d4	19-20	Piercing	10 ft.	-	-	Tiny	1 lb.	7
Archaic Weapons (require the Archaic Weapons Proficiency feat)									
Axe	1d6	20	Slashing	10 ft.	-	-	Small	4 lb.	4
Other Ranged Weapons (Weapon Proficiency feat needed given in parenthesis)									
Flamethrower (no feat needed)	3d6	-	Fire	-	1	10 int.	Large	50 lb.	17
Taser (Simple)	1d4	-	Electricity	5 ft.	1	1 int.	Small	2 lb.	7

Axe

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage.

Creatures with cover get a bonus on their Reflex save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature

or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Grenade Launcher (M79)

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades. Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty. The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Machinegun (HK MP5)

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model. Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls. This weapon features a three-round burst setting. When used with the

Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Pistol (Beretta 92F)

The standard service pistol of the United States military and many American law enforcement agencies.

Shotgun (Mossberg 500 ATP6C)

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Sniper Rifle (PSG1)

This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope. Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Taser

A taser requires physical contact to affect its target. On a successful hit, the taser deals 1d3 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

Explosives

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC
C4 Explosive	4d6	-	Concussion	10 ft.	18	-	Small	1 lb.	12
Grenade, Flame	2d6	-	Fire	20 ft.	12	10 ft.	Small	2 lb.	15
Grenade, Fragmentation	3d6	-	Slashing	10 ft.	15	-	Tiny	1 lb.	16
Grenade, Stun	1d6	-	Bludgeoning	20 ft.	15	10 ft.	Small	1 lb.	12

C4

So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6

and the burst radius by 2 feet, and requires a Demolitions check (DC 15) to link them.

Although the damage statistics on the table represent a 1-pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks.

C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Grenade, Flame

White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

In addition, a WP grenade creates a cloud of smoke. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. It only fills squares within 5 feet of the explosion point. The purchase DC given is for a box of 6 grenades.

Grenade, Fragmentation

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes. The purchase DC given is for a box of 6 grenades.

Grenade, Stun

Military and police forces use these weapons to disperse crowds and take out hostage takers. On the round that it is thrown, a stun grenade fills a 15-foot radius with a bright flash. A character caught in the radius must make a Fortitude save (DC 15) or be stunned. This effect lasts for 1d6 rounds. Those who succeed at their saves are unaffected.

Miscellaneous Equipment

Object	Size	Weight	Purchase DC
Backpack	Med	3 lb.	10
Binoculars	Small	3 lb.	15
Blood Test Hypo	Small	1 lb.	17
Climbing Gear	Large	10 lb.	11
Computer, Desktop	Large	10 lb.	22
Computer, Laptop	Med	5 lb.	23
Detonator	Tiny	1 lb.	6
Digital Audio Recorder	Tiny	1 lb.	10
Fatigues	Med	3 lb.	9
Fire Extinguisher	Med	3 lb.	8
Flare	Med	2 lb.	12
Flashlight	Tiny	1 lb.	4
Medical Kit	Small	3 lb.	5
Parka	Med	3 lb.	9
Scope	Tiny	0.5 lb.	11

Backpack

This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear. A backpack gives a character a +1 equipment bonus to Strength for the purpose of determining carrying capacity.

Binoculars

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance. Standard binoculars reduce the range penalty for Spot checks to –1 for every 50 feet (instead of –1 for every 10 feet). Using binoculars for Spot checks takes five times as long as making the check unaided. In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Blood Test Hypo

A portable pharmacy for use with the Craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, and analyze blood. A surefire way to determine if someone is infected by The Thing.

Climbing Gear

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

Computer

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. A character needs a computer to make Computer Use checks and to make Research checks involving the Internet. Desktops are bulky but powerful; these machines are common on desks everywhere.

Detonator

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed. A wired detonator is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a Demolitions check (DC 10).

Digital Audio Recorder

These tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sounds within 10 feet.

Fatigues

Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

Fire Extinguisher

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

Flare

This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed purchase DC is for a pack of 5 sticks.

Flashlight

This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end. It is a professional, heavy-duty model, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Medical Kit

About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Treat Injury skill). Skill checks made without a medical kit incur a –4 penalty.

Parka

This winter coat grants the wearer a +2 equipment bonus on Fortitude saves made to resist the effects of cold weather.

Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use. A standard scope increases the range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Madness

"You think I'm crazy? Fine! Most of you don't know what's going on – but I'm damn well sure some of you do!"

- Blair, [The Thing](#)

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

What is Sanity?

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

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

A character may regain Sanity points, and even increase her Sanity point maximum. However, increasing a character's ranks in the Knowledge (arcane lore) skill always lowers her maximum Sanity by an equal amount.

Sanity Points

Sanity points measure the stability of a character's mind. This attribute provides a way to define the sanity inherent in a character, the most stability a character can ever have, and the current level of sane rationality that a character preserves, even after numerous shocks and horrid revelations.

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

Starting Sanity

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

Current Sanity

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

Making a Sanity Check: When a character encounters a gruesome, unnatural, or supernatural situation, the GM may require the player to make a Sanity check using percentile dice (d%). The check succeeds if the result is equal to or less than the character's current Sanity.

On a successful check, the character either loses no Sanity points or loses only a minimal amount. Potential Sanity loss is usually shown as two numbers or die rolls separated by a slash, such as 0/1d4. The number before the slash indicates the

number of Sanity points lost if the Sanity check succeeds (in this case, none); the number after the slash indicates the number of Sanity points lost if the Sanity check fails (in this case, between 1 and 4 points).

A character's current Sanity is also at risk when the character reads certain books, learns certain types of spells, and attempts to cast them. These Sanity losses are usually automatic (no Sanity check is allowed); the character that chooses to undertake the activity forfeits the indicated number of Sanity points.

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

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

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

Maximum Sanity

Ranks in the Knowledge (arcane lore) skill simulate a character's comprehension of aspects of the dark creatures at the edges of reality. Once gained, this horrible knowledge is never forgotten, and the character consequently surrenders mental equilibrium. A character's Sanity weakens as his comprehension of these hidden truths increases. Such is the way of the universe.

A character's current Sanity can never be higher than *99* minus the character's ranks in the Knowledge (arcane lore) skill. This number *(99 minus Knowledge [arcane lore] ranks)* is the character's maximum Sanity.

Loss of Sanity

Characters ordinarily lose Sanity in a few types of circumstances: when encountering something unimaginable, when suffering a severe shock, after casting a spell or when learning a new spell, when being affected by a certain type of magic or a particular spell, or when reading a forbidden tome.

Encountering the Unimaginable

When people perceive creatures and entities of unspeakable horror, this experience costs them some portion of their minds, since such creatures are intrinsically discomforting and repellent. We never lose awareness of their slimy, fetid, alien nature. In this category, we can include supernatural events or agents not always recognized as specifically devoted to these dark gods, such as hauntings, zombies, vampires, curses, and so on.

