About the Adventure

Those the Comet Brings is a schlocky-fun *GURPS Horror* adventure set in the atomic age, although it can easily be adapted to other times and game systems (a *Call of Cthulhu* version is also available on www.1shotadventures.com). The adventure is set in 1951, with the PCs stranded along a deserted stretch of road in the haunted Pine Barrens. Surrounded by mysterious creatures that have hatched from a fallen meteor, they must find a way to prevent an incoming alien invasion.

Those the Comet Brings is suitable for three-to-five 100-point characters. The end of the adventure includes five pregenerated characters so you can get started right away, along with a backup character in case someone meets a terrible end!

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in Small-Caps. Sections marked with a map are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

Adventure Background

In August 1951, a large meteor crashed in the lonely woods near Route S40 in New Jersey. The meteor was found by the owner of a local gas station, Harold Wooley. With the help of his mechanic friend, John Gumble, Wooley transported the meteor into his gas station's garage and called the authorities.

The next morning, the U.S. Army sent a squad to investigate the discovery. The meteor cracked open without warning, releasing atomic fire that burned and killed Wooley and the nearby soldiers. Emerging from the meteor were two lizard-like humanoids – the *Progeny from Nyag-Zyan.* Servants and bodyguards to a long-dead alien civilization, the creatures lurched from the garage.

Just as they were escaping, a customer pulled into the gas station. Frank Zerilli was a made-man working for a local crime family, who had been on a trip to help one of their enemies "disappear" in the woods. One of the creatures used its strange powers to mesmerize Zerilli. The mobster lost his sanity in this encounter and became the creatures' loyal ser-

vant. He's now hiding in the woods, under the delusion that he's on a special mission for his crime bosses, and is helping the Progeny survive and recharge their energy.

Next, the creatures encountered two others: the lone survivor from the Army squad and the gas station mechanic John Gumble, who were scouting the woods when the meteor cracked open. The creatures crippled the corporal and tried to mesmerize Gumble. The hapless mechanic fled from the creatures and locked himself in the women's restroom. The horrifying experience caused his own mind to snap, and he's now under the delusion that he's a wizard from outer space, on the run from the alien creatures that conquered his planet.

Adventure Summary

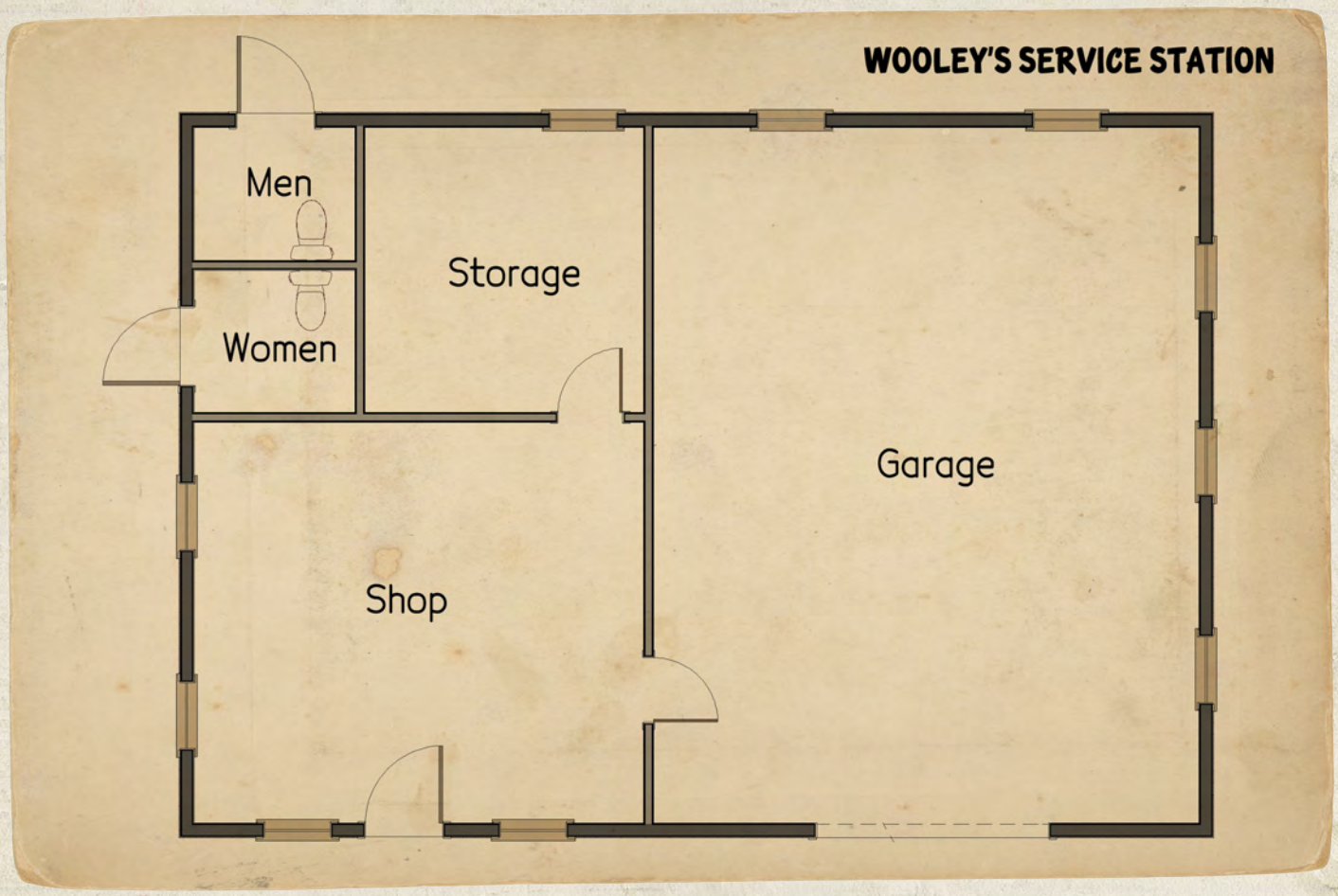
The PCs begin the adventure heading to one of their grandparents' beach house for a fun weekend of sun, sand, and beer. Suddenly, the anomalous energy from the meteor causes their car's engine to seize up and break down. Unbeknownst to them, they're alone in the Pine Barrens and surrounded by alien threats.

The adventure plays out in three parts. The first part takes place around the abandoned Wooley's Service Station. There, the PCs will find the crazy John Gumble, the meteor, and the burned corpses that surround it. They'll soon be contacted by what-seems-to-be an Air Force commander, who strongly advises them to take shelter away from the station... because the military plans to bomb it to kingdom come!

After escaping the gas station, the PCs can head in two directions. They can listen to the military's advice and head to an abandoned brick factory in the woods, or head to John Gumble's house looking for answers. Either way, they soon encounter some of the survivors of the creatures' attacks, and encounter the dangerous, lizard-like Progeny themselves. With luck, they'll discover that while the creatures are dangerous, they need to recharge their abilities before attacking again.

Once at their destination, the PCs again hear from their mysterious military commander. He urges them to retreat to yet another location, where he promises them safe transport.

The commander, however, is not who he says he is. He is, in fact, the last survivor from the planet Nyag-Zyan – the Luminous Emissary – intent to meet the PCs, mind control them, and use them as his allies as he conquers the planet. In a final battle, the PCs must defeat the Emissary and save the humankind from the alien threat!



Wooley's Service Station

The PCs begin the adventure driving down Route S40, a narrow two-lane road that cuts through the densely wooded, New Jersey Pine Barrens. The PCs are all friends piled into an old pickup and heading over to one of their grandfather's beach house for one last wild summer getaway.

It's shortly after noon when the engine suddenly starts making strange sputtering sounds. The steering wheel locks up. The gas pedal only seems to pump sulfur-smelling fumes from the heat vents. The pickup starts to weirdly jerk across the road. The driver must make a Driving roll to keep it from careening off the side of the road and into some trees. A failure means everyone takes 1d-3 cr damage from the collision!

