

This is a DRAFT manuscript of a Savage Worlds League concept by David Garrett. Please provide feedback and comments to David at: davidgarrett69@gmail.com

[Front Piece]

Before you enter your state-of-the-art virtual reality pod, you turn to wave at the crowd. Your adoring fans have grown throughout the Virtual Gamers League (VGL) tournament as you've progressed. Now, it's your chance to take home the first-ever, one trillion-dollar prize purse in history!

As you stand before the cheering throng in your form-fitting, Dermanet suit, you think back to the journey that has brought you to this point.

When you first entered the tournament you were strapped for cash and could only afford a low-tech interface to the H.I.V.E. It was no more than goggles and gloves. But you persevered through the glitches and lag time to earn a place in the next round.

That's when your trainer entered the picture. You had natural talent, but you needed someone to take your gaming to the next level. Suddenly, your skills were getting noticed in the League.

You couldn't believe it when an agent approached you and your trainer with an offer to represent you and manage your interests in the tournament. There was even talk of an endorsement that could lead to the latest, most high-tech gear to elevate your game to a whole new level.

As the tournament progressed, you were on fire. You had achieved something you had only dreamed of—a professional gamer in the VGL with an actual shot at defeating the upper echelon of professional players. But then something dreadful occurred. Someone wanted you eliminated from the tournament and they were willing to get you out at any cost. Even murder.

The shock of finding your trainer murdered in the training facility is still fresh. You don't know for sure who it is that's trying to bring you down, but you have your suspicions that it's someone close to you. Someone you trust.

And now you stand here waving to the crowd one last time before the penultimate match that could lead to victory and the biggest sum of money ever awarded. Will your enemy sabotage this match or will you find a way to overcome the odds yet again? What will it be? Will you become Earth's first-ever instant trillionaire?

[Sidebar]

Terms

Dermanet A form-fitting suit that conducts signals from the skin and converts them into an avatar's motion more accurately than a low-tech interface of just gloves.

H.I.V.E. Holistically Immersive Virtual Environment
Game Pod The sphere you enter to interface with the H.I.V.E. Elite gamers are suspended in a harness with their Dermanet suits jacked into the system.

V.G.L. Virtual Gamers League

V.I. Virtual Incarnation

Introduction

Savage Worlds League adds a new layer of gaming onto any game of Savage Worlds. Whether that be a one-off session or a lengthy campaign, Savage Worlds League gives the player a method to score their gaming session(s) and compare them to other Savages. By agreeing to the session's length terms, gamers can compete with each other. This could be a fun night of gaming with the guys in a "poker night" type of game where everyone throws in a few bucks and the winner gets the pot. It might be a campaign tournament with your gaming group keeping a running total of each session. Finally, it could be staged at a gaming convention where the top finishers of the tournament receive prizes.

There are two types of games that that will be covered in this book: The Competitive One-Off Session and the Competitive Campaign Tournament.

The Competitive One-Off Session

The Competitive One-Off Session allows a player to score their gaming session in any Savage Worlds setting. Points are awarded for many of the awesome things a character may do in a gaming session. The following chart lists the main points system, however, GM's and players may elect to award points for things of their own choosing.

Activity	Points Awarded
Successful Trait Test	3 (+1 for each raise)
Successful Fear Roll	3 (+1 for each raise)
Successful Test of Wills	3 (+1 for each raise)
Incapacitating an Extra	3
Successfully Healing another Player	6 (+1 for each raise)
Drawing a Joker	6
Acing the Wild Die	6
Incapacitating an Extra in Spectacular Fashion	6
Each Benny in Your Possession at the End of the Session	6
Benny Received for Role Playing a Hindrance Well	10

Successfully Completing a Dramatic Task	10
Incapacitating a Wild Card *	10
Incapacitating a Wild Card in Spectacular Fashion *	13
Rolling a 1 on the Wild Die	-3
Rolling a Critical Failure	-10
Becoming Incapacitated	-15

Successful Trait Test: Any Trait or Skill test that is successful earns points. This includes Spirit rolls when Shaken and Vigor checks when Soaking damage, as well as Opposed, Cooperative, and Group Rolls. Each raise is worth one additional point.

Successful Fear Roll: Many Savage Worlds settings use Fear and Sanity as a key feature of the game. A Fear Roll still counts as a Trait Test since it is tied to the Attribute of Spirit.

Successful Test of Wills: Taunt is tied to Smarts and Intimidate is tied to Spirit. Since these are both Trait Tests, they also incur points.

Incapacitating an Extra: If your damage causes the Extra to become Incapacitated, you are awarded three points. Sometimes players may choose a Hold action and then later interrupt another player's action. When this happens, players make opposed Agility rolls to see who goes first. In the case of a tie, the actions happen simultaneously. If two players happen to both cause an Incapacitation at the exact same time, no one is awarded the points.

Successfully Healing another Character: In addition to earning points for the success of the Healing roll, players also earn six points for Successfully healing another player's character. For each raise, players earn one additional point. Players do not earn this award for healing themselves.

Drawing a Joker: Each time a player is dealt a Joker, they earn six points.

Acing the Wild Die: Each time a player Aces their Wild Die, they earn six point. This applies only to the Wild Die and not acing other die rolls.

Incapacitating an Extra in Spectacular Fashion: Spectacular fashion results in several ways. The first method is when three or more raises of damage cause the Incapacitation. Other methods include the Situational Combat Rules of **Called Shots**, **Finishing Move**, **Rapid Attack**, **Two Weapons**, and **Wild Attack**. You do not need three or more raises when the attack includes one of these five Situational Combat Rules.

Each Benny in Your Possession at the End of the Session: For each Benny saved, the player earns six points.

Benny Received for Role Playing a Hindrance Well: Hindrances add flaws to the characters that makes for a more interesting game. Unfortunately, it's not always easy to embrace and

encourage players to role play their flaws all the time. For this reason, any time the GM awards a Benny to a player for role playing any one of their Hindrances well, that player earns 10 points.