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

Table: Sanity Loss from Creatures

Monster Type	Monster Size						
	Up to Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Aberration, dragon, ooze, outsider, undead	1/1d4	1/1d4	1/1d6	1/1d10	1d4/1d10	1d6/1d10	1d6/2d10
Elemental, fey, plant, vermin	0/1d4	1/1d4	1/1d6	1/1d8	1/1d10	1d4/1d10	1d4/2d6
Construct, giant, magical beast, monstrous humanoid	0/1	0/1d4	0/1d6	1/1d6	2/2d6	2/2d6	3/3d6
Animal, humanoid	0/0[1]	0/1[1]	0/1	0/1d4	0/1d4	0/1d4	0/1d6

Severe Shocks

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

Sanity Lost[1]	Shocking Situation
0/1d2	Surprised to find mangled animal carcass
0/1d3	Surprised to find human corpse
0/d3	Surprised to find human body part
0/1d4	Finding a stream flowing with blood
1/1d4+l	Finding a mangled human corpse
0/1d6	Awakening trapped in a coffin
0/1d6	Witnessing a friend's violent death
1/1d6	Seeing a ghoul
1/1d6+l	Meeting someone you know to be dead
0/11d10	Undergoing severe torture
1/d10	Seeing a corpse rise from its grave
2/2d10+1	Seeing a gigantic severed head fall from the sky
1d10/d%	Seeing an evil deity

1 Loss on a successful check/loss on a failed check.

Getting Used to Awfulness

Never underestimate the ability of the sentient mind to adapt, even to the most horrific experiences Reading and rereading the same bit of disturbing text or seeing the same horrible image over and over eventually provokes no further loss of Sanity. Within a reasonable interval of play, usually a single session of the game, characters should not lose more Sanity points for seeing monsters of a particular sort than the maximum possible points a character could lose from seeing one such monster. For instance, the Sanity loss for seeing a single human zombie is 1/1d6 Thus, in the same game day or in the same play session, no character should lose more than 6 Sanity points for seeing any number of zombies. Keep in mind that the interpretation of "reasonable interval" must vary by GM and situation. When it feels right, the GM should rule that the horror is renewed and points must be lost again.

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

Sanity Resistance

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

Insane Insight

Sometimes, a little insanity goes a long way. The character must make a DC15 Wisdom check to have a burst of insane insight that leads him to "think like the crazy people" – he could understand how demonic forces work, comprehend the goals of a serial killer, or figure out how to open one of those child-proof medicine bottles.

Types of Insanity

Character insanity is induced by a swift succession of shocking experiences or ghastly revelations, events usually connected with dark gods, creatures from the Outer Planes, or powerful spell casting. Horrifying encounters can result in one of three states of mental unbalance: temporary, indefinite, and permanent insanity. The first two, temporary insanity and indefinite insanity, can be cured. The third, permanent insanity, results when a character's Sanity points are reduced to -10 or lower. This condition cannot be cured.

Temporary Insanity

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

A character suffering from temporary insanity remains in this state for either a number of rounds or a number of hours; roll *d%*

and consult Table: Duration of Temporary Insanity to see whether the insanity is short-term or long-term. After determining the duration of the insanity, roll d% and consult either table below to identify the specific effect of the insanity. The GM must describe the effect so that the player can role-play it accordingly. Ideas for phobias and episodes of insanity are described later in this chapter.

Table: Duration of Temporary Insanity

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

Table: Short-Term Temporary Insanity Effects

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

Table: Long-Term Temporary Insanity Effects

d%	Effect
01-10	Character performs compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on).
11-20	Character has hallucinations or delusions (details at the discretion of the GM). Character becomes paranoid.
31-40	Character gripped with severe phobia (refuses to approach object of phobia except on successful DC 20 Will save).
41-45	Character has aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on).
46-55	Character develops an attachment to a "lucky charm" (embraces object, type of object, or person as a safety blanket) and cannot function without it.
56-65	Character develops psychosomatic blindness, deafness, or the loss of the use of a limb or limbs.
66-	Character has uncontrollable tics or tremors (-4

75	penalty on all attack rolls, checks, and saves, except those purely mental in nature).
76-85	Character has amnesia (memories of intimates usually lost first; Knowledge skills useless).
86-90	Character has bouts of reactive psychosis (incoherence, delusions, aberrant behavior, and/or hallucinations).
91-95	Character loses ability to communicate via speech or writing.
96-100	Character becomes catatonic (can stand but has no will or interest; may be led or forced into simple actions but takes no independent action).

Successful application of the Treat Injury skill (see The Treat Injury Skill and Mental Treatment, below) may alleviate or erase temporary insanity.

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

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

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

Indefinite Insanity

If a character loses 20% (one-fifth) or more of her current Sanity points in the space of 1 hour, she goes indefinitely insane. The GM judges when the impact of events calls for such a measure. Some GMs never apply the concept to more than the result of a single roll, since this state can remove characters from play for extended periods. An episode of indefinite insanity lasts for 1d6 game months (or as the GM dictates). Symptoms of indefinite insanity may not be immediately apparent (which may give the GM additional time to decide what the effects of such a bout of insanity might be).

Table: Random Indefinite Insanity is provided as an aid to selecting what form a character's indefinite insanity takes. (The mental disorders mentioned on this table are explained later in this section.) Many GMs prefer to choose an appropriate way for the insanity to manifest, based on the circumstances that provoked it. It's also a good idea to consult with the player of the afflicted character to see what sort of mental malady the player wishes to role-play.

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: She cannot fully interact with friends, family, and acquaintances. Conversation, cooperation, and all sense of personal regard have vanished from her 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 her weakened grasp on reality, she is most likely a danger to herself and others.

As a general rule, a character suffering from indefinite insanity should be removed from active play until she recovers. At the GM's discretion, the player of the character might be allowed to use a temporary character until the end of the story. Whether this "stand-in" character is an incidental NPC in the adventure, a character of the same level as the rest of the group, one or two levels below the rest of the characters, or even a 1st-level character, is up to the GM. Different GMs have different ways of handling this transition.

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 Treat Injury 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 he is no longer insane, she might be deathly afraid of going to sleep if her insanity manifested itself in the form of terrifying nightmares. The character is in control of her actions, but the experience of insanity has changed her, perhaps forever.

Table: Random Indefinite Insanity

d%	Mental Disorder Type
01-15	Anxiety (includes severe phobias)
16-20	Dissociative (amnesia, multiple personalities)
21-25	Eating (anorexia, bulimia)
26-30	Impulse control (compulsions)
31-35	Mood (manic/depressive)
36-45	Personality (various neuroses)
46-53	Psychosexual (sadism, nymphomania)
55-70	Schizophrenia/psychotic
	(delusions, hallucinations, paranoia, catatonia)
71-80	Sleep (night terrors, sleepwalking)
81-85	Somatoform (psychosomatic conditions)
86-95	Substance abuse (alcoholic, drug addict)
96-100	Other (megalomania, quixotism, panzaism)

Permanent Insanity

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

A character with permanent insanity may be reduced to a raving lunatic or may be outwardly indistinguishable from a normal person; either way, she is 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 Table: Random Indefinite Insanity, above.