If the PCs avoid a crash, slowly, painfully, the pickup truck grinds to a halt. A hundred yards in the distance, a worn service station sign can be poking above some trees: **Wooley's Service.**

If the PCs examine their engine, a Mechanic roll spots the problem. The pickup's spark plugs are covered in an unusual red, green, and blue salt-like material. Until the spark plugs are replaced, the car's not going anywhere.

Wooley's Service station is a small two-pump operation. It has a double garage and a tiny convenience store area. A lone car, a navy blue, 2-door, Ford Super Deluxe Sedan sits in front of one of the pumps. The hose from the pump dangles on the ground, and a pool of gasoline is seen underneath the car.

Unusually, scattered around the crumbled pavement are thousands of rainbow-colored glass shards, each no bigger than a marble. The glass shards are razor-sharp. Picking one up requires a DX roll or else the handler takes 1d-4 cut damage.

If the PCs circle around the gas station, they'll find a dirt trail leading into the dark pine trees of the woods. All of the PCs have heard stories that the Pine Barrens are haunted...

The Abandoned Car

The blue Ford sedan is abandoned. The black New Jersey license plate is labeled QQ 00Z 1949. An Area Knowledge (New Jersey) roll, at +4 for anyone with a police or similar government background, finds this an odd number. All New Jersey license plates use prefixes associated with a specific county. QQ is definitely not one of them!

If the pregenerated characters are being used, this is where CARLO BENVENUTI joins the adventure. The other PCs hear the muffled cries of the poor baker coming from the trunk of the car, his hands tied behind his back with bakers' twine. Unlucky Carlo was being taken into the woods to be murdered by Frank Zerilli, a goon hired by the Gagliano crime family!

Inside the glove box is a half-eaten *sfogliatelle* pastry, an envelope with $60 brand-new bills, a registration that shows that the car is registered to one "Frank Zerilli" (a Criminology roll recalls the surname as one involved with organized crime), and a loaded Astra Mod 400 pistol (2d+1 pi, Acc 2, Range 125/1400, RoF 3, Shots 8+1 (3), Rcl 2, Bulk -1, 3 lbs). In the trunk, there's a rusty shovel.

Like the PCs' own automobile, the Ford doesn't start. A Mechanic roll spots the identical problem – the sedan's spark plugs are corroded with some kind of colored crystals.

The Shop

The store inside Wooley's Service isn't much to talk about. A thin Coca-Cola machine sells refreshments, and a countertop holds a few baskets of potato chip bags and cheap candy – Turkish Taffy and Atomic Fireballs mostly. The cash register is open and utterly cleaned out. A shelf on the wall of the shop has a sign labeled "2-gallon Gas Cans - $1.50" but is oddly empty of gas cans.

There's a phone hanging on the wall in the store, but it's dead. Pinned to the wall near the phone is a note that describes a recent customer job (see **Handout A**). Behind the register is a key attached to a large rasp. It's labeled MEN. There's no sign of the key to the women's restroom.

The wooden door from the shop to the garage is locked. Opening it requires either a Lockpicking roll or a ST roll versus the hinge's ST 10.

Storage

The storage room holds tools, oil cans, and common car parts. A Bettie Page pinup poster unevenly hangs on one wall. Anyone looking for spare spark plugs in this room finds a whole box of them. Unfortunately, they're *also* corroded with the strange salt-like material and unusable.

An unorganized filing cabinet in the back holds old receipts, invoices, and supply orders. Anyone spending twenty minutes with the files who also makes a Research+2 roll identifies the name of the owner of the gas station from the receipts, Harold Wooley, along with his mechanic, John Gumble.

A worn Sears radio in the corner of the room quietly bleats out Frankie Lane, Perry Como, and Patti Page. The music is interrupted by static every minute or two. No amount of tuning clears the static.

Restrooms

Both the restrooms are locked. Opening their doors requires the appropriate key, a Lockpicking roll, or a ST roll versus the sturdy hinge's ST 12.

The men's room is smelly and unclean, but empty.

The women's room is home to the unconscious JOHN GUMBLE, Wooley's assistant mechanic. The big man is bleeding from the head; it looks like he cracked it on the sink. In his hand he holds a large rasp with a key to the women's room.

Gumble suddenly wakes up when the PCs prod at him, talk to him, or treat his injury. His immediate reaction will be panic, maybe even taking a swipe at the nearest PC with the rasp if he still has it. Once he calms down, he'll nervously speak with the PCs.

John Gumble is severely delusional after his recent encounter with the Progeny. Always a fan of science fiction and fantasy novels, he is now utterly convinced he's the wizard "Gumblebell." He insists he teleported to Earth as the last survivor of the faraway planet Zagon. He claims Zagon was conquered by Wiffids, scaly sorcerers that command huge, carnivorous eyeballs! Unfortunately, his magic powers were lost during the transport (he blames Earth's "radioactive yellow sun"), and he's hiding in the restroom because he suspects the evil Wiffids are still looking for him.

As the PCs talk more to John Gumble, he'll explain his crazy plight in more detail:

JOHN GUMBLE
AKA "GUMBLEBELL"
DELUSIONAL MECHANIC

ST	12	HP: 12 (7)
DX	11	Will: 10
IQ	11	Per: 11
HT	12	FP: 12

Basic Speed: 5.75 Punch: 1d-2 cr, reach C
Move: 5
Dodge: 8

Traits: Amnesia (Partial); Chummy; Combat Paralysis; Delusion (Severe - He's a Wizard); Sense of Duty (Friends). Fascinated by radios; Occasionally falls into "thee and thy" fake medieval speech.

Skills: Driving-11; Electronics Operation (Comms); Literature (Science Fiction)-11; Mechanic (Automobile)-12; Scrounging-11.

Gear: Women's restroom key on a rasp (1d-1 cr, reach C); key ring with a house key and a Jeep key; wallet with $10 and an expired drivers license (see Handout A).

- He came to Earth using the power of a rainbow power crystal. It shattered on arrival, stranding him on Earth.
- He is truly terrified of the Wiffids and believes that if they find their way to Earth, they'll destroy humanity, just like they did on his planet.
- A Literature roll recalls the new science fiction novel *The Day of the Triffids* which has some resemblances to John Gumble's story.
- If asked where he lives, he'll say he just arrived and does not yet have a residence. Looking at his drivers license (**Handout B**), however, reveals that he lives at 11 Fox Hill Lane in nearby Barnegat Township. An appropriate Area Knowledge roll reveals that the address is likely no more than a few miles away (the exact location can be triangulated by the note found near the phone in the shop). If asked, Gumblebell wonders if the address is where he landed on earth, but he has no explanation for why he has a wallet, or who "John Gumble" is.

If befriended, chummy John "Gumblebell" Gumble will stay close to the PCs and try to help. Unfortunately, most of his help comes from providing mostly useless trivia about the planet Zagon, his mortal enemies, and his lost magical abilities. *Occasionally* he may remember his old past and provide a useful ability or two, but this should be rare.

The Garage

The windows to the garage are frosted and pitted with black marks. It's very difficult to clearly see into the garage from the

outside, although a Perception (Vision) roll made by 5 or more will get some blurry view of what's inside.

The garage holds a black and green-striped **meteor** the size of a small car. A hole in the side of the meteor burrows into its hollow interior. The entire room smells like sulfur and burned chicken.

The meteor is surrounded by five horribly burned corpses. A quick glance recognizes four of them as soldiers – their blackened M1 helmets visible atop their blackened skulls. While they have sidearms on them, the damage has destroyed the weapons beyond repair. Generous GMs may allow an Armoury-8 roll to repair one of the weapons. The pistols are Colt Government .45s (2d+1 pi+, Acc 2, Range 150/1600, RoF 3, Shots 7+1(3), Bulk -2, Rcl 2, 3 lbs.)

The fifth corpse has no helmet, and his shoes are sneakers. In his twisted hand he holds an army combat knife. This was Harold Wooley, the owner of the service station and the man who found the meteor and brought it here. It's fairly obvious that all of the men were killed by a sudden, fiery explosion. An IQ roll identifies that the energy likely emanated from the hole in the side of the meteor. Everyone's been dead for at least six hours.