Successfully Completing a Dramatic Task: In order to earn the 10 points for succeeding, your hero must be the one key to accomplishing the Dramatic Task. Any other characters who helps through a Cooperative Roll earns half points for their help. If all players are equally key to completing the Dramatic Task (i.e., their rolls count towards the ongoing count of successful rolls required to reach the positive outcome of a Dramatic Task), then no one gets the points. Players may earn points for successfully completing any Trait Tests as part of the Dramatic Task, but they don't earn the 10 points for successfully completing a Dramatic Task.

Incapacitating a Wild Card: The same rules apply as for Incapacitating an Extra but more points are awarded for a Wild Card. *

Incapacitating a Wild Card in Spectacular Fashion: The same rules apply as for Incapacitating an Extra in Spectacular Fashion but more points are awarded for a Wild Card. *

* note: Players do not earn points for Incapacitating other friendly players. Points are only earned for incapacitating an enemy Wild Card.

Scoring During a Game Session

Each player must account for their own points. In order to alleviate integrity issues, players should announce when they've qualified for earning points and then allow the GM to confirm the points were earned before writing the points down in their score card. The GM is the final authority over disputes over points.

Ending the Game Session

It's up to the GM to determine the condition(s) that will end the session. This could be announced before or during the session. GM's may even withhold the condition under which the session will end until it has occurred. Whatever the case, when the GM announces that the session has officially ended, players should award points for final Benny's and then the GM will add each player's score card and announce the points.

The Competitive Campaign Tournament

A tournament will adhere to the same scoring rules as the Competitive One-Off Session, but the points from each session are added to the previous session's points as the tournament progresses. There are also specific rules that add additional levels of strategy to how a player will role play their hero throughout the tournament.

The following Campaign Tournament requires these Savage Worlds source books:

Savage Worlds Deluxe Explorer's Edition
Savage Worlds Horror Companion
Savage Worlds Weird Wars Rome (WWR1)

Virtual Gamers League

The year is 2092 and Virtual Reality (VR) has saturated everyone's life. The most popular version is a VR environment called the Holistically Immersive Virtual Environment, or H.I.V.E. This environment was developed by a company called Space Exploration Ventures, Inc., also commonly known as SpEx. The company's research and development labs created the H.I.V.E. to test technology used in remotely piloting mining machines located in the Asteroid Belt.

An unexpected side-effect of the H.I.V.E. was that the open-source interface the company used to help refine their technology became a haven for gamers. This turned into a lucrative way for SpEx to recruit pilots. The H.I.V.E. grew in popularity to such a degree that SpEx began hosting an annual Virtual Gamers League tournament in which gamers donned VR goggles, gloves, and Dermanet suits in competitions pitting their Virtual Incarnations against one another.

This year is the first year since the tournament's inception that the prize money has reached one trillion dollars – the first time in history any such amount has been awarded as a prize purse. Even though you come from sparse means, you have the raw skill you think it takes to compete. So, without so much as a Dermanet suit to even wear, you're trying your luck at staggering odds.

Meta Gaming

In this Competitive Campaign Tournament, you will be participating in two levels of gaming. The first level is that you are playing the part of an entrant into the Virtual Gamers League and will be keeping track of your scoring and progress through five Savage Worlds sessions. At the second level, you'll be playing the part of the Virtual Incarnation of your gamer's character. This is the level of game play typical of Savage Worlds. The first level affects the second level as explained in the 2099 VGL Tournament Rules.

Throughout this explanation the term "player" typically means your meta level character who is competing in the VGL and the term "character" refers to your Virtual Incarnation.

The 2099 VGL Tournament Theme

When SpEx announced this year's prize purse you knew it was just too good to pass up. You managed to scrounge up enough money to upgrade your low-end H.I.V.E. interface to a Nevlox 3000 Goggles and Gloves interface. It's still low tech compared to a state-of-the-art Dermanet suit, but it's definitely an improvement over your former system.

After this purchase set you back several week's pay, you immediately signed up for the tournament. It was a crap shoot because the tournament only allows for a certain number of lottery entrants to play alongside the VGL veteran players. But you applied and crossed your fingers. Now, you can't quit reading the acceptance e-mail that includes and attachment of this year's theme and rules.

Still disbelieving that you'll actually be competing for one trillion dollars, you open the attachment.

The Tyranny of Life-in-Death

Welcome to the Land of Nod! Nod is a world ruled over by that strangely beautiful but terrible queen called Life-in-Death. She was the same one who won a certain crew after its captain ignorantly killed a bird of good omen. She gambled with Death and won the souls of the crew.

“Her lips were red, her looks were free,
Her locks were yellow as gold:
Her skin was as white as leprosy,
The Nightmare Life-in-Death was she,
Who thicks man's blood with cold.”

The Land of Nod is her domain and she has at her bidding eight powerful beings, each representing a different minion that has risen from the dead in order to overtake mankind and bring new territories under the nightmare subjugation of Life-in-Death and expand Nod.

Life-in-Death's Lords and Ladies and their Minions

Lady/Lord	Minions
The Cursed Hunter	Hellhounds
The Plague Doctor	Zombies
Santa Muerte	Skeletons
Dr. Frankenstein	Corpse Golems
The Dark Man	Ghosts
Count Orlock	Vampires
Nyarlatotep	Mummies
Life-in-Death	All types of minions

Each player will play five levels of a horror themed session according to the following Rank progression.

Level	Rank	Session(s)
1	Novice	The Cursed Hunter

2	Seasoned	Either The Plague Doctor or Santa Muerte
3	Veteran	Either Dr. Frankenstein or The Dark Man
4	Heroic	Either Count Orlock or Nyarlathotep
5	Legendary	Life-in-Death

Each session entails playing a character that is flawed in some specific way. After all, these are characters in a horror setting and the deck is stacked against them. It's up to you to show your skills at how you're going to overcome your obstacles.