A character that has gone permanently insane can never be normal again (in some campaigns, a permanently insane character can be cured with the aid of powerful magic). She is forever lost in her 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. She 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 her individual case. Yet a relapse may come quickly. Her calm facade can be destroyed in seconds if even the smallest reminder of what it was that drove her mad disturbs her fragile equilibrium. In any event, the eventual fate of a permanently insane character is a matter for individual Game Masters and players to decide.

Gaining or Recovering Sanity

A character's Sanity score can increase during the events of a campaign. Although a character's Sanity score can never exceed *99* minus her Knowledge (arcane lore) ranks, her maximum Sanity and current Sanity can exceed her starting Sanity.

Level Advancement: A character's current Sanity can become higher than her starting Sanity as a result of gained levels: Whenever a character gains a new level, she rolls 1d6 and adds the result to her current Sanity. Some GMs may feel such self-improvement to be antithetical to this variant's dark tone, and thus may not allow it. Others may allow it if the player can roll over her character's current Sanity points after the character gains a level. Most Game Masters should find the question to be of no consequence, since characters continue to go insane regardless of how many Sanity points they gain. This is a point for players to be aware of, but not to worry about.

Story Awards: The GM may decide to award increases in character's current Sanity if they foil a great horror, a demonic plan, or some other nefarious enterprise.

Mental Therapy

To give useful mental therapy, a therapist must have the Treat Injury skill. Intensive treatment can return Sanity points to a troubled character. However, Sanity points restored in this manner can never cause the patient's Sanity score to exceed her starting Sanity or maximum Sanity, whichever is lower. A character can have only one healer at a time. See The Treat Injury Skill and Mental Treatment sidebar for a detailed description of how this works.

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

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

Restoring Sanity with Magic

The way that Sanity loss and magic healing interact can greatly affect the feel of your game. At one extreme, the GM can rule that magic can easily cure Sanity loss, in which case Sanity becomes little more than a specialized version of "mental hit points" that includes some neat side effects (insanity). In such a case, characters can usually restore themselves to full Sanity with a day or two of rest and spell casting.

Restoration: If the caster chooses, *restoration* can restore ids Sanity points per two levels to the target creature (max 5d6j instead of having its normal effect.

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

Chemical Treatments

In the real world, psychiatric drugs play a key role in the modern treatment of many mental disorders. Although psychiatric drugs were administered to patients in the early part of the 20th century, only in the 1940s and later were they broadly and consistently effective in treating the symptoms of emotional trauma.

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

Long-term chemical treatment can restore lost Sanity points, just as use of the Treat Injury skill can. For each month the character takes an accurately prescribed psychiatric medication, she regains 1d3 Sanity points. As with treatment through the Treat Injury skill, long-term drug therapy can never raise a character's current Sanity above her starting Sanity.

A character cannot regain Sanity from both treatment with the Treat Injury skill and chemical treatment in the same month.

Treatment of Insanity

Temporary insanity ends so quickly that schedules of treatment are essentially pointless; it runs its course soon enough that one merely need protect a deranged character from further upset or harm. On the other hand, treatment of permanent insanity has no real meaning. By definition, a permanently insane character never recovers, no matter how good the therapist or the facility. Thus, indefinite insanity is the only form of mental illness that might be addressed by intervention and treatment.

After 1d6 months, if undisturbed by further trauma and with the agreement of the Game

Master, an indefinitely insane character finds enough mental balance to reenter the world. Three kinds of non-magical care may help the character regain Sanity points during this recovery period. When choosing among them, the GM and player should consider the character's resources, her friends and relatives, and how wisely she has behaved in the past.

Private Care

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

If mental healing or chemical medications are available, roll d% for each game month that one or the other is used. A result of 01-95 is a success: Add 1d3 Sanity points for either mental therapy or chemical medications, whichever is used (a character cannot benefit from both in the same month). On a result of 96-100, the healer fumbles the diagnosis or the character rejects the chemical treatments. She loses 1d6 Sanity points, and no progress is made that month.

Institutionalization

The next best alternative to private care is commitment to a good insane asylum. Asylums may be said to have an advantage over home care in that they are relatively cheap or even a free service provided by a government or a powerful church. These institutions are of uneven quality, however, and some may be potentially harmful. Some are creative places of experimental therapy, while others offer mere confinement. In any setting, concentrated and nourishing treatment by strangers is rare.

Therapy using the Treat Injury skill is usually the only treatment available, but in most cases, primitive institutions offer no treatment at all. Sometimes an institution can convey an un-caring sense that undermines the useful effects of chemical medications, leaving the character with a sense of anger and loss. He is likely to be distrustful of the organization and its motives. Escape attempts are common by inmates.

Roll d% for each game month a character is in the care of an institution. A result of 01-95 is a success; add 1d3 Sanity points if therapy with the Treat Injury skill was available, or 1 Sanity point if no treatment was present. On a result of 96-100, the character rebels against the

environment. He loses 1d6 Sanity points, and no progress can be made that month.

Wandering and Homeless

If no care is available, an insane character may become a wandering derelict struggling for survival. Such a wanderer gains no Sanity points unless he is able to join a group of the homeless and find at least one friend among them. To find a friend after joining such a group, the character can make a DC 15 Charisma check once per month. If a friend appears, the character recovers 1 Sanity point per game month thereafter.

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

Mental Disorders

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

Anxiety Disorders

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

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

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

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

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

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

- **Panic Disorder (Panic Attack):** This illness is marked by a discrete period of fear in which symptoms develop rapidly. Within minutes palpitation, sweating, trembling, and difficulty in breathing develop, strong enough that the victim fears immediate death or insanity. Burdened with the recurrence of these episodes, she fears their return. This reaction often leads to agoraphobia (see below).

- **Agoraphobia (Fear of Open Places):** The character becomes very nervous outside familiar surroundings and must make a DC 15 Will save in order to leave home or engage socially. May be linked to panic disorder (see above) or to a related phobia (see below), such as uranophobia (fear of the sky), baraphobia (fear of loss of gravity), or xenophobia (fear of strangers).

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

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

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

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

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

  - *Phobia:* A DC 15 Will check is required for a character to be able to force herself into (or remain within) the presence of the object of her phobia, and even then the character takes a *-2* morale penalty as long as the object of fear remains. In severe cases, the object of the phobia is imagined to be omnipresent, perhaps hidden—thus, someone with severe acrophobia (fear of heights) might be frightened when in an enclosed room on the upper story of a building, even if there were no window or other way to see how high up the room was. As many phobias exist as one cares to notice or name—the lists provided below cover merely some of the more common phobias that might affect D20 Modern characters.