If John Gumble is with the PCs, he panics at the sight, declaring the meteor an obvious artifact of the Wiffids from planet Zagon. He urges everyone to flee at once, and then he gestures and circles around the meteor "casting a protective spell" that should buy them more time.

As the PCs scrounge around the garage, they'll find expected tools and supplies – wrenches, cans of oil, a first aid kid, etc. All the spare sparkplugs, however, are coated with the same crystals that infected the PCs' automobile.

Radio Chatter!

In the middle of investigating the garage, three events suddenly happen at once:

First, the Sears radio in the storage room starts **loudly broadcasting** an unintelligible signal. It sounds like the shrill skittering of a thousand crickets. The noise makes any kind of concentration or skill use nigh-impossible.

At the same time, a **black silhouette darkens** the far window of the garage. Hulking and misshapen, the PCs will get enough of a glimpse of the creature to have a shiver run down their spine. The creature vanishes seconds later. *GM's Note: If the PCs are keeping watch outside the garage, instead they'll get a similar glimpse of the creature in the dark pines of the woods behind the garage.*

And finally, a military handie-talkie in the corner of the room **squawks to life**. An urgent voice starts asking, "Squad 99, report. Repeat... Squad 99, report. Do you copy?"

If the PCs respond to the voice on the radio, the man on the other end only identifies himself as a "COMMANDER ARNAZ" at the nearby McGuire Air Force Base. The commander gruffly demands to know who is on the other end of the radio, and why his soldiers haven't reported in.

The entire conversation is slightly stilted and awkward. The commander pauses at strange times and seems distracted. Sometimes he uses words that are slightly wrong. He is very short and crisp and does not respond to jokes or obscure references. Through the conversation, the PCs should get the following information:

- Squad 99 hasn't checked in for many hours. He wants to know what happened to them.
- Squad 99 is a five-man squad. *GM's Note: While there are five charred corpses in the garage, the PCs may have figured out only four of them are soldiers.*
- The commander makes it known he does not give the orders. He'll pepper the conversation with "well, if I got to make the calls" and "if I was in charge..."

No matter what the PCs, say, plead, or do, the commander comes to the conclusion that *something* bad has happened to Squad 99.

"Well, on behalf of the... American authorities, I apologize that you were caught up in these events. It is imperative you get out of your location. That place is going to be a target. You need to find a secure area. There's factory one mile east through the woods. Shelter there until further notice–"

And then the line goes dead.

GM's Note: Commander Arnaz is in actuality a survivor from the planet Nyag-Zyan, hovering in orbit over Earth and waiting for the ideal time to land. His speech is always stilted and... off. *See p.11 for more details on the "commander".*

Incoming!

The Air Force has decided to utterly destroy Wooley's gas station, and all the inhabitants inside, alien or otherwise.

Within about fifteen minutes, the PCs hear the deep growl of an overhead airplane. A Soldier+2 (or IQ-3) roll immediately identifies the plane as a P-47 Thunderbolt fighter-bomber – inbound to bomb the gas station to smithereens!

They Hatched from the Comet!

The primary antagonists of the adventure are the twin *Progeny from Nyag'zyan*. These lizard-like humanoids were bred aeons ago on some faraway planet. Their long-forgotten makers created the Progeny as servants and bodyguards. Appropriately, the Progeny are strong, callous, and have been bred to kill anything that are not native to their masters' home.

These two Progeny are twins, born simultaneously from within the meteor that crashed to Earth and was brought to Wooley's garage. The gaseous plasma inside the meteor – energy used to incubate and sustain the Progeny – exploded forcefully when the Progeny hatched, burning everyone within vicinity.

The GM should use the comet creatures sparingly, and resist revealing that there are two of them until the last possible moment!

The first time the PCs get a glimpse of the Progeny is when they find the meteor in the gas station. The creature quickly retreats into the woods, preferring to ambush its victims. The GM should later use one of the creatures to attack the PCs, either at John Gumble's house, the brick factory, or if they dawdle in the woods. After an attack, the Progeny always withdraw to recharge their abilities. Finally, the GM should use *both* Progeny in the final battle with the Emissary.

Crystal Abilities

The Progeny from Nyag'zyan are created with a colorful, glowing crystal in their skull. The crystal gives the Progeny strange powers depending on the color of the crystal:

Red – The creature can discharge a powerful beam from a red crystal in its forehead. The fiery beam does 6d(2) burn damage, with Acc 3, Range 25/100, RoF 1.

Green – Changes the gravity of a 2-yard radius area (Range 25). Anyone caught in the gravity field is either forced to the ground or lifted and suspended into the air. A successful Quick Contest vs. ST 20 resists the initial effect. The gravity field stays in place for 3d hours; anyone trapped must be rescued!

Blue – A blue crystal mesmerizes subjects and eats away at their sanity. When activated, a subject is automatically mentally stunned until he makes a Will roll to recover. A critical failure on this recovery roll causes a Fright Check-6!

Progeny of Nyag-Zyan

Comet Monsters

ST	16	HP: 16
DX	11	Will: 9
IQ	9	Per: 12
HT	12	FP: 12

Basic Speed: 5.75
Move: 5
Dodge: 8

Punch: 1d+1 cut, Parry 9, Reach C
Bite: 1d+1 cut, reach C

Traits: Absolute Direction; Acute Taste and Smell 2; Cannot Speak; Claws (Sharp); DR 10 (only when crystal charged); High Pain Threshold; Rapid Healing; Sharp Teeth.

Skills: Brawling-13; Innate Attack (Beam)-14; Observation-13; Stealth-12; Swimming-14; Tracking-12.

Personality: While not exceptionally intelligent, the twin Progeny are cunning and callous. They are genetically bred to see other lifeforms as enemies. The only exception they make is when someone has been driven mad by their blue crystal effects, in which case they seem to view those poor folk as fellow servants of Nyag'zyan.

After three uses, a Progeny's crystal must be charged. When fully charged, a Progeny's skull crystal is red. When it uses its energy beam, the crystal degrades to green. After one use of its gravity power, its crystal is blue and can be used to mesmerize a target. Once the blue power is used, the crystal is gray and inert until recharged.

With an inert crystal, the Progeny are vulnerable, losing all of their innate damage resistance. The Progeny always retreat when they have no energy left in their crystal!

The only way the creatures can recharge their crystal on Earth is inside the old coal furnace at the abandoned brick factory. Frank Zerilli, a mesmerized victim of their blue crystals, helps them crawl into the furnace and recharge their crystal – a process that takes about 30 minutes.

The fighter-bomber does a pass above the gas station, flying dangerously low above the road, and then straightens out in preparation for a bombing run. If the PCs haven't gotten the hint to run now... they're unlikely to survive the 500-lb bomb that's about to be dropped on the gas station.

Escape into the Pine Barrens

Once the service station is turned to rubble, the PCs have two possible destinations. First, they can make their way to John Gumble's house, which is a couple miles up the road. Or, they can take the trail behind the gas station to the east, which leads to the abandoned brick factory that the Air Force commander mentioned.

If the PCs decide to wait near the destroyed gas station for help, they'll encounter no other travelers passing by. The military has quarantined the area after they lost contact with their squad – no help is on its way anytime soon.

Corporal Nelson - The Lone Survivor

Regardless of which way the PCs head off, they'll soon hear painful gasps coming from the woods. The noise is coming from CORPORAL AMOS NELSON, the lone survivor and fifth member of Squad 13.

The wounded corporal sits against a massive boulder, his service pistol clutched tightly as he looks for targets. Blood seeps down the side of his face, and his left leg is twisted at an awkward angle.

Bizarrely, the boulder he leans against has a perfectly circular, fist-sized hole burned right through the center of the rock – the result of one of the Progeny's red crystal attacks! An appropriate science skill roll, like Chemistry or Physics, determines that the hole was indeed caused by a massive burst of focused light – a laser.

If the PCs surprise the wounded and frightened soldier by creeping up on him, he might fire a few shots at them. Once he realizes the PCs are civilians, he calms down, but warns them to stay away from him.

"There's an invisible trap right here!" he shouts, swirling his pistol at the air in front of him.