Each session will play much like a video game in that you'll be taking on waves of minions as you try to get to the boss of the level. Once the boss of each level is defeated, players will end their session and points will be compiled. If any or all players die before the boss is Incapacitated, points will be awarded based on the point at which your character became Incapacitated.

Before each session there will be an Interlude that conveys a condition on the next session. Also, before each session, players will create new characters for each session. Characters may be created after reading the Interlude.

Each player will play a different character for each session and they will also play a character from each Rank. To further add strategy to the tournament, players will also be required to play a different weakened Attribute at each session. For example, in the first session which is Novice ranked, a character must choose which Attribute they will suffer a weakness in. It can be any weakness so long as all five Attributes are played across all five Ranks. For example, at Novice a player may choose to have a weakened Agility, then at Seasoned they can then choose from the four remaining Attributes of Smarts, Spirit, Strength, or Vigor (but not Agility since it has already been played). By the time a character reaches Legendary rank, they will have one remaining Attribute they must play.

A weakened Attribute cannot rise above a certain die type depending on the following table.

Rank	Attribute Cap	Skill Cap	Experience Points To Build Hero	Equivalent Advances
Novice	d4	0 (unskilled)	15	3
Seasoned	d6	d4	35	7
Veteran	d6	d6	55	11
Heroic	d8	d6	75	15
Legendary	d8	d8	95	19

Under no circumstances shall a player increase their Attributes or Skills higher than the chart shows, no matter what other rules allow. During character creation players must figure out how

to compensate for their weak Attribute. In all of the levels of the Tyranny of Life-in-Death, players are allowed to use Powers as long as they are able to explain how they gained those powers within the level's scenario. As a reminder, players have 15 starting points for Skills. One point is spent to raise a Skill by a die type up to its linked Attribute's die type. Two points are spent to raise a Skill die type up above a linked Attribute's die type.

When you initially create a character you must choose one Major Hindrance and two Minor Hindrances in order to receive four points to spend as follows: For one point you can gain another Skill point, and for two points you can raise an Attribute one die type or choose an Edge. All players must play a Human and thus gain an additional beginning Edge.

The Hindrances you pick must conform to the following conditions.

Rank	Condition
Novice	Must choose one Major Hindrance from below chart and any two other Minor Hindrances from <i>Savage Worlds Deluxe Explorer's Edition</i> or <i>Savage Worlds Horror Companion</i>
Seasoned/Veteran	Must choose one Major Hindrance and Minor Hindrance #1 from below chart and any other Minor Hindrance from <i>Savage Worlds Deluxe Explorer's Edition</i> or <i>Savage Worlds Horror Companion</i>
Heroic/Legendary	Must choose one Major Hindrance and both Minor Hindrances from the below chart

Major/Minor Hindrance Chart

Attribute	Maj Hindrance	Min Hindrance #1	Min Hindrance #2
Agility	Lame	Obese	Cautious
Smarts	Delusional	Phobia	Greedy
Spirit	Victim	Combat Shock	Pacifist
Strength	Small	One Arm	Big Mouth
Vigor	Bleeder	Anemic	Stubborn

Note: The Hindrances of **Bleeder**, **Combat Shock**, and **Victim** are found in the *Savage Worlds Horror Companion*.

For each Advance you begin with, you may: Gain a new Edge, increase a Skill that is equal to or greater than its linked Attribute by one die type, increase two Skills that are lower than their linked Attribute by one die type each, buy a new Skill at d4, or increase one Attribute by a die type (but only once).

See *Savage Worlds Deluxe Explorer's Edition*, Chapter One and the section on Advancement for further reference on character creation.

Since all Humans begin with a d6 in each Attribute, at Novice Rank your character will not adhere to this rule. At all other Ranks, this rule still applies.

Restrictions on Playing the Same Weakness at the Same Rank

Gaming group sizes vary and there may be times when multiple people want to play the same weakness at the same rank. In order to encourage a diverse party of characters, the following attempts will be made to diversify the group.

Players will work out before character creation which Rank and weak Attribute they will be playing. In cases where more than one character wants to play the same weak Attribute, they must deal cards and the person with the highest card gets to choose first. The next player must choose an alternate weak Attribute if one's available. Choosing an alternate one might conflict with another player's choice, so deal everyone in and obey the order of precedence down to the last player. If there is no alternative but for players to play the same weak Attribute because there are no other choices available, then it is acceptable to play the same weakness.

In games where more than five players are involved, it's inevitable than two players will be playing the same weakness, but still perform the same process of dealing everyone in and attempting to diversify the group as much as possible.

Novice Level – The Cursed Hunter

Interlude

Well, you made the lottery and you're now getting the chance to prove your gaming skills to the elite players in the VGL. Unfortunately, your first round in the tournament will be at a technological disadvantage. Coming from meager means, you could only afford a Nevlox 3000 Goggles and Gloves outfit with which to jack into the H.I.V.E. The elite players will be playing with state-of-the-art Dermanet suits. These suits interface seamlessly with the H.I.V.E. and allow players to integrate with their Game Pod in such a way that they are suspended from a harness that replicates the movements of their entire body and not just their hands and head.

Because of your disadvantage, any time you draw a two through ten of Clubs when drawing Action Cards, your connection to the H.I.V.E. is interrupted or sluggish and you may not take an Action until you draw a card other than a two through ten of clubs. This includes Movement Actions.

The Cursed Hunter

Our Celtic forefathers tell of how the curse began. He was once a mortal man who enjoyed hunting the forests and mountains of Wales. But Cernunnos, the God of the Forest, cursed him when he killed the White Stag – a sacred animal that no man was supposed to harm. When

Cernunnos found out that the man was responsible for the sacred animal's death, he cursed him to lead the Cursed Hunt every thirteen years. The hunt was meant to remind the people that the sacred creatures of Cernunnos weren't to be tampered with.