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

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

Phobia	Fear of...
Acrophobia	heights (formerly known as vertigo)
Aerophobia	wind
Agoraphobia	open places
Ailurophobia	cats
Androphobia	men (males)
Astrophobia	stars
Autophobia	being alone
Bacteriophobia	bacteria ("germs")
Ballistophobia	bullets
Bathophobia	deep submerged places
Bibliophobia	books
Blennophobia	slime
Brontophobia	thunder
Cenophobia	empty rooms
Chionophobia	snow
Claustrophobia	enclosed spaces
Demophobia	crowds
Dendrophobia	trees
Entomophobia	insects
Equinophobia	horses
Gephyrdrophobia	crossing bridges
Gynephobia	women (females)
Hamartophobia	sinning or making an error
Haphephobia	being touched
Heliophobia	sunlight or the sun
Hematophobia	blood or bleeding
Hydrophobia	water
Hypnophobia	sleep
Iatrophobia	doctors (healers)
Ichthyophobia	fish
Maniaphobia	going insane
Monophobia	being alone
Musophobia	mice (and rats)
Necrophobia	dead things
Nyctophobia	night or nightfall
Odontophobia	teeth
Onomatophobia	a certain name, word, or phrase
Ophidiophobia	snakes
Ornithophobia	birds
Pediphobia	children
Phagophobia	eating
Phonophobia	noise, including one's own voice
Pyrophobia	fire
Scotophobia	darkness
Spectrophobia	mirrors
Taphephobia	being buried alive
Teratophobia	monsters
Thalassophobia	the sea
Tomophobia	surgery
Uranophobia	the heavens ("the horrible gaping sky!")
Vermiphobia	worms
Xenophobia	foreigners or strangers
Zoophobia	animals

Dissociative Disorders

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

- **Dissociative Amnesia (Psychogenic Amnesia):** This is the inability to recall important personal information, brought on by a desire to avoid unpleasant memories. The character must make a DC 20 Will save to recall such details or the cause of the amnesia. Since the horror of evil creatures and disturbing truths is the probable cause of this amnesia, as an optional rule the GM may choose to reset the character's Knowledge (arcane lore) modifier to +0 and her maximum Sanity to 99 while this disorder holds sway: The horror returns only when the character's memories do.

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

- **Dissociative Identity Disorder (Multiple Personality Disorder):** The character appears to harbor more than one personality, each of which is dominant at times and has its own distinct behavior, name, and even gender. The player needs to keep track of the character's different personalities. (Each one has the same ability scores and game statistics, but different goals, outlooks, and attitudes.)

Eating Disorders

These disorders can be incredibly debilitating and even lead to starvation. They are conditions that may continue for many years, sometimes continually endangering the patient.

- **Anorexia Nervosa:** The character has an overpowering fear of becoming fat and consequently loses weight, as well as taking Constitution damage (at a rate of 1d8 points per week). Even when she is no more than skin and bones, the character continues to see herself as overweight. Without intervention, she may literally starve herself to death.

- **Bulimia Nervosa:** The character frequently eats large amounts of food during secret binges. An eating episode may continue until abdominal distress or self-induced vomiting occurs. Feelings of depression and guilt frequently follow such episodes.

Impulse Control Disorders

These disorders include compulsive gambling, pathological lying, kleptomania

(compulsive stealing), and pyromania (the compulsion to set fires).

- **Intermittent Explosive Disorder:** The character is recognizably impulsive and aggressive, and at times gives way to uncontrollable rages that result in assault or destruction of property.

Mood Disorders

These disorders affect the victim's attitude and outlook. Mild mood disorders can be almost impossible to detect without prolonged contact with an individual, but severe disorders usually have noticeable symptoms.

- **Depression:** Symptoms of this illness include changes in appetite, weight gain or loss, too much or too little sleep, persistent feeling of tiredness or sluggishness, and feelings of worthless-ness or guilt, leading in severe cases to hallucinations, delusions, stupor, or thoughts of suicide. All attack rolls, saves, and checks take a -4 morale penalty. A predisposition to use alcohol or other mood-altering substances in an attempt at self-medication exists. A character suffering from severe chronic depression may give up virtually all effort from feelings of hopelessness—for example, deciding not to get out of bed for two years.

- **Mania:** The character has a fairly constant euphoric or possibly irritable mood. Symptoms include a general increase in activity, talkativeness, increased self-esteem to the point of delusion, decreased need for sleep, being easily distracted, willingness for dangerous or imprudent activities such as reckless driving, delusions, hallucinations, and bizarre behavior. All attack rolls, saves, and checks take a -4 morale penalty A predisposition to use alcohol or other substances in an attempt at self-medication exists.

- **Bipolar Mood Disorder:** The character oscillates between mood states, sometimes staying in one mood for weeks at a time, sometimes rapidly switching from one to another. Also known as manic-depressive.

Personality Disorders

These long-term disorders have almost constant effects on a character's behavior, making it difficult for him to interact with others and often making him unpleasant to be around as well. This is an important point to keep in mind when role-playing— few players want to spend time with another player character suffering from a personality disorder.

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

Personality disorders are classified in the following categories.

- **Antisocial:** Shortsighted and reckless behavior, habitual liar, confrontational, fails to meet obligations (job, bills, relation-ships), disregards rights and feelings of others.

- **Avoidant:** Oversensitive to rejection, low self-esteem, socially withdrawn.

- **Borderline:** Rapid mood shifts, impulsive, unable to control temper, chronic boredom.

- **Compulsive:** Perfectionist, authoritarian, indecisive from fear of making mistakes, difficulty expressing emotions.

- **Dependent:** Lacks self-confidence; seeks another to look up to, follow, and subordinate herself to ("codependent").

- **Histrionic:** Overly dramatic, craves attention and excitement, overreacts, displays temper tantrums, may threaten suicide if thwarted.

- **Narcissistic:** Exaggerated sense of self-importance, craves attention and admiration, considers others' rights and feelings as of lesser importance.

- **Passive-Aggressive:** Procrastinator, stubborn, intentionally forgetful, deliberately inefficient. Sabotages own performance on a regular basis.

- **Paranoid:** Jealous, easily offended, suspicious, humorless, secretive, vigilant; exaggerates magnitude of offenses against oneself, refuses to accept blame.

- **Schizoid:** Emotionally cold, aloof, has few friends; indifferent to praise or criticism.

GMs should realize that, while these traits may work for an interesting NPC from whom the players must extract information or a favor, their antisocial nature makes them ill-suited for members of an adventuring party.

Psychosexual Disorders

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

Most of these disorders could make players of the afflicted characters uncomfortable and thus are not appropriate for most role-playing groups, although they can make for striking (if unpleasant) NPCs.

Schizophrenia and Other Psychotic Disorders

A psychotic character experiences a break with reality. Symptoms can include delusions, hallucinations, and cognitive impairment. In general, only chemical substances or magic can treat these kinds of disorders. Note, however, that many psychotic characters suffer from the delusion that nothing is wrong with them, and hence they feel no need to take their medication.

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

vast global conspiracies usually are diagnosed as suffering from "acute paranoid schizophrenia." A schizophrenic character may fit into one of the following categories.

  - *Undifferentiated:* Impaired cognitive function, emotional detachment.

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

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

  - *Paranoid:* Delusions of persecution, illogical thinking, hallucinations.

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

  - *Amok*—"Running amok," an outburst of violence and aggressive or homicidal behavior directed at people and property. Amnesia, return to consciousness, and exhaustion occur following the episode. During a killing spree, the character utilizes whatever weapons are on hand.