The area immediately in front of the soldier is an nigh-invisible, **high-gravity field** caused by one of the Progeny's blue crystal effects. Only a Perception (Vision)-4 roll spots the slight, blue green sparkles of an energy field in the area.

AMOS NELSON

WOUNDED ARMY CORPORAL

ST	12	HP: 12 (3)
DX	12	Will: 11
IQ	11	Per: 11
HT	12	FP: 12

Basic Speed: 6.0 Punch: 1d-2 cr, Parry 9, Reach C
Move: 6 (3)
Dodge: 9 (6)

Traits: Acute Vision 2; Fit; Military Rank 1.

Skills: Armoury (Small Arms)-11; Brawling-13; Climbing-12; First Aid-11; Guns-12; Knife-12; Navigation-11; Professional Skill (Barber)-10; Soldier-11; Survival-10; Tactics-10; Throwing-12; Tracking-10.

Gear: Army uniform; M1 helmet (DR 4); compass; small knife; Colt Government .45 pistol with half-a-clip left (2d+1 pi+, Acc 2, Range 150/1600, RoF 3, Shots 7+1(3), Bulk -2, Rcl 2, 3 lbs.).

Personality: Amos joined the army in 1950, hoping to get shipped out with his friends to Korea. Sadly, the Army ordered him to stay on the base to help cut hair. Recently, he talked his way out of that job and joined a special task force.

Nelson miraculously managed to crawl out of the area's effects, but his leg was crushed by the pressure. Anyone approaching the area will also be caught up in the field, getting slammed to the ground for 1d-1 cr damage! The victim is trapped there unless they are rescued by being dragged out of the field, or crawl out of it with a successful quick contest of ST vs. ST 20.

The only way to get to the corporal without passing through the field is to climb the tall boulder and drop down near him. This feat requires a Climbing+1 roll.

Once calm, Nelson asks about the rest of his squad. While he hopes his comrades are alive, he suspects that they aren't based on the two explosions he heard – one from the meteor itself, the second from the bombing of the gas station.

On a Neutral reaction or better, Nelson will tell his tale:

- The military sent him and his squad to the service station after being contacted by Harold Wooley. They knew they were investigating an unusual meteor, and that it could potentially be dangerous. *"We packed Coppertone suntan lotion because we heard it was gonna be radioactive..."*
- He was patrolling the perimeter when he heard a sudden explosion come from the gas station. As he was heading back, he saw a "dark-haired fellow" in the woods, but

the man ran away when he called out for him. He tried following the man, but was suddenly attacked by a lizard-like creature with a glowing red gem in his forehead. The creature shot at him was some kind of laser weapon. Nelson returned fire and hit him, but the creature seems to have been unhurt. He pulled out a grenade, but dropped it in when suddenly he was pulled off his feet and his legs were being held to the ground by a powerful, invisible force. "The pain was excruciating!" Before he blacked out, he saw the creature approaching him – this time with a blue gem in his forehead.

- He asks the PCs if they've seen his **field bag** around. He had his SCR-536 handy-talkie radio in it, which was the squad's only way to communicate. *GM's Note: It was stolen by Frank Zerilli and taken to the old brick factory.*
- He has no idea why the creature spared him. *"Maybe he thought I was dead?"*
- Nelson recognized the sound of a Thunderbolt fighter-bomber. He assumes the military destroyed the meteor for good, *"and hopefully gave that lizard creep the royal shaft too."*
- He refuses to believe that the military *intentionally* tried bombing anyone at the gas station. *"The Army would never do that to its own citizens!"*
- If asked how the squad got to the gas station, he says they came by truck. He's surprised it's not still at the station (it drove off after the meteor explosion).
- If asked about **Commander Arnaz**, the soldier doesn't recognize the name. "Commander ain't even a rank in the Air Force."
- If asked about the **blue Ford sedan** at the gas station, Nelson doesn't know. *"Nobody else was there when we were... he must have showed up afterwards."*
- If asked about **John Gumble**, Nelson recognizes him as a helpful mechanic who was hanging around the station. *"He said he didn't like the meteor and wouldn't go near it."* If told about Gumble's present mental state, Nelson will be surprised, saying Gumble "seemed normal" when he last saw him.
- He remembered from his briefing that there's an old brick factory not too far from the service station. He assumes Commander Arnaz is sending the PCs there because it's safer than the woods.
- He won't give up his service pistol (which only has half a clip left in it) without a *really* convincing argument, and a Very Good or better reaction roll.

Unless the PCs have a clever plan to hoist Nelson around the gravity trap, they won't be able to rescue him until the gravity field fades (in about 12 hours). If they can get him away from his resting place, he'll limp along with the PCs to wherever their next destination is.

A Perception (Vision)-2 roll in the area finds Nelson's loose grenade (4d+1 cr [2d] damage, with a fuse of 4-5 seconds).

GM's Note: Amos is provided as a backup character in the event one of the PCs dies midway through the adventure. His leg turns out to be badly sprained, not broken, and he limps his way towards the other PCs to help.

John Gumble's House

John Gumble's house is about three miles north of Wooley's Service Station. The PCs can just walk along S40 until they come to the Fox Hill turn off, and then find the lone house a hundred yards or so off the road. Gumble's is a humble, two-bedroom rambler that badly needs a paint job. There is a large antenna on the roof, which an Electronics Operations (Communications)+3 roll identifies as ham radio operation.

Inside the House

At first look, there's nothing especially useful or interesting inside John Gumble's house. His kitchen is tidy and clean, his living room contains worn but comfortable furniture. A 20" black and white television can be turned on but it doesn't pick up a signal. A Electronics Operation (Communications) roll can tune it to get a snippet of a fuzzy news broadcast:

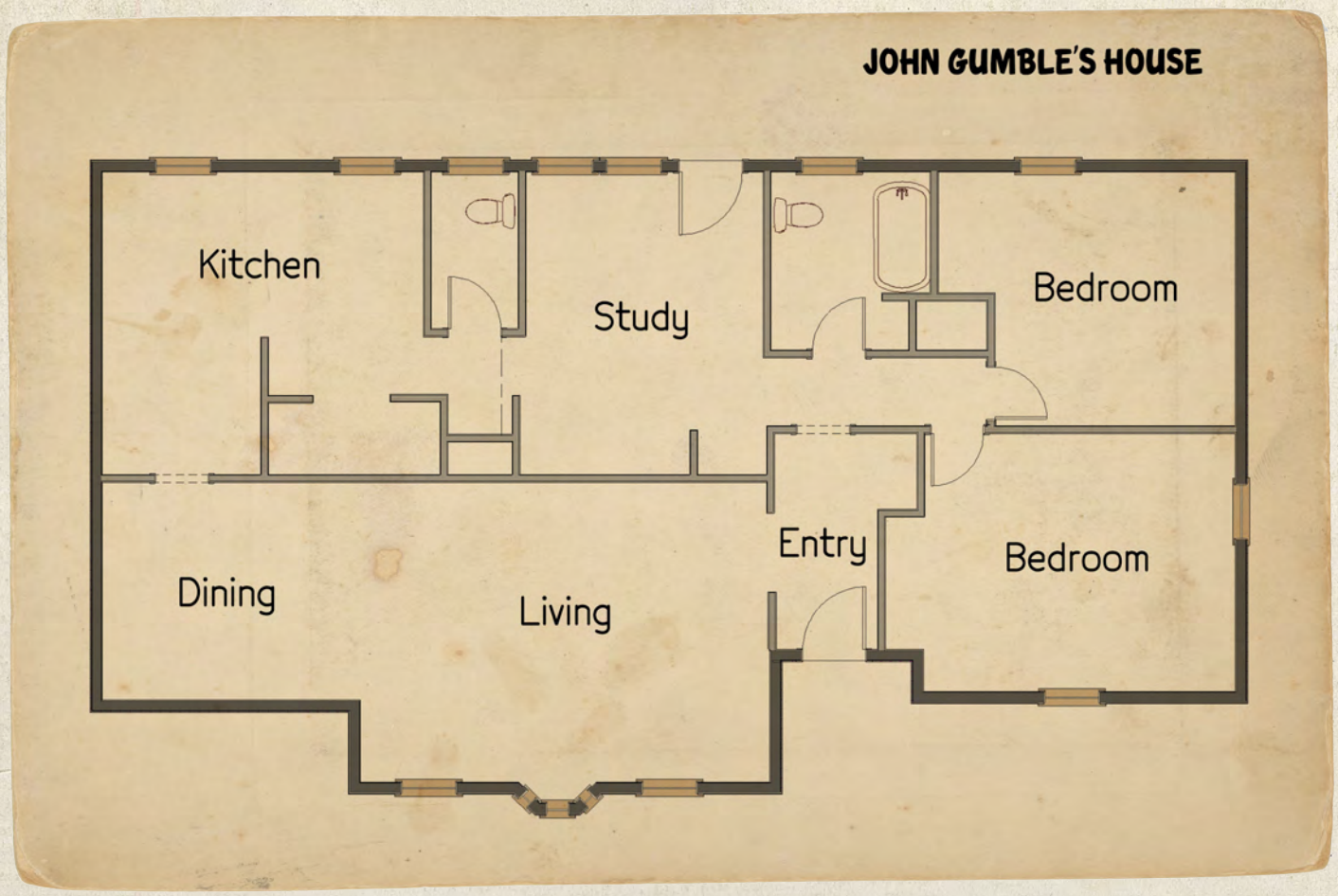
Authorities from McGuire Air Force base have reported that a small meteorite crash landed near Ocean County in New Jersey. They are reporting that a small forest fire has broken out. As a precaution, the military has cordoned off the area and are urging people to stay away until they can assess the threat. We'll update this story once we know more. Next on sports, the New York Giants take on the Ottawa Roughriders--