The Cursed Hunter can't control the five hounds that execute the hunt. He must lead them every thirteenth year, though. Each hound represents a different sense of the Hunter: Preychaser allows the Hunter to feel the cold dirt churning beneath the hound's paws as it leads the pack, Windsifter delivers the scent of the prey to the Hunter, Foewatcher allows him to see what the hound sees as the prey comes into view, through Soundcatcher the Hunter hears the howls of the pack and the screams of the victim, and finally, through Meatripper the Hunter is cursed to taste the poor villagers who were made to pay the cost for a mistake made in a time so long ago the elders of the clan can't even recall a time when the Cursed Hunt didn't haunt their lives.

Creating Characters for this Session

The setting for this session is Britain circa 59 A.D. The players are a contingent of Roman Legionary soldiers tasked to investigate a Druidic site. The party finds themselves in the midst of the Cursed Hunt and are suddenly the prey.

All players should use *Weird Wars Rome* (WWR1) to create their character using the restrictions above. Each character begins the session with the following equipment: Lorica Segmentata, Legionary Helmet, and Gladius. Additionally, players may choose one of the following shields: Parma, Clipeus, or Scutum. Players may also choose either two Pila or a Short bow and 20 arrows.

GM Considerations for this Session

As the party treks to the Druidic site, the GM should provide the background to the story via nonplayer characters and allow the characters to interact. This exposition portion of the session can be condensed or protracted depending on the desired length of the session.

Seasoned Level – The Plague Doctor or Santa Muerte

Interlude

You've overcome your low-tech disadvantage and managed to display quite a natural ability at gaming. As a matter of fact, you've caught the attention of a trainer who has agreed to take on a young natural and help them take their gaming to the next level. As a result of finding the "Mickey" to your "Rocky", your skills have radically improved through the rigorous training you've been put through.

Because of your regular training, when you're dealt a face card for your Action Card, you get a +2 to Fighting, Shooting, Throwing, or Knowledge: Arcane Background (or other equivalent Trait roll for your Powers) until dealt a non-face card.

The Plague Doctor

Life-in-Death expands the Land of Nod across time and throughout history. She opens rifts that cause the undead to enter the land of the living. But it is her dark lords and dark lady who lead these incursions. The Plague Doctor is the manifestation of disease and plague and this time, he has infiltrated the modern world by unleashing a zombie apocalypse upon the world.

The players find themselves in a destroyed metropolis lying in ruin. Ash and debris rain down from the gray sky above. The stillness is occasionally broken by eerie moans and wails.

Creating Characters for this Session

The players should create characters with access to modern weapons and equipment. Each player has \$300 with which to outfit their character using the *Savage Worlds Deluxe Explorers Edition* and the *Savage Worlds Horror Companion*.

GM Considerations for this Session

As in the Novice level, it is important to give the characters time for role playing before the relentless action of the combat starts. One possible activity that characters may do is try and scavenge for extra ammo or weapons through the destroyed buildings.

Santa Muerte

Montezuma II has called for an unprecedented number of sacrifices in this time of turmoil. The strange men with their metal helmets and thunder sticks have descended on Tenochtitlan and ravaged the empire. Desperate times call for desperate measures and this was cause for the ancient ritual that would bring Mictlancihuatl, who would later become known as Santa Muerte, to this plane along with her skeleton army of long-dead Aztec warriors.

Much blood was required atop the temple pyramid but Mictlancihuatl heeded the prayers and supplications that were offered. The strange men were pushed back from the city during that eerie night known as *La Noche Triste*, or "The Night of Sadness".

Creating Characters for this Session

For this session, the players will be creating a group of Conquistadors who have been under Cortes' command, but have gotten separated from the main retinue. The year is 1520 and players beginning equipment includes Plate Corselet and Steel Helmet, Long Sword, and either a crossbow or a Blunderbuss from *Save Worlds Deluxe Explorer's Edition*.

GM Considerations for this Session

The players begin lost in the jungle of Central America as they try and find a spot to make a stand against the pursuing army of skeletons. Have them use this time to fortify a hastily-erected, defensive position. Players should also use this time to role play their characters before the battle ensues.

Veteran Level – Dr. Frankenstein or The Dark Man

Interlude

Your trainer's regime of drills and training has paid off. You've taken your gaming to a whole new level. It didn't take long for an agent to approach you and offer to represent you. As the tournament progressed, your name began to get recognized. Pretty soon your agent was able to secure an interview right before the next match and your team is hoping that the interview could lead to a coveted endorsement. Unfortunately, you botched your interview and now your mojo is off.

As you head into this session, you can't keep from rehashing the horrible direction the interview took. When you draw an Action Card, if it's a two through ten of clubs, you can't use your Wild Die until you draw a card that isn't a two through ten of clubs.

Dr. Frankenstein

Dr. Frankenstein has finally gone off the deep end. He has amassed an army of his Corpse Golems to lead into the village on a night of vengeance.

As storm clouds eclipse the moon and lightning splits the sky, strange, lumbering silhouettes can be seen littering the countryside. In their midst is a damnable beast that looks half metal and half man.

Creating Characters for this Session

Players will be creating Victorian Era, Steampunk characters who have been called to defend the town of Ingolstadt, Germany. Each player begins with \$500 to outfit their characters. The only type of Arcane Background that a character may use is Weird Science.

GM Considerations for this Session

Corpse Golems are tough adversaries. The GM should be careful with how many are thrown at the group. GM's should award Benny's for players who embrace and embellish the Steampunk nature of this session.

The Dark Man

While digging the foundation of a new house in a rural area of Salem, Massachusetts, a construction crew unwittingly disturbed an old power. It's hard to say whether it was a cursed patch of ground, the location of a dark ley line, or just a cemetery where the scorched bodies of witches were buried, but now the house that was built on the spot is positively haunted.

Four families fled the home before an eccentric horror writer purchased the house because she felt the atmosphere would be good for her writing. But even she couldn't take the shadowy apparitions that cavorted through the house causing things to fly about the house.