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

  - *Brain Fag*—Impaired concentration and feelings of fatigue, pains in the neck and head, a sense that worms are crawling inside one's head.

  - *Ghost Sickness*—Weakness, loss of appetite, feelings of suffocation, nightmares, and a pervasive feeling of terror, attributed as a sending from witches or malign otherworldly powers.

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

  - Susro—A variety of somatic and psychological symptoms attributed to a traumatic incident so frightening

that it dislodged the victim's spirit from her body.

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

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

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

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

- **Shared Paranoid Disorder (Shared Delusional Disorder,** Folie *a Deux):* The character takes on the delusional system of another paranoid individual from being in close contact with that person.

Sleep Disorders

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

- **Night Terrors:** A sleeping character wakes after a few hours of sleep, usually screaming in terror. Pulse and breathing are rapid, pupils are dilated, and hair stands on end. The character is confused and hard to calm down. Night terrors are similar to ordinary nightmares, but much more intense and disruptive.

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

Somatoform Disorders

A somatoform disorder may be diagnosed when a character experiences physical symptoms that cannot be explained by an actual physical injury or disease.

- **Somatization Disorder:** The character suffers from a physical ailment or disease like effect, with symptoms ranging from dizziness and impotence to blindness and intense pain. The Treat Injury skill cannot identify any physical cause for the symptoms, and magical healing has no effect. The victim does not believe that her symptoms represent a specific disease. All attack rolls, saves, and checks take a -2 penalty.

- **Conversion Disorder:** The character reports dysfunctions that suggest a physical disorder but, though they are involuntary, the symptoms actually provide a way for the victim to avoid something undesirable or a way to garner attention and caring, a condition called Munchausenism. Symptoms range from painful headaches to paralysis or blindness. With the condition known as Reverse Munchausenism, a character projects ill health onto others and may even arrange injuries or illnesses for them so that she can thereafter take care of them. All attack rolls, saves, and checks take a *-1* penalty.

- **Hypochondriasis:** Character believes she suffers from a serious disease. No physical cause for reported symptoms can be found, but the character continues to believe that the disease or condition exists, often with serious consequences to her normal life.

- **Body Dysmorphic Disorder:** Character suffers from perceived flaws in appearance, usually of the face, or of the hips or legs. Behavior may alter in unexpected ways to cover up the flaws or to calm anxieties.

Substance Abuse Disorder

A character with a substance abuse disorder finds solace in using a drug, becomes addicted to it, and spends much time maintaining, concealing, and indulging the habit. Drugs include alcohol, amphetamines, cocaine, hallucinogens, marijuana, nicotine, opium (especially morphine and heroin), and sedatives.

A character under the sway of such a substance should feel the personal struggle

daily. Will saving throws might be used to resist or succumb symbolically to cravings, especially just before periods of stress (for example, just before a confrontation or likely battle with evil cultists). All attack rolls, saves, and checks take a -2 morale penalty because of withdrawal symptoms. Sanity losses could occur from binges or bad trips. Some characters might find that drugs promote communication with alien entities and deities, and that dreams about them become ever more vivid and horrifying, Conversely, such substances might function as medications, deadening a character's fears and offering temporary defenses against Sanity loss.

Other Disorders

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

Trust

"Trust is a tough Thing to come by these days. Just trust in the Lord."

- Macready, The Thing

Diplomacy can be used to influence a GM character's trust. The GM chooses the character's initial trust based on circumstances. Most of the time, the people the heroes meet are indifferent toward them, but a specific situation may call for a different initial trust.

The DCs given in the accompanying table show what it takes to change someone's trust with the use of the Diplomacy skill. The character doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table below.

Trust	Means	Possible Actions
Hostile	Will take risks to hurt or avoid you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Act as socially expected
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Trust Triggers

- **Injury:** whenever a party member or monster harms a character for the first time.

- **Death:** Any time a character witnesses the death of a party member or discovers a corpse.
- **Supernatural:** Any time a character experiences a monster through a sense (sight, sound, smell, etc.).

Trust Modifiers

The following actions can influence an NPC's reaction to a PC.

Modifier	Action
+1	Give ammunition to an NPC.
+2	Heal NPC.
+3	NPC witnesses PC attack a hostile monster.
+4	NPC witnesses blood test.
+max damage	Give weapon to NPC.
+CR	Kill a monster.
-1	During an attack with an enemy, PC fails to take part.
-2	PC accidentally harms a team member during combat.
-3	Take an NPC's weapon away from him.
-4	Use a taser on an NPC to calm him down.
-5	Force an NPC to do something through coercion.
-6	PC intentionally harms a team member.
-7	NPC witnesses a team member intentionally murdered.

Hazards

"Nothing human could have made it back here in this weather without a guideline..."

- Childs, The Thing

Catching on Fire

Heroes exposed to open flames might find their clothes, hair, or equipment on fire. Heroes at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a hero's clothes or hair catch fire, he or she takes 1d6 points of damage immediately. In each subsequent round, the burning hero must make another Reflex saving throw. Failure means he or she takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once the character succeeds at the saving throw, he or she is no longer on fire.)

A hero on fire may automatically extinguish the flames by jumping into enough water to douse him or herself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the hero another save with a +4 bonus.

Darkness and Light

It's a rare mission that doesn't end up in the dark somewhere, and heroes need a way to see. See the table below for the radius that a light source illuminates and how long it lasts.

Item	Light	Duration
Candle	5 feet	12 hours
Torch	20 feet	2 hours
Halogen lantern	40 feet	24 hours
Flashlight	20 feet*	6 hours

*Creates a beam 30 feet long and 5 feet high.

Heat and Cold

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he or she is considered fatigued.

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armor provides a –4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character that succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character loses 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

Monsters

"I don't know what the hell's in there, but it's weird and pissed off, whatever it is."

– Clark, [The Thing](#)

The Thing is an alien being that arrived on Earth one hundred thousand years ago. It crash-landed in a flying saucer that was frozen in the Antarctic. It was either thrown clear or crawled out of its ship and went into suspended animation.

In 1981, a Norwegian geological survey team dug it up. The Thing thawed out and came back to life, killing all of the Norwegians. The Thing spread to an American outpost, Outpost 31, in the form of a sled dog. There the Thing demonstrated its terrifying ability to perfectly imitate any living organism that it assimilates.

Although it was initially thought to be destroyed by the last two remaining crew members of Outpost 31, recent evidence indicates that the Thing spread as far as Argentina and possibly into civilization.

All Things have the following characteristics:

Blindsight: Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the Thing maneuvers and fights as well as sighted creatures. Invisibility and darkness are irrelevant, though the creature still can't discern ethereal beings. The Thing does not need to make Spot or Listen checks to notice creatures within 60.

Scent (Ex): The Thing can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. The Thing can pinpoint locations only within 5 feet. The Thing can follow tracks by smell with a Wisdom check (DC 10, +2 for every hour the trail is cold).

Infection (Ex): Any living creature hit by a Thing's melee attack must succeed at a Fortitude save (DC 15) or become infected. Bludgeoning or non-penetrating attacks do not transmit the condition. It takes 2d6*10 minutes for the victim to completely transform. Victims may still exhibit some signs of infection early on, which can be detected with a Spot check (DC 15).