Gumble has a telephone in his kitchen, but no matter what number is called, the phone disconnects with a rapid beeping sound.

Gumble does not own a car – he's been rebuilding a WWII surplus Army Jeep in his backyard for the last few months. The vehicle is still half in crates in his garage, weeks from being ready to drive.

Otherwise, a Scrounging roll can find anything one might expect at a single, struggling mechanic's house – food, tools, booze, and lots of second-hand science fiction books.

If John Gumble is with the PCs, he'll seem utterly unaware that this place belongs to him. No matter what evidence the PCs show – his name on bills, his picture on the wall – he'll



declare it all a forgery of his own making, the better to protect his true identity from the wiffids who are tracking him.

The Attic

After a few minutes inside the house, a Perception (Hearing) roll hears a staticky, electronic frequency coming from the ceiling. A few minutes later, the PCs will hear it again. The sound can be traced to an attic hatch in the hallway that leads to the bedroom.

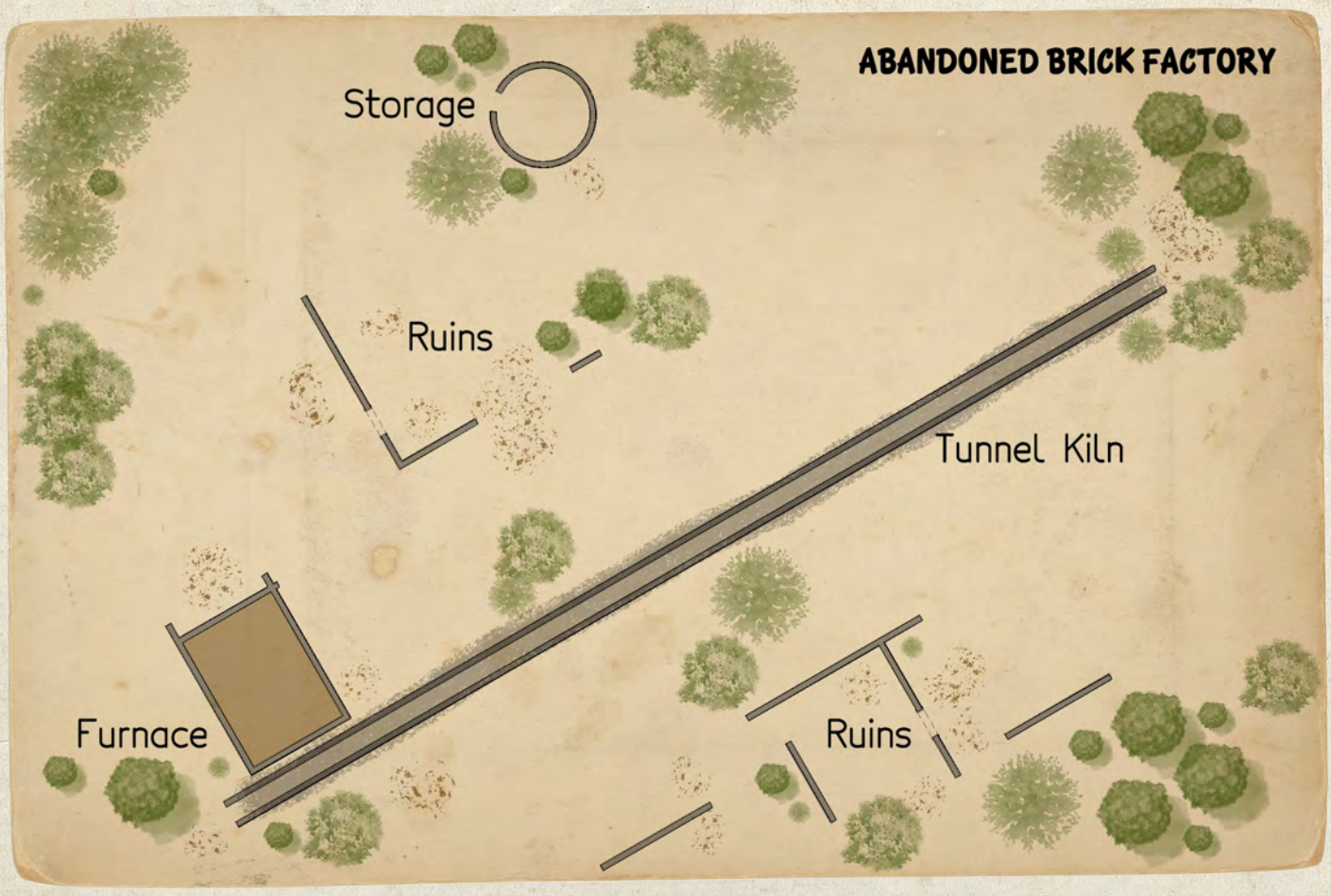
Climbing into the dim attic reveals a huge collection of mismatched radio equipment. There's a half-dozen ham radio receivers, oscilloscopes, and sweep generators. A stack of dog-earred radiotelegraph code books are stacked in the corner. A high-powered telescope is folded up near the only window of the attic. The glow from the vacuum tubes on all the devices bathes the entire attic in an eerie, yellow-orange light.

An Electronics Operation (Communications) roll reveals that there's at least $1,000 in radio equipment here, including some hard-to-find oscilloscopes and a very expensive, 110-lb. Norseman Ranger long-range transmitter.

The staticky sound emanates from a circle-screened oscilloscope connected to the heavy Norseman. It emits a garbled sound every few minutes as its green screen is seared with a strange symbol on it.

Near the oscilloscope is a pad of paper with its own markings on it. In addition to various orbital coordinates, the paper matches the strange symbols to the planets in our solar system. The one that keeps appearing on the screen is the symbol for Earth. The meteor, it seems, had a unique radio signature before it crashed into Earth. Any scientific mind will realize that the fact that the oscilloscope is making more noise likely means more meteors are on their way. An hour and an Electronics Operations or Astronomy-2 roll confirms the fact – there *over a hundred* more similar meteors inbound over the next week! (Using the telescope at night will also discover this information.)

If John Gumble is with the PCs, he'll suddenly and temporarily break free from his delusion and shout in anguish, "I knew it was coming! I knew what it was! I sent Mr. Wooley there! I thought it was going to make us rich!" Once he's admitted the guilt of sending Mr. Wooley out to retrieve the meteor, he reverts back into his delusion of being the wizard Gumblebell.