Rather than sell the house, though, she decided to call in a team of paranormal investigators. She doesn't care what it takes, she just wants to rid the place of the malevolent poltergeists haunting the house.

Creating Characters for this Session

You will be playing a team of ghost exterminators versed in all manner of paranormal research and technology. This session takes place in the modern era and all characters begin the session with \$500 and one Atomic Ghost Hunting Pack (see *Savage Worlds Horror Companion*, page 13). In addition, players may only choose the Arcane Background of Psionics. The Atomic Ghost Hunting Pack shoots a beam of atomic plasma that harms ethereal beings. It is the only weapon that can harm ghosts. The beam can be set to destroy and ensnare. As this session requires the destruction of the ghosts, it is unnecessary to use ensnare mode. The Atomic Ghost Hunting Pack has the following stats on destruct mode: (Range 5/10/20, Damage 2d8, RoF 1, Shots 24). Since the characters won't have time to recharge the packs, replacement energy "batteries" can be purchased for \$50 and contain another 24 shots. It takes one round to swap the cartridges.

GM Considerations for this Session

In this session it will be important to start off with a few ghost and have The Dark Man join the ghost instead of appearing after all the ghosts have been defeated. This is because The Dark Man's powers boost the efficacy of the ghosts. If the players defeat The Dark Man and there are still ghosts left in the house, have the session continue until all ghosts have been defeated. Do not introduce any new ghosts after The Dark Man is defeated. When The Dark Man does appear, have the ghosts stay close to him in the battle.

Heroic Level – Count Orlock or Nyarlathotep

Interlude

Even though you botched your interview, you recovered and went on to gain an endorsement. That endorsement led to another and another. Finally, you received an endorsement from

Dermanet – the mother of all gamer indorsements. This meant high tech gear and the best equipment.

By this point in the competition the field has thinned considerably. Now your skill is starting to garner the attention of your rivals in the elite field. Then, one night just before your upcoming match, you arrived at your training facility to find your trainer murdered.

Confused by just what this means and fueled by the fire of revenge, you now suspect your competitors of going way too far. The authorities have no leads of who may have killed your trainer, but you know that only a competitor for the giant prize could be responsible.

Going into your next session, you are driven by anger and aggression. Every time you draw an Action Card that is a face card, you can either choose to apply +2 to Toughness, Shooting, Throwing, or Arcane Background (or other equivalent Trait for your Powers); or, you may apply the same bonuses against one of your competitors. If you choose this option, you get to choose the competitor and the GM applies the bonus the next time the group's enemy attacks that character.

Count Orlock

Wasborg, Germany was once a peaceful city. Lately, though, strange things have begun to prey upon the city at night. At first, everyone thought that a disease was ravaging the city; then the Nosferatu began to appear in more numbers and the stories spread of what foul things creep into the homes of townsfolk at night.

Many brave citizens stepped forth to try and fight back against these wicked and cruel demons of the night. Finally, it was believed their nest had been discovered deep in the forest inside of a system of strange ruins several miles from Wasborg.

The city pooled donations to hire a group who specializes in vampire eradications. And now, as the group heads into the forest, a dark and ominous storm begins to roil in from the west.

Creating Characters for this Session

The players will be creating a group of vampire hunters set in Germany in 1838. Having negotiated with the Wasborg officials, the group receives a partial advance on the payment. Characters will start character creation with \$1,500. Every character is assumed to be well-versed in the strengths and weaknesses of the vampire.

GM Considerations for this Session

Allow every player to read over the stats for vampires and Count Orlock so they can equip their characters with the right weapons. The characters should have to venture underground so they need to take this into account also when purchasing equipment.

The vampires don't attack the characters until they are well underground. Once Count Orlock appears, have him take the fight outside where a storm rages overhead. One of Count Orlock's attacks is weather manipulation and he uses his power to call down lightning. It doesn't matter whether this is daytime or nighttime because the sky is so occluded by the storm that sunlight isn't a factor.

Nyarlathotep

After Octavius defeated Mark Antony, he immediately ensured that Egypt fell under Roman rule. A period of peace fell over Egypt, but there were certain Egyptian secret sects that endeavored to return Egypt to its age of power and strength. Many years have passed and now Marcus Aurelius has become emperor of Rome. Now, with murmurs of rebellion floating around Egypt, Marcus Aurelius has vowed to root out all upstart cabals that threaten to undermine Roman rule. The most nefarious and dangerous cult of all of these is the cult of Nyarlathotep.

Aurelius has compiled bands of veteran soldiers to send into various areas of Egypt where these strange priests of Nyarlathotep have set up secret meetings in dark ruins beneath the sands to conduct crazed rituals meant to raise the dead warriors of old to sweep through the streets killing the Romans mercilessly.

Creating Characters for this Session

For this session, the party will create Heroic-level Roman soldiers who have risen to a considerable rank and influence. Players will use the *Savage Worlds Weird Wars Rome* (WWR1) source book and can choose any personal armor or weapons they need to outfit their hero.

GM Considerations for this Session

This is a subterranean session. The GM should create an atmosphere of vast, cyclopean tunnels and gigantic stone ruins. Ensure the players are prepared for dealing with underground caverns and tunnels before character creation.

When Nyarlathotep appears, he should use a lot of magic to thwart the players and confound their efforts. If a player becomes Incapacitated due to mummy rot, Nyarlathotep takes great pleasure in casting *zombie* in order to have them attack the party.

Legendary Level – Life-in-Death

Interlude

After the death of your trainer and your last match, you went on a mission to find out who is trying to ruin your chances of winning the VGL. Unfortunately, the authorities' investigation has

yielded nothing and you're at a loss on what to do next. Yet, you still know that one of your competitors must be behind it.

You have only the final match left and you have run out of time in trying to identify the culprit. Your only recourse is to be hyper-vigilant and stay the course to victory. As you go into the next match you receive a threatening message that tells you that your Dermanet suit has been hacked and, even more disturbing, if your score gets too high, your suit will kill you! Trying to end your session will also kill you. The only alternative to survive is to finish the session while throwing the game in the process.