Fire Vulnerability (Ex): A Thing takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Amorphous (Ex): A Thing is not subject to critical hits. It cannot be flanked.

A Thing is a physical duplicate of a specific humanoid, called a primary. Although a Thing does not gain the specific life experiences of its primary, it can easily mimic the demeanor and general behavior of the primary, enabling it to fill the same general role as the primary. A Thing is identical in appearance to the primary.

Template Traits

"Replacement" is an inherited template that can be added to any humanoid (referred to hereafter as the original). A Thing uses all the primary's statistics except as noted here.

Challenge Rating: Same as the original –1.

Hit Dice: Change to one die type smaller than the primary.

Special Attacks: A Thing retains all the special attacks of the base creature. The Thing also gains one ability plus one to three other special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 Thing's HD + Thing's Con modifier unless otherwise noted.

- **Bile (Ex):** The Thing can spit bile up to 30 feet away, once per round. The target must make a Reflex save (DC 20) or be blinded for 1d4 rounds.

- **Detect Thoughts (Su):** The Thing can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based. If the Thing can read an opponent's mind, it gets a +4 circumstance bonus on Bluff and Disguise checks.

- **Engulf (Ex):** The Thing can try to engulf a Medium or smaller opponent grabbed by three or more appendages. The opponent must succeed on a DC 14 Reflex save or fall and be engulfed. In the next round, the Thing makes double its number of attacks (each with a +4 attack bonus). An engulfed creature cannot attack the Thing from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

- **Eyes (Ex):** The Thing has multiple eyes that bestows a +4 racial bonus on Spot checks.

- **Improved Grab (Ex):** If the Thing hits with a claw attack, it can then attempt to start a grapple as a free action without provoking an attack of opportunity.

- **Tentacles (Ex):** The Thing can sprout tentacles. On a successful grapple check after grabbing, the tentacle attaches to the opponent. It automatically deals claw damage and drains blood, dealing 1 point of Constitution damage each round. A tentacle can be ripped off (dealing 1 point of damage) with a DC 12 Strength check or severed by a successful sunder attempt (the mouth has 2 hit points). A severed tentacle continues to inflict damage for 1d4 rounds after such an attack. A creature whose Constitution is absorbed.

Special Qualities: A Thing gains all of the original's extraordinary abilities but none of its supernatural or spell-like abilities (including psionics). A Thing gains none of the original's other special qualities or talents.

In addition to its inherited extraordinary abilities, a Thing has the following special qualities:

- **Allegiances:** A Thing's primary allegiance is to itself. Things can work together when need be towards a mutual goal, but secrecy is paramount. An individual Thing will not reveal itself unless it is absolutely necessary, even if that means silently witnessing another Thing's destruction to preserve its identity.

- **Change Shape (Ex):** The Thing can change into another form of living creature that it has successfully attacked. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, or vermin. The assumed form can't have more Hit Dice than the Thing, to a maximum of 15 HD at 15th level. The Thing can't become a form smaller than Fine, nor can it become an incorporeal or gaseous form. The Thing's creature type and subtype (if any) change to match the new form. The Thing gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by

the new form or any supernatural or spell-like abilities. For every six minutes that a Thing has begun imitating a creature, it receives a +1 circumstance bonus to Disguise checks, up to +10 after an hour. It takes a full hour for it to actually look exactly like the being it is mimicking.

- **Spawn Scuttler (Ex):** The Thing spawns 1 large scuttler upon death.

- **Thing Qualities (Ex):** A Thing has all the standard resistances and vulnerabilities.

- **Absorb (Ex):** As a full-round action, a Thing can absorb the body (but not the equipment) of any creature to which it has successfully transferred its flesh (see Flesh Transfer, below). The Thing gains a size category whenever it has absorbed creatures whose combined size categories equal its own, according to the following equivalencies: Four Tiny creatures equal a Small creature, four Small creatures equal a Medium-size creature, and four Medium-size creatures equal a Large creature. Thus, a Huge Thing could have resulted from a Large Thing absorbing one Large creature, four Medium-size creatures, or any mix of sizes that equals Large. The Thing's statistics remain the same after absorption unless it gains a size category. Any hit point or ability damage that the Thing has taken before absorbing its prey still applies to its new statistics. A Thing cannot absorb a creature larger than itself, nor can it absorb another Thing.

- **Alien Physiology (Ex):** A Thing does not need to eat or sleep the way a normal creature does. It cannot starve or become fatigued. A Thing is not subject to death from massive damage or critical hits.

- **Cold Resistance 10 (Ex):** A Thing ignores the first 10 points of cold damage from any single attack.

- **Convert (Ex):** If desired, a Thing can convert any creature to which it has successfully transferred its flesh (see Flesh Transfer, below) into a new Thing as a full-round action. A converted creature becomes in all ways a Thing of the appropriate size category, losing all its own ability scores, Hit Dice, class levels, skills, feats, species traits, and allegiances and replacing them with those of a Thing. A creature with less than 1 Hit Die or more than 16 Hit Dice cannot be converted.

- **Flesh Transfer (Ex):** A Thing can transfer its own flesh to a helpless living creature or a living creature that it has pinned in a grapple for 3 consecutive rounds. As an attack action, the Thing sloughs flesh from its own body onto the helpless or pinned foe, thereby transforming the latter's body into Thing flesh. The opponent may attempt a Fortitude save (DC 10 + 1/2 Thing's Hit Dice + its Constitution modifier) to resist. Success indicates that the Thing has failed to transfer its flesh to the opponent, but it can attempt to do so again using another attack action assuming that the proper conditions are still in place. Failure indicates that the flesh transfer was successful and the opponent's body has begun to transform into Thing flesh. The opponent is then helpless for the remainder of the process. The Thing must stay in physical contact with the target for 1d4 additional rounds before the transfer is complete. At that point, the opponent can be either absorbed by the Thing or converted into a new Thing (see Absorb and Convert, above), at the attacker's option. If the Thing is physically separated from the opponent or killed before the flesh transfer is complete, the opponent takes 1d4 points of Constitution drain and remains helpless for 2d4 rounds. An opponent smaller than Tiny or larger than Large cannot be either absorbed or converted. If the opponent cannot be either absorbed, and a creature with less than 1 Hit Die or more than 16 Hit Dice cannot be converted, it simply becomes a dead Thing when the process is complete.

- **Fear Aura (Su):** Any creature within 60 feet of a Thing in its normal form must succeed on a Will saving throw (DC 10 + 1/2 Thing's Hit Dice + its Charisma modifier) or be stunned for 1d4 rounds by its hideous appearance and otherworldly appendages. An opponent that cannot see the Thing is immune to this effect. Whether or not the save is successful, the creature cannot be affected again by that Thing's fear aura for 24 hours.

- **Hive Mind (Su):** All Things within 200 feet of one another are in constant mental communication. If one is aware of a particular threat, they all are. If one Thing in a particular group is not flat-footed, none of them are. No Thing in such a group is considered flanked unless they all are.