A Call from Commander Arnaz

If the PCs have come to John Gumble's house directly from the gas station, the kitchen phone will suddenly start ringing as they are exploring the attic. Answering the phone connects them to the mysterious Commander Arnaz. See inset on p.11 for details on this call.

The Abandoned Brick Factory

The old Townsend Clay Works brick factory closed its doors for good in 1911, when an arsonist destroyed its clay preparation pugmill. Since then, the factory has been a hangout for adventurous teens. There are only a few intact structures left in the brick factory:

Round Storage Building

The first is a large, windowless, round building once used for storing glazed bricks. The entire building is about 40' radius. The storage building is sturdy (treat the walls as DR 24, HP 77), though there are a few weaker points that can be found. The door to the building is long-gone, but if barricaded, this location makes a strong shelter.

Tunnel Kiln

In another part of the property, crumbled walls surround the factory's old tunnel kiln. A sturdy 6' tunnel runs almost 100 yards, connected to the factory's original furnace. Years ago, bricks were heated and slowly conveyored through this tunnel and turned into ceramic. The mechanisms are long destroyed; now it's just a lonely dark tunnel.

As the PCs approach the factory area, a Perception (Hearing)-3 roll hears a staticky crackle coming from inside the tunnel. The sound is coming from Corporal Nelson's field bag, which contains his handy-talkie radio, two extra clips for his Colt Government 45 pistol, bandages, a bottle of sun-tan lotion, two cans of C-rations, a gas mask, and an extra MK 1 grenade (4d+1 cr [2d] damage, with a fuse of 4-5 seconds).

Retrieving the bag requires someone to travel 20 yards into the pitch black tunnel... which makes a perfect opportunity for one of the Progeny to ambush the explorer!

The Progeny will also use this tunnel to escape the area once they have no energy left in their crystals.

The Old Coal Furnace

The factory's massive coal furnace is fashioned with multiple metal doors. A dozen or so metal gas cans are littered around the furnace, mostly empty.

As the PCs approach, they'll see and hear an inferno blazing away inside the old furnace. Choking black smoke seeps from multiple sides of the furnace. An appropriate Engineering or Mechanic roll understands that the antique furnace likely won't last much longer under this kind of heat and pressure.

Delusional Frank Zerilli

The mafia enforcer has used old furnace in the past to burn the bodies of victims of the Gagliano crime family, and he's picked up the knack for getting it working again. Now, utterly mesmerized by the Progeny, he's under the delusion he's working directly for two new Gagliano bosses – "Luca" and "Clemi" – and that it's his job to prepare the furnace to disappear the bodies of more victims.

If the PCs sneak into the area, they may see Frank gathering wood and filling his pockets with extra coal – then throwing the debris into the furnace. Occasionally, he checks some of the dials on the ancient furnace. He seems like he knows what he's doing.

If Frank sees the PCs, he assumes that they are enemies – either cops, a rival mafia family, or the escaped captives of the Gaglianos. He draws his gun and frantically chases them down, screaming warnings to his "Gagliano bosses". His shouts will catch the attention of the nearby Progeny, who will use any distraction to sneak up and ambush the PCs.

If the PCs incapacitate or capture Frank, he doesn't have much useful information for them. He angrily resists attempts at interrogation, threatening to unleash the fury of the Gagliano crime family on them at any minute. If the PCs push him to give some information up with an appropriate social skill (he's especially vulnerable to Fast-Talk and Sex Appeal attempts in his mental state), he'll give his, delusional, account of events:

- Frank explains that he stopped for gas at Wooley's when he suddenly and amazingly ran into Luca and Clemi Gagliano! *"What were the odds...? Two new senior Gaglianos, just arrived from Sicily, and at the same filling station as me!"*
- "Luca and Clemi" told him that they had more victims who needed to disappear, and that he had to get the furnace extra hot.
- He remembers Corporal Nelson. He thinks the Army sent soldiers to capture his unstoppable Gagliano friends.

COMMANDER ARNAZ AND THE SECOND METEOR

RESTRICTED DATA

The mysterious "Commander Arnaz" is, in reality, the last survivor of the planet Zyag-Ngan – THE LUMINOUS EMISSARY OF ZYAG-NGAN. The Progeny's arrival on Earth awakened the Emissary, who was hibernating in his own transportation meteor. Now that he's awake, he's planning on landing on Earth himself, followed by hundreds of other Progeny slaves. He plans to use the PCs as his unwilling agents as he conquers the planet.

"Commander Arnaz" contacts the PCs soon after they arrive at their next location after they left the gas station. It doesn't matter if the PCs headed to John Gumble's house first or they went to the abandoned brick factory. Either way, they get a second call from the commander. The call comes through the phone in Gumble's kitchen, or through Corporal Nelson's handy-talkie in his field bag at the brick factory. When the PCs pick up the line, they will again hear Commander Arnaz' awkward and blunt voice:

"Your location is unsafe. It will become a target like the transportation station. We military authorities of America plan to destroy your current location as it is contaminated."

He then orders them to the location they *aren't at* – John Gumble's house if they are at the brick factory, and vice versa. He promises that the military will rendezvous with them there, and take them to safety. In reality, he is planning on meeting them himself.

No matter what the PCs say or ask, Arnaz stays on message. He continues to order the PCs to the new location, promising safety and transport out of the woods. Eventually, the line goes dead.

The Second Meteor

As the PCs approach their final destination, a huge, fiery meteor streaks across the sky and impacts somewhere nearby... in the direction of whichever place Arnaz ordered the PCs to go. If John Gumble is with the PCs, he panics at the sight of the meteor, yelling that he's sure the Wiffids have found him. If he's at his house, he runs into his bedroom to grab a "secret weapon" to use against them – a mop painted gold. Armed with his "Staff of Zyan," Gumble commits himself to battle against the enemy.

"But Luca shot that soldier-boy in the gut!" Frank says he took the soldier's field bag and hid it in the tunnel... and then suddenly remembers he's been meaning to find the soldier's body so he can burn it in the furnace. *"Gaglianos want him fried up too... dammit! How'd I forget that...?"*

- He knows nothing about the meteor and doesn't recall seeing John Gumble.
- Even if presented with hard evidence that the Progeny are alien lizards, Frank never sees them as anything other than big, fat Gagliano crime bosses.

Only through years of psychological treatment will Frank Zerilli ever be cured of his dangerous delusions. As long as he is free, he'll chase down the PCs and attempt to get rid of them for good!

Frank's obsessive vengeful streak will be especially acute if one of the players is playing the pregenerated character Carlo Benvenuti, who Frank was told to kill and bury by the *actual* Gaglianos. As soon as Frank recognizes Carlo, he'll become enraged and determined to kill him and throw him in the furnace. *"Hey! I was supposed to get RID of your ugly mug! How'd you get out of my trunk?"*

A Call from Commander Arnaz

If the PCs have come to the brick factory directly from the gas station, they will soon hear static and a crackly voice coming from the Corporal Nelson's handy-talkie (either in the tunnel kiln, or in their possession if they've retrieved it already). The GM should time this event at an inopportune time, perhaps as the PCs are dealing with the Progeny or with Frank Zerilli. Answering the radio connects them to the mysterious Commander Arnaz. See inset on p.11 for details on this call.

The Luminous Emissary of Nyag-Zyan

The adventure concludes with the arrival of the Luminous Emissary of Nyag-Zyan. He arrives shortly after speaking to the PCs for the second time, pretending to be Commander Arnaz (see p.11). His transportation meteor crashes to Earth as the PCs near their final destination, either the brick factory, or the field behind John Gumble's house.

As the PCs approach the crash site, they see thick smoke pluming from the crater. Soon, a greenish light appears within the smoke.

Rising up from the crater is the Emissary himself, a large, bulb-like eyeball that drags long, spaghetti-thin tentacles behind it. At the bottom of the "bulb" is a circular maw, ringed by sharp crystalline teeth in bright colors of red, green, and blue. This horrific sight calls for a Fright Check -5!