But you have figured out a third option that could save you. While playing this Legendary match, you can try and debug the suit and still win. To safely do this, you must not Incapacitate Life-in-Death until after you have collected three Action Cards. The cards must be either three clubs, three face cards, or a combination of three cards that include clubs and/or face cards. A face card of clubs counts as two cards. Keep in mind that anyone drawing a Joker causes the deck to be reshuffled and you must put all the Action Cards you've accumulated back in the deck to be reshuffled and start over collecting cards. If you collect the three cards you need and Life-in-Death is Incapacitated, you have succeeded in debugging your suit. If you fail to collect the required cards at the time that Life-in-Death is Incapacitated, you lose 20 points from your score.

Life-in-Death

Having weakened the forces of darkness across time, Life-in-Death and The Land of Nod is weakening. But Life-in-Death will not go quietly. No, she will go kicking and screaming! There was a rift created between worlds and a group of hardened, supernatural investigators have crossed into Nod to seal Life-in-Death's demise.

However, this is her home turf and she has made special arrangements to pick the field of battle – a gigantic cemetery that stretches as far as the eye can see.

Creating Characters for this Level

Players will be creating modern day paranormal investigators. These Legendary characters begin character creation with \$500 but may increase that amount through normal rules to do so.

GM Considerations for this Session

Role playing Life-in-Death should be fun. She can disappear and reappear at will while in Nod. Her attack follows a set pattern. She begins by summoning undead minions that rise from the graves around the characters and attack. When these minions have been dealt with, Life-in-Death appears for three rounds and then disappears again. During the three rounds she appears, she attacks in a specific order. The first round she always does a Test of Wills. Any

character affected by this becomes her target. The next round she uses either her claw or scythe attack. For the third round she uses one of her power attacks (**Deluge of Disease, Deluge of Lightning, Roll the Bones, or Tornado of Bones**). Play continues in this pattern until the session ends.

The cemetery in Nod is gigantic and players can never get out of it, no matter how far they travel. The cemetery is also strewn with tombstones. This is both beneficial and a hindrance to the characters. Using the tombstone for cover provides Medium cover. Movement through the cemetery is Difficult Ground.

GM Considerations for Tournament Play

It is vital that the GM play an impartial role when adjudicating rules and awarding points. GM's should be vigilant for when players role play their Hindrances well. Finally, GM's should positively acknowledge when points are earned, giving permission for each player to annotate their score card.

At the beginning of each session of the Tyranny of Life-in-Death, the group is given an opportunity to do some role playing before the minions begin to appear. Each session is slightly different in regards to the options available to the party during this stage.

Once the minions do appear, each session of the Tyranny of Life-in-Death is designed to mimic a video game of the style where waves of minions must be defeated before the boss of the level appears. With all levels except for the Novice level – which is deliberately designed to only have a few minions to Incapacitate before the boss appears – the GM has the freedom to determine the number of minions entering the fray of combat. The GM should start with a few minions and then ratchet up the numbers to create a good level of horrific tension. Allow the players to become slightly overwhelmed before introducing the boss of the level.

Creatures

Corpse Golem

Corpse Golems are the result of Dr. Frankenstein's research in reviving the dead. These are slow, lumbering, and have hard skin and muscle.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 4, **Parry:** 6, **Toughness:** 8(1)

Gear: Typically, an improvised club (Str+d4).

Special Abilities

- **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.
- **Armor +1:** Hard skin and muscle.
- **Berserk:** Corpse Golems have the **Berserk** Edge.

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fear:** Characters seeing a Corpse Golem must make a Fear check.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Slow:** Corpse Golems have a Pace of 4 and roll a d4 for their running die.

[WC] Count Orlock

Count Orlock is an old vampire who created all of the other vampires in the region. As their leader, he is more powerful and has powers that the other vampires don't have.

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

Skills: Climbing d12, Fighting d10, Knowledge (Arcane Background) d8, Notice d8, Shooting d8, Stealth d8

Charisma: -1, **Pace:** 6, **Parry:** 5, **Toughness:** 11

Special Abilities

- **Claws:** Str+d6
- **Fear:** Anyone seeing Count Orlock must make a Fear roll.
- **Fearless:** Count Orlock is immune to Fear and Intimidation.
- **Powers (5):** *barrier* (mist wall), *bolt* (demonic force), *fear* (inhuman howl), *lower trait* (soul drain), *summon* (dire wolf). **Power Points:** 30
- **Regeneration:** Count Orlock makes his Spirit roll at +2 to avoid being Shaken; he also loses 1 wound per round.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Wall Walker:** The vampire may move along any surface at its full Pace. Many can also run without penalty, even when hanging upside down.
- **Weakness (Garlic):** Vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- **Weakness (Holy Symbol):** A character with a holy symbol may keep a vampire at bay by displaying the symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirits.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight.
- **Weakness (Stake Through the Heart):** A vampire hit with a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.
- **Weather Control:** Count Orlock can call lightning down three times (Range 10/20/30, Damage 1d10).

[WC] Cursed Hunter

The Cursed Hunter appears as a large, wild warrior with large stag antlers on his helmet and brandishing a huge, two-handed sword called *The Deliverer*. Although the legend indicates that the Cursed Hunter detests the hunt, the actual Cursed Hunter is a vengeance spirit of the forest and he will attack the group of Roman soldiers.

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

Skills: Fighting d6, Shooting d6, Notice d6

Pace: 6, **Parry:** 4, **Toughness:** 8

Special Abilities

- **Hunter's Longbow:** Range 15/30/60, Damage 2d6, RoF 1
- **Fear:** Anyone seeing the Cursed Hunter must make a Fear roll.
- **Fearless:** The Cursed Hunter is immune to Fear and Intimidation.
- **Great Sword:** Str+d10, 2 Hands.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Cursed Hunter's Hounds

These hounds are undead creatures similar in appearance to large mastiffs, except they have areas on their frame where their bones are visible through their coats.