- **Immunities (Ex):** Because a Thing does not need to breathe, it is immune to suffocation,

inhaled poisons, and other detrimental atmospheric effects. If it has assumed a form that normally breathes, it does so to look natural, but its immunities still apply.

- **Mimic (Ex):** A Thing can perfectly mimic any creature that it has absorbed within the past hour. Changing its form to match that of the absorbed creature is a full-round action that provokes attacks of opportunity. The Thing retains its own Hit Dice, hit points, species traits, desires, and allegiances, but replaces its own ability scores with those of the absorbed creature. It also gains access to all the absorbed creature's natural weapons, attack bonuses, skills, ability scores, feats, memories, and even spells yet to be cast. All of these abilities function at the effective Hit Dice or level of the absorbed creature. The Thing functions in all ways as the creature did just before the absorption. The Thing must be of the same size category as the creature it chooses to mimic, so it may need to split or absorb creatures until its size is correct. It must acquire the equipment of the absorbed individual to complete the ruse properly. A Thing may mimic a particular creature only once, and it can stay in that form for no longer than 24 hours. Thereafter, it automatically reverts to its Thing form, losing all the knowledge, skills, feats, and abilities that the mimicked form provided. It does retain the memories of its actions while in the mimicked form and any information it gained during that time. Hit point and ability damage or drain taken in the mimicked form is healed upon reversion to its original form, but a Thing that is killed in a mimicked form remains dead. Any magical effects that were operating on the Thing in its mimicked form end upon reversion. Most Things try to return to their normal forms when their mimicked forms have lost half their hit points to damage.

- **Regeneration 5 (Ex):** A Thing regenerates 5 points of damage each round but cannot regenerate fire, acid, or electricity damage. If a Thing loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

- **Split (Ex):** If a Thing wants to escape bonds, or enter an area of smaller confines than its current size would permit, or diminish its size to mimic a creature it has absorbed, it can split off part of its body at will. Splitting is a full-round action that provokes attacks of opportunity. The

detached portion is a new Thing of a size category smaller than the original, with the normal statistics for a Thing of its size category. (Use the size equivalencies given in the Absorb ability, above, to determine the results of splits.) Any damage or other negative effects previously suffered stay with the larger portion, or are randomly assigned to one portion if both are the same size category. Neither portion of the split doppelganger can be smaller than Tiny. Once it has split apart, the Thing cannot rejoin its parts; they are forever separate creatures. A Thing can initiate a split at any point on its body—a fact that makes binding one nearly impossible.

- **Skills:** Because of its near-perfect mimicry ability, a Thing gains a +30 circumstance bonus on Disguise checks and a +10 circumstance bonus on Bluff checks when acting as the creature it is mimicking. These bonuses are not accounted for in the statistics blocks below. A Thing receives a +4 racial bonus to Bluff and Disguise checks. *When using alter self, a Thing receives an additional +10 circumstance bonus to Disguise checks.

Saves: As the original.

Action Points: Things do not acquire or amass action points.

Abilities: As the original.

Skills: A Thing has access to any skill in which the original has ranks, and all of a Thing's skills are class skills even if they are cross-class skills for the original. A Thing gets a number of skill points per Hit Die equal to 4 + the Thing's Intelligence modifier (minimum 1 skill point per Hit Die). The Thing can never have more ranks in a skill than the original.

The Thing gains a +4 species bonus on Disguise checks when impersonating the original.

Feats: A Thing gains the original's feats but cannot use any feat for which it no longer meets the prerequisites.

Automatic Languages: A Thing can read, write, and speak any language known by the original.

Advancement: By character class.

Thing Scientist (Human Smart Ordinary 5/Charismatic Ordinary 2): CR 6; Medium-size humanoid; HD 7d6+7; hp 31; Mas 12; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +3; Grap +3; Atk +3

melee (1d3, unarmed strike); Full Atk +3 melee (1d3, unarmed strike), or +4 ranged (2d6, SITES M9); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Creator; SV Fort +4, Ref +4, Will +3; AP 0; Rep +4; Str 10, Dex 12, Con 12, Int 12, Wis 11, Cha 9.

Skills: Bluff +4, Computer Use +4, Craft (chemical) +5, Decipher Script +3, Disguise +5, Disable Device +3, Investigate +3, Knowledge (current events) +3, Knowledge (earth and life sciences) +7, Profession +3, Read/Write English, Read/Write Korean, Research +11, Search +3, Speak English, Speak Korean.

Feats: Dodge*, Educated, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious.

Medium-size Animal
Hit Dice: 2d8+4
Hit Points: 13
Initiative: +2
Speed: 40 ft.
Defense: 13 (+2 Dex, +1 natural)
Attacks: +3 melee
Damage: 1d6+3, bite
Face/Reach: 5 ft. by 5 ft.
Special Qualities: scent
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Jump +4, Listen +5, Spot +5, Survival +1 (+5 when tracking by scent), Swim +5.
Feats: None.
Challenge Rating: 1

Scent (Ex): This ability allows a dog to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: Dogs gain a +2 species bonus on Jump checks. Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Tiny Outsider (Shapechanger)
Hit Dice: 0.5d8 (2 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft
AC: 14 (+2 Dex, +2 size)
Attacks: Bite +1 melee
Damage: Bite 1d3-1
Face/Reach: 2½ ft by 2½ ft/0 ft
Special Attacks: Infection
Special Qualities: Thing abilities
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 8, Dex 14, Con 10, Int 10, Wis 11, Cha 10
Skills: Hide +20, Jump +8, Move Silently +11
Feats: Improved Initiative

Challenge Rating: 1/36

Scuttlers are small, two-legged Things that have tiny faces of the creature the Thing imitated. They are more nuisances than anything, but their ability to contaminate human beings should not be underestimated.

COMBAT

Small scuttlers spew out of other Things in packs and rely on overwhelming numbers to take down their foes. They are most deadly for their ability to spread infection.

Small Outsider (Shapechanger)
Hit Dice: 1d8 (4 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft
AC: 12 (+1 Dex, +1 size)
Attacks: Bite +1 melee
Damage: Bite 1d4
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Infection
Special Qualities: Thing abilities
Saves: Fort +2, Ref +3, Will +2
Abilities: Str 10, Dex 12, Con 10, Int 10, Wis 11, Cha 10
Skills: Hide +16, Jump +11, Move Silently +10

Feats: Improved Initiative
Challenge Rating: 1/6

These scuttlers are larger versions, with multiple legs. They making an unnerving clattering noise as they scuttle across metal surfaces. Their nightmarish appearance is reminiscent of spiders with human heads.

COMBAT

Scuttlers specialize in hopping out of hidden places. They are particularly tenacious and roam in packs.

Small Outsider (Shapechanger)
Hit Dice: 1d8 (4 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 30 ft
AC: 12 (+1 Dex, +1 size)
Attacks: Spit +2 ranged
Damage: Spit Bile
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Infection
Special Qualities: Thing abilities
Saves: Fort +2, Ref +3, Will +2
Abilities: Str 10, Dex 12, Con 10, Int 10, Wis 11, Cha 10
Skills: Hide +16, Jump +11, Move Silently +10
Feats: Improved Initiative
Challenge Rating: 0

This scuttler can spew bile from an organ. While the bile does not do any damage, it blinds targets.