FRANK ZERILLI

DELUSIONAL MOBSTER

ST	13	HP: 12
DX	12	Will: 12
IQ	12	Per: 12
HT	11	FP: 11

Basic Speed: 5.75 Punch: 1d-1 cr, Parry 10, Reach C
Move: 5 Dodge: 9

Traits: Bad Temper; Combat Reflexes; Delusion (The Progeny are Mafia Bosses); Duty (The Progeny); Pyromania; Reputation -2 (Gangster); Social Stigma (Criminal Record); Sense of Duty (Gagliano Crime Family); Status 2.

Skills: Accounting-12; Area Knowledge (local)-13; Boxing-12; Driving-12; Fast-Draw-13; Forced Entry-12; Gambling-13; Guns-13; Mechanic-11; Interrogation-12; Intimidation-12; Savoir-Faire (Mafia)-13; Stealth-11.

Gear: .38 Detective Special (2d-1 pi, Acc 1, Range 100/1100, RoF 3, Shots 6 (2i), Bulk -1, Rcl 2, 2 lbs.). Wad of stolen cash.

Personality: Frank Zerilli is a bad tempered goon who has a high opinion of himself. Utterly mesmerized by the Progeny, he now sees and treats them as kingpins of the Gagliano crime family.

GM's Note: If the PCs have decided to ignore Commander Arnaz's instructions and not travel to the second site, the GM will have to improvise a bit. The PCs may observe a second Thunderbolt fighter-bomber flying overhead, when suddenly it gets hit by a streak of light and crashes not too far from their location. The PCs will no doubt go look for survivors... when in reality they are walking towards the crash location of the Luminous Emissary's meteor.

As the Luminous Emissary rises from the crater, the PCs hear a voice painfully rattling inside their brains. It is Commander Arnaz's voice, but raspy, echoing, and inhuman:

"I HAVE AWAKENED FROM A MILLENNIUM OF DEEP SLEEP. AT LAST YOU SEE MY TRUE FORM. YOU SHALL ACCOMPANY ME TO THE CITIES OF THIS WORLD AND SPEAK THE GLORY OF MY NAME. AND YOU SHALL HAVE HELP, FOR HUNDREDS OF MY PROGENY ARE ARRIVING IMMINENTLY."

Waving one of his jellyfish-thin tentacles, he gestures to the sky, where the PCs see hundreds of sparkling comets appearing in the atmosphere.

The Luminous Emissary fully expects his victims to willingly subjugate themselves to them. If the PCs show obvious re-

sistance, he will call his remaining Progeny minions (assuming they are still alive) to help him defeat the PCs. His plan is to disable them and implant a tooth into the foreheads of each victim, transforming them into loyal Progeny who understand Earth's ways... and will serve him forevermore.

The Final Battle!

The adventure ends with a battle against the Luminous Emissary and his remaining Progeny minions. Complicating this battle will be John Gumble (who will heroically try to sacrifice himself to defeat the Emissary) and the delusional Frank Zerilli, who still thinks that the Progeny are mob bosses. (Frank has no reasonable explanation for the eyeball-like Emissary, and will be utterly terrified by it.)

GMs can use either NPC to show what happens to those that fall to the Emissary – the PCs will watch horrifically as the creature embeds a colored tooth into the forehead of its victim, dooming them to transform into Progeny!

To successfully defeat their foes, the GM should encourage the players to use their environment to their advantage – charging headlong into the powerful Progeny and their master is sure to lead to their doom! A Tactics roll identifies that the best chance for success is to split up the creatures and take them down individually.

John Gumble's house provides amble opportunity to take cover from the Progeny. While the Luminous Emissary is too large to easily fit through the house's doorways, he will eventually use his weight and size to ram through any large windows.

The old brick factory also provides the PCs with lots of opportunity for cover. The Tunnel Kiln makes a great spot to take cover from the creature, forcing him to send the Progeny after them. Also, the gas cans around the furnace can be improvised into weapons, either stealthily poured on to opponents, or, with a Demolitions roll and enough time, improvised into Molotov cocktails (3d burn, 1d burn every second after, Malf 12)

Help is On the Way!

It's possible that the PCs arrive at the final battle utterly unprepared. They may not have found any useful weapons, wasted any grenades, and given plenty of time for the Progeny to recharge their skull crystals. Without aid, it's likely the PCs will meet a grisly end appropriate to a horror movie.

If the GM wants to give the PCs a bit more help in the final battle, there are a few techniques to aid them:

LUMINOUS EMISSARY

LAST SURVIVOR OF NYAG-ZYAN

ST	18	HP: 18
DX	11	Will: 13
IQ	13	Per: 13
HT	10	FP: 10

Basic Speed: 5.75 Size Modifier: +1 (8' radius)
Move: 5 Bite: 1d+1 cut, Reach C
Dodge: 8

Traits: Absolute Direction; Affliction 3 (Confusion); DR 2 (Tough Skin); Flight (Low Ceiling 10'); Megalomania; Night Vision 7; No Legs; No Physical Attacks (Arms); No Sense of Humour; Sharp Teeth; Telecommunication (Radio and Telesend); Telescopic Vision 1.

Skills: Brawling-12; Innate Attack (Beam)-13.

Tactics: The Emissary prefers not to engage in combat directly. He relies on his Progeny to disable his opponents, aiding them with a beam of light he can emit from his eyes to confuse foes. If hit by the beam, subjects must make a Will-2 roll or else be *dazed* for a number of minutes by which is roll is failed, or until he is "slapped out of it". Once the emissary has disabled a foe, he hovers above him and bites down on his head, implanting one of his crystalline teeth into his forehead. This transforms the person into a Progeny in a few hours, unless a Surgery-2 roll is made.

- Corporal Nelson will show up to help. It turns out his leg wasn't broken that bad – he splinted it up and limped after the PCs. He loves America so much, that he's willing to die heroically for them, or at least give up his handgun and spare grenade.
- Frank Zerilli might snap out of it. In this case, if the PCs plea with Frank, roleplay well, or use some social skills, they snap him out of his delusion. Horrified that he was effectively mind controlled by lizard aliens, he'll ally with the PCs to help them defeat the Emissary.
- Here come the Marines! The PCs get an final communication from the nearest communications device (either a telephone or ham radio in John Gumble's house, or the handy-talkie found at the brick factory). The voice is an *actual* Air Force colonel from McGuire Air Force Base. After a brief description of what's going on, he agrees to scramble air support and dispatch some Marines to the PCs' location. The PCs just have to survive a few more minutes and they'll get there to save the day. In this event, the rest of the scenario should play out like a cat and mouse game, with the Emissary and the Progeny looking for the PCs as they await reinforcements.

Conclusion

With some careful tactics and teamwork, the adventure concludes with the PCs defeating the Luminous Emissary and his Progeny. A few minutes after their victory, the sky lights up with flares, Jeeps careen down Route S40, and spindly Bell H-13 Sioux helicopter lands in a nearby clearing. The military has arrived to save the day and clean up the scene.

Any PC who thinks to stare into the sky will see that the dozens of meteors that were following the Emissary to Earth seem to have disappeared. It appears his death has caused them to abandon our planet Earth... *for now...*

The surviving PCs are rounded up by the Marines, loaded into a truck, and taken to the nearest field hospital. In a couple of days they'll be discharged, but only after being sworn to secrecy. They can never tell what the comet brought to Earth...

For completing the adventure, surviving PCs should receive 2 character points. They should receive an additional character points for good roleplaying, and another point or two for excellent performance (e.g., keeping John Gumble alive or defeating Frank Zerilli).

Extending the Adventure

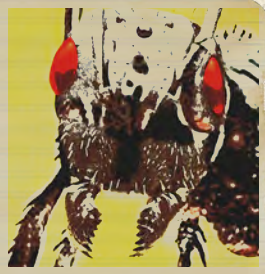
The minacious radiation of the meteor may have other bizarre effects on the Pine Barrens. GM's looking to extend the adventure can add more unnatural encounters in the woods:

Giant Ants!

A fragment of the original meteor crashed not too far from the Corporal Nelson's position. He was on his way to this meteorite but never reached it. He tells the PCs he's heard skittering sounds coming from that direction. When the PCs investigate, they're horrified to see it fell near an anthill... now surrounded by several dog-sized mutant ants, each one with a pulsing crystal eyes! The ants are aggressive and very hungry!