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

Skills: Fighting d6, Notice d10, Stealth d8, Tracking d8

Pace: 8, **Parry:** 5, **Toughness:** 8

Special Abilities

- **Bite:** Str+d4
- **Fearless:** The Hunter's Hounds are immune to Fear and Intimidation.
- **Fleet-Footed:** Pace +2, roll a d10 when running.
- **Go for the Throat:** With a raise on attack, hounds target opponents weakest spot doing an additional d6 of Damage.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

[WC] The Dark Man

The Dark Man is a source of pure, necromantic energy, and its power lies in its ability to boost the undead. The Dark Man appears as one of the ghosts he commands, except larger and darker, like a big, flowing shadow.

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

Skills: Fighting d6, Notice d6, Stealth d12+2

Pace: 6, **Parry:** 5, **Toughness:** 7

Special Abilities

- **Boost Undead:** Any ghosts within 5" adds +1 to recover from being Shaken, Fighting damage rolls, and Toughness

- **Ethereal:** Cannot be harmed by any weapon except atomic plasma beam.
- **Fear:** Anyone seeing The Dark Man must make a Fear check.
- **Fearless:** Immune to Fear and Intimidation.
- **Necromantic Surge:** As a free action, The Dark Man may make a Spirit roll to send forth a wave of necromantic energy. This fills a Large Burst Template centered on the ghost targeted. Any Shaken ghosts within the template automatically recover and may act on their Action Card.

[WC] Dr. Frankenstein

When Dr. Frankenstein enters the fray of combat, he is wearing a large, Steampunk device over his torso and arms that effectively extends his reach several feet. This device has all sorts of gears, rods, dials, hoses, and hisses steam occasionally. To support this cumbersome device, he also has a similar apparatus on his legs. His left hand ends in a spinning saw that he's modified from tools in his lab and it's called *Frankenstein's Mangler*. His right hand ends in a sizzling, ozone-smelling device that shoots electrical bolts and is ironically called *The Bolt of Life*.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d6, Knowledge (Occult) d8, Knowledge (Weird Science) d12, Intimidation d6, Notice d6, Stealth d6, Taunt d6

Charisma: 0, **Pace:** 5, **Parry:** 5, **Toughness:** 5

Hindrances: Delusional (Major; can create life)

Edges: Arcane Background (Weird Science)

Powers (2): *bolt (The Bolt of Life)* and *smite (Frankenstein's Mangler)*; 20 Power Points.

Gear: Steampunk exoskeleton.

Special Abilities

- **The Bolt of Life:** Powered by *bolt* power.
- **Fear:** Anyone seeing Dr. Frankenstein must make a Fear roll.
- **Fearless:** Dr. Frankenstein is immune to Fear and Intimidation.
- **Frankenstein's Mangler:** This weapon can be used every round but adding *smite* increases its efficacy; unpowered (Range 2; Damage Str+d6).
- **Reach (2):** Can fight melee with *Frankenstein's Mangler* with a Reach of 2.
- **Slow:** Steampunk exoskeleton slows with a -1 Pace.

Ghost

These ghosts are spirits of hate and vengeance and will attack by throwing objects from around the environment.

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

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Thrown objects (Str+d4)

Special Abilities

- **Ethereal:** Ghosts are immaterial and can only be harmed by atomic plasma beams.
- **Fear (-2):** Ghosts cause Fear checks at -2 when they let themselves be seen.
- **Fearless:** Ghosts are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

[WC] Life-in-Death

Life-in-Death appears as a woman half-way between life and death. She has long, golden hair and full, red lips. She also has dazzling, blue eyes with full eyelashes. The rest of her face looks like a skeleton, however. Her hands are long, skeletal hands ending in long fingernails. Life-in-Death wears long flowing robes and has powers of all her minions at her disposal.

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d6, Vigor d12

Skills: Fighting d10, Gambling d10, Intimidation d12, Notice d10, Shooting d10, Taunt d12, Throwing d10

Charisma: -2, **Pace:** 6, **Parry:** 6, **Toughness:** 11

Special Abilities

- **Claws:** Str+d4
- **Deluge of Disease:** This attack creates a deluge of diseased blood that descends from the sky using a Medium Burst Template. Any character caught within the template must make an Agility roll to evade the deluge. Those failing must make a Vigor roll or suffer disease. A failed Vigor roll results in one level of Fatigue. Life-in-Death uses Shooting for this ability. (Range 10/15/20)
- **Deluge of Lightning:** The attack is three separate lightning bolts that descend and target three separate targets using Small Burst Templates. Each attack is rolled separately using Life-in-Death's Shooting. Targeted character must make an Agility roll in order to evade the strike or suffer 3d4 damage. (Range 10/15/20).
- **Fear (-2):** Life-in-Death causes Fear checks at -2 when she is first seen.
- **Fearless:** Life-in-Death is immune to Fear and Intimidation.
- **Master of Test of Wills:** +2 to both Intimidation and Taunt.
- **Roll the Bones:** Life-in-Death invokes this power when she feels like gambling – which she enjoys. Each character makes an opposed Gambling roll against Life-in-Death. The GM and players are free to haggle over the stakes, but a good beginning bet would be 2d6 points of damage. Every player treats their roll as a separate stake. For example, if four players gamble with Life-in-Death and two succeed while two others fail, the two successes would essentially deliver 4d6 damage to Life-in-Death while each of the failed attempts would deliver 2d6 damage to each of the failed players.
- **Summon Minion:** Life-in-Death can summon 1d4+2 minion Extras (Corpse Golem, Mummy, Skeleton, or Zombie) every four rounds.
- **Disappearance and Reappearance:** Life-in-Death can disappear and reappear at will while in The Land of Nod.
- **Tornado of Bones:** A swirling vortex of sharpened bones shoots out of Life-in-Death's hands. Use a Cone Template for this attack emanating from her location. Any character

caught within it must make an Agility roll to jump free or suffer 2d6 damage. Life-in-Death rolls Shooting for this attack. (Range 10/15/20).