COMBAT

Spitting scuttlers do their best to keep their distance. They are usually accompanied by other scuttlers and act as ranged support, firing bile from behind other scuttlers that engage in melee.

Bile (Ex): The Thing can spit bile up to 30 feet away, once per round. The target must make a Reflex save (DC 20) or be blinded for 1d4 rounds.

Large Outsider (Shapechanger)
Hit Dice: 6d8+24 (45 hp)
Initiative: +0
Speed: 30 ft
AC: 9 (-1 size)
Attacks: Bite +8 melee, 2 tentacles +3 melee
Damage: Bite 1d8+7, tentacles 1d6+1
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Infection
Special Qualities: DR 10, regeneration 5, thing abilities, alter self
Saves: Fort +8, Ref +5, Will +5
Abilities: Str 20, Dex 10, Con 16, Int 10, Wis 11, Cha 10
Skills: Climb +10, Disguise +6, Hide +2, Intimidate +6, Jump +11, Knowledge (technology) +6, Listen +5, Move Silently +5, Search +5, Sense Motive +6, Sleight of Hand +5, Spot +5, Survival +6
Feats: Improved Bull Rush, Power Attack, Run
Challenge Rating: 1

Walkers are towering monstrosities of fused flesh, with large pincers and multiple legs. They are practically invulnerable to normal weapons and regenerate damage quickly. It requires a flamethrower to put one down.

COMBAT

Walkers attack with single-minded tenacity, charging opponents on sight.

Spawn Scuttler (Ex): A walker spawns 1d4 scuttlers upon death.

Change Shape (Ex): The Thing can change into another form of living creature that it has successfully wounded. The new form may be of the same type as the subject or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, or vermin. The assumed form can't have more Hit Dice than the Thing, to a maximum of 15 HD at 15th level. The Thing can't become a form smaller than Fine, nor can it become an incorporeal or gaseous form. The Thing's creature type and subtype (if any) change to match the new form. The Thing gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities. When using its change shape ability, a Thing gets an additional +10 circumstance bonus on Disguise checks.

Skills: A Thing receives a +4 racial bonus to Bluff and Disguise checks. *When using alter self, a Thing receives an additional +10 circumstance bonus to Disguise checks

Huge Outsider (Shapechanger)
Hit Dice: 10d8+50 (95 hp)
Initiative: -1 (-1 Dex)
Speed: 30 ft
AC: 7 (-1 Dex, -2 size, +10 natural)
Attacks: Bite +14 melee
Damage: Bite 2d6+13
Face/Reach: 10 ft by 10 ft/15 ft
Special Attacks: Infection
Special Qualities: DR 10, regeneration 5, thing abilities
Saves: Fort +12, Ref +6, Will +9
Abilities: Str 28, Dex 8, Con 20, Int 10, Wis 11, Cha 10
Skills: Balance +8, Climb +18, Hide +0, Intimidate +10, Jump +18, Listen +9, Move Silently +8, Search +10, Sense Motive +10, Spot +10, Survival +10
Feats: Improved Bull Rush, Iron Will, Power Attack, Run
Challenge Rating: 5

Bulldog walkers are huge, four-limbed masses of stumbling amalgamated bodies. A gigantic maw dominates the front of the creature.

COMBAT

Bulldog walkers barrel forward without regard to their own safety.

Spawn Scuttler (Ex): A walker spawns 1d4 scuttlers and 1 spitting scuttler upon death.

Gargantuan Outsider (Shapechanger)
Hit Dice: 24d8+168 (276 hp)
Initiative: -2 (-2 Dex)
Speed: 30 ft, tunnel 30 ft
AC: 4 (-2 Dex, -4 size)
Attacks: Bite +25 melee, 4 tentacles +20 melee
Damage: Bite 2d8+11, tentacles 2d6+5
Face/Reach: 20 ft by 20 ft/20 ft
Special Attacks: Infection
Special Qualities: DR 10, regeneration 5, thing abilities, adaptation
Saves: Fort +23, Ref +12, Will +14
Abilities: Str 32, Dex 6, Con 24, Int 10, Wis 11, Cha 10
Skills: Balance +18, Climb +31, Hide +6, Intimidate +20, Jump +27, Listen +20, Move Silently +18, Search +20, Sense Motive +20, Spot +20, Survival +20
Feats: Cleave, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Run
Challenge Rating: 17

Thing beasts are the largest amalgamations of all other collective Things. Other bodies are absorbed into its mass and bulge out in pustules, spilling over into grotesque limbs and tentacles.

COMBAT

Thing beasts can borrow underground and enjoy bursting from several places at once. They are devious enough to know how to knock out the lights or disable fire weapons.

Adaptation (Ex): A Thing beast has absorbed enough bodies that it can implement any one of the special attacks of the Thing template, once per round.

Links

"If we've got any surprises for each other – we shouldn't be in any condition to do anything about it."

--Macready to Childs, The Thing

Books

For more information about books that were used to help create this document, see Section 15 of the Open Gaming License.

- The Thing: A Novel

- Who Goes There

Comics

- The Thing from Another World & Climate of Fear Collection

DVDs

- The Thing – Collector's Edition

Games

- The Thing (Playstation 2)

- The Thing (PC)

- The Thing (Xbox)

Music

- The Thing: Original Motion Picture Soundtrack

Web

For more information about web sites that were used to help create this document, see Section 15 of the Open Gaming License.

- House of Horrors: The Thing

- John Carpenter: The Thing

- John Carpenter's The Thing

- Maps of Outpost #31

- Outpost 31

- The John Carpenter Website: The Thing

- The Thing Game

- The Thing Script

- The Thing World

- The Thing: Man is the Warmest Place to Hide

About the Author

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Michael "Talien" Tresca is a writer, communicator, speaker, artist, and gamer. He has an 11-year-old D&D role-playing campaign, Welstar, which is one of the six worlds in RetroMUD and where many of his short stories take place. Michael has published three D20 modules: "Tsar Rising", "All the King's Men," and "The Dancing Hut" from MonkeyGod Enterprises. He has written numerous supplements, including "Frost and Fur" and "Abyss," also from MonkeyGod Enterprises, "Mercenaries: Born of Blood" from Otherworld Creations, and "Combat Missions" from Paradigm Concepts. Michael has also contributed to "Relics" from AEG and "The Iron Kingdoms Campaign Guide" from Privateer Press. Michael has also written magazine articles for Spectre Press' Survival Kit series, Dragon Magazine, Scrollworks, and D20 Weekly. He has written a multitude of reviews of role-playing and computer games for RPG.net, Gamers.com, Allgame.com, and Talien and Maleficent's Bazaar. Michael has presented at various panels, including Dragon*Con, I-Con, and Bakuretsucon. When he's not writing, Michael can be found as his alter ego, Talien, on RetroMUD as an administrator. Michael lives in Connecticut with his wife, who is an editor, and his cat, who is fluent in English.

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