GIANT ANT!

METEOR MUTANTS



ST	16	HP: 16
DX	11	Will: 10
IQ	2	Per: 10
HT	11	FP: 11

Basic Speed: 5.5 Size Modifier: 0
Move: 5 Bite: 1d+1 cut, Reach C
Dodge: 8

Traits: Bad Sight (Nearsighted); Born Biter 3; Clinging; Cold Blooded; DR 3; Discriminatory Smell; Extra Legs (6); Peripheral Vision; Vibration Sense; Wild Animal. Can't swim!

Skills: Brawling-13; Survival-10; Tracking-10.

Rogue Scientist!

Not far from John Gumble's house lives a hermit – JOSEF SCHWAMM – a man obsessed with *dangerous* science. In fact, he may have practiced his obsession in Nazi Germany...

After the meteor arrived, Schwam assembled his gear and headed into the woods, determined to capture the creatures that the meteor brought to Earth. He wants to bring the Progeny to his lab basement, dissect them, and fuse their parts with humans! The PCs will come across Schwamm in the woods – at first, he'll seem like an ally. But as soon as the PCs trust him, he'll turn on them, and try to use them as bait to capture the Progeny!

Special Thanks

Special thanks to Andisdesign on Fiverr.com for help with the logo, and also Hafizaprilio for his illustration of the Progeny. Thanks also to thispersondoesnotexist.com for helping create images of the various human characters.

For more one-shot adventures and VTT assets, visit www.1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on www.1shotadventures.com or tweet @SageThalcos.

Disclaimer

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Handouts

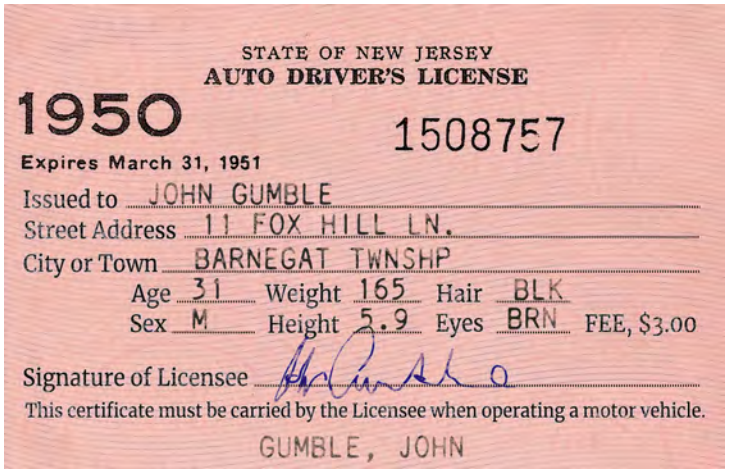
It's the summer of 1951 and August has been sweltering. It's been five days in a row of hundred degree heat! So, you've decided to beat feet and head to the Jersey Shore. Your grandpa Abe is away in New Hampshire, and he said you could use his beach house as a party pad. He didn't say anything about how many friends you could bring... So you piled in your old man's pickup and hit Route S40 to get there as fast as possible. You ALL need a wild weekend of sun, waves, and, of course, beer.

If Edna Birdwhistle is with the group:

Your only problem is old Edna Birdwhistle hitched a ride with you. The only reason you agreed to take her is that she's paying you five bucks each for the ride... and a free bottle of Corby's. But that old lady's just ruined the trip. No radio, no talking, she even gripes when you roll down the windows. You can't wait to dump the old bird off in Barnegat and get on with your weekend.

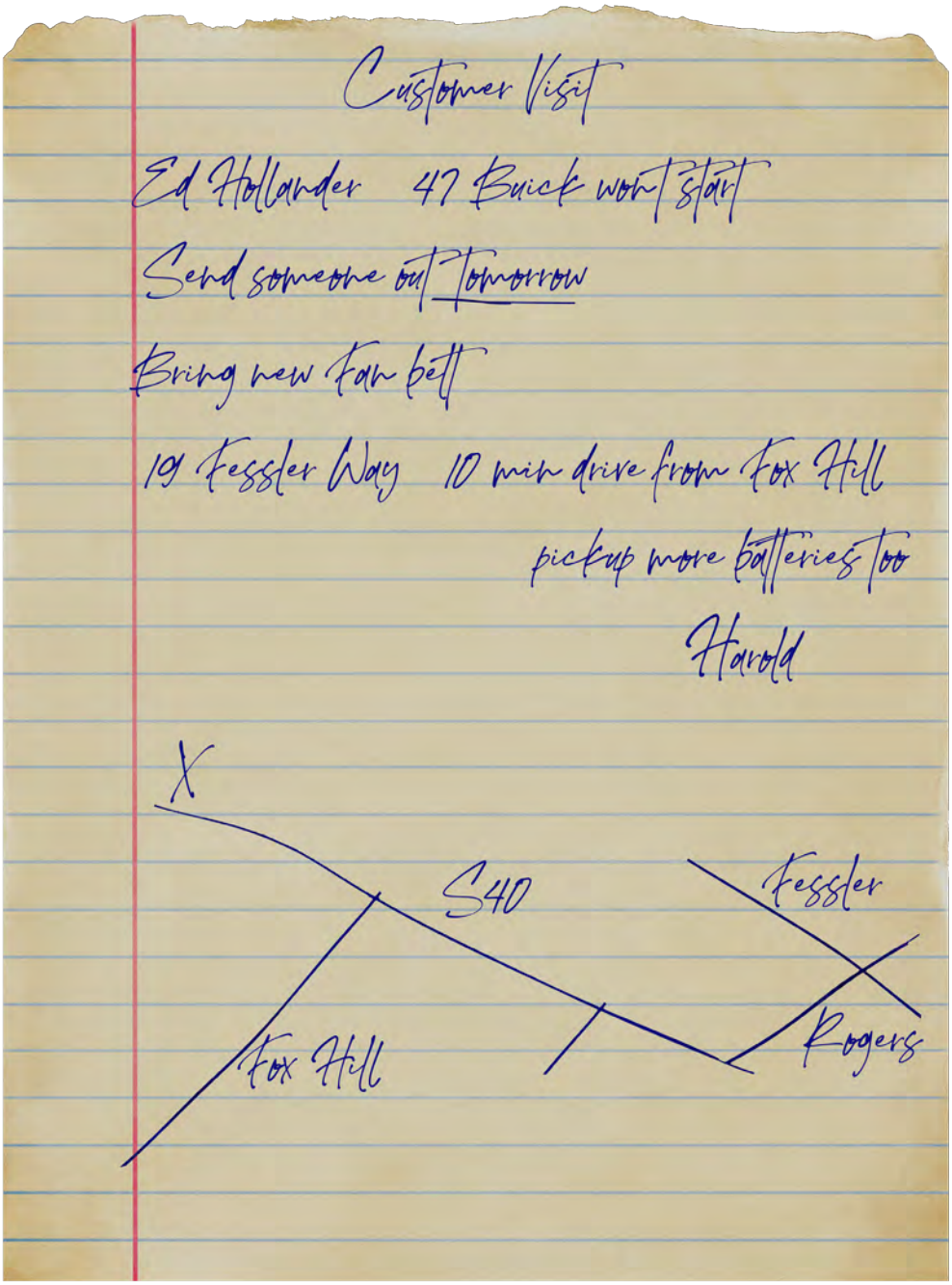
Adventure Read-aloud

GMs can read or paraphrase this to kick off the adventure! (GMs should pick one of the players playing one of the younger characters to own the pickup truck, and another whose grandfather owns the beach house -- it doesn't matter for the adventure.)


STATE OF NEW JERSEY
AUTO DRIVER'S LICENSE
1950 1508757
Expires March 31, 1951
Issued to JOHN GUMBLE
Street Address 11 FOX HILL LN.
City or Town BARNEGAT TWNSHP
Age 31 Weight 165 Hair BLK
Sex M Height 5.9 Eyes BRN FEE, $3.00
Signature of Licensee
This certificate must be carried by the Licensee when operating a motor vehicle.
GUMBLE, JOHN

Handout