- **Scythe:** This weapon is very long (Str+d6, Reach 2).
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Mummy

Mummies are undead powerful Egyptians preserved through chemicals and dark magic. The souls have been bound to their preserved flesh through strong, necromantic forces known to a select few.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidate d8

Pace: 4, **Parry:** 6, **Toughness:** 10

Special Abilities

- **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magical effects.
- **Fearless:** Mummies are immune to Fear and Intimidation.
- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has “mummy rot” and suffers an immediate wound. Victims who die as a result of “mummy rot” may be brought back as mummies through the *zombie* power.
- **Shuffling Gait:** Mummies roll a d4 running die.
- **Slam:** Str.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Weakness (fire):** The chemical used in the preservation process means mummies take +4 damage from fire.

[WC] Nyarlathotep

This manifestation isn't the true form of Nyarlathotep, but just one manifestation on this world. Nyarlathotep appears as a large mummy wound in black and wears a large, ornamental Egyptian Pharaoh headdress.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d10, Intimidate d10, Notice d8, Spellcasting d10

Charisma: -1, **Pace:** 4, **Parry:** 7, **Toughness:** 12(2)

Gear: Ancient bronze armor (+2), long sword (Str+d8)

Special Abilities

- **Arcane Background (Magic):** Nyarlathotep knows *barrier* (wall of darkness), *bolt* (swarm of tiny skulls), *deflection* (shield of swirling skulls), *fear* (unearthly cry), *obscure* (area of darkness), and *zombie* (ritual preparation). **Power Points:** 30.

- **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magical effects.
- **Fear:** Anyone seeing Nyarlathotep must make a Fear roll.
- **Fearless:** Nyarlathotep is immune to Fear and Intimidation.
- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has “mummy rot” and suffers an immediate wound. Victims who die as a result of “mummy rot” may be brought back as mummies through the *zombie* power.
- **Shuffling Gait:** Nyarlathotep roll a d4 running die.
- **Slam:** Str+d4
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Weakness (fire):** The chemical used in the preservation process means mummies take +4 damage from fire.

[WC] The Plague Doctor

The Plague Doctor appears in a long, black cloak, a large, wide-brimmed hat, and with a big mask with eye holes and a long beak. The Plague Doctor looks a lot like a humanoid crow and he is constantly surrounded by a murder of crows which he bids attack at his will.

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

Skills: Intimidation d6, Fighting d6, Shooting d6, Throwing d6, Notice d8

Pace: 6, **Parry:** 5, **Toughness:** 10

Special Abilities

- **Crow Attack:** Every few rounds the Plague Doctor sends his murder of crows at one player at random. The Plague Doctor rolls Shooting for this attack (Range 10/15/20, Damage 2d6).
- **Fear:** Anyone seeing The Plague Doctor must make a Fear roll.
- **Fearless:** The Plague Doctor is immune to Fear and Intimidation.
- **Gobs of Diseased Flesh:** The Plague Doctor’s standard attack is throwing gobs of diseased flesh at his enemies (Range 6/10/12, SBT, a direct hit does 1d4 Damage and character suffers -2 to all Trait Tests for three rounds, an indirect hit does no Damage but character suffers a -2 to all Trait Tests for one round).
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

[WC] Santa Muerte

Santa Muerte appears as a strikingly white skeleton adorned in a long, white, frilly wedding dress. She continuously cackles a wicked laugh and hurls flaming skulls that explode like grenades.

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

Skills: Fighting d6, Throwing d8, Intimidation d6, Notice d8

Pace: 8, **Parry:** 5, **Toughness:** 10

Special Abilities

- **Fear:** Anyone seeing or hearing Santa Muerte must make a Fear roll.
- **Fearless:** Santa Muerte is immune to Fear and Intimidation.
- **Skull Bombs:** Range 10/15/20, SBT, Direct hit does 2d6 Damage, Indirect hit does 1d6 Damage.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Skeleton

These minions of Santa Muerte appear as skeletal Aztec warriors. Stripped of flesh, skeletons move considerably faster than zombies.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7, **Parry:** 5, **Toughness:** 7

Equipment: Aztec warrior garb and war club (Str+d4 damage).

Special Abilities

- **Bony Claws:** Str+d4
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Vampire

These are not your suave, well-mannered vampires. These are Nosferatu, and that means they are creepy as hell. These vampires are slender, pointy-eared, rat-looking creatures that have prominent, pointy fangs that are always exposed. Nosferatu can crawl on any surface as if defying gravity. Otherwise, they are modeled on the Eastern European variety that can only be harmed by sunlight, garlic, holy water, or a holy symbol. They will regenerate if not too damaged by these methods. The surest way to kill them, though, is the stake through the heart.

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

Skills: Climbing d12, Fighting d10, Notice d8, Stealth d8

Pace: 6, **Parry:** 5, **Toughness:** 10

Special Abilities

- **Claws:** Str+d6
- **Fearless:** Vampires are immune to Fear and Intimidation.
- **Regeneration:** Vampires make their Spirit roll at +2 to avoid being Shaken.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Wall Walker:** The vampire may move along any surface at its full Pace. Many can also run without penalty, even when hanging upside down.

- **Weakness (Garlic):** Vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- **Weakness (Holy Symbol):** A character with a holy symbol may keep a vampire at bay by displaying the symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirits.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight.
- **Weakness (Stake Through the Heart):** A vampire hit with a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.

Zombie

These zombies are the stereotypical horror-movie zombie that moves slowly but single-mindedly towards their prey. If a zombie-fighting hero happens to get by one of these zombies, they need not worry about becoming a zombie since they will not turn into one before the session ends.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Stealth d6

Pace: 4, **Parry:** 5, **Toughness:** 7

Special Abilities

- **Bite/Claw:** Str+d4
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.
- **Weakness (Head):** +2 Damage when shot in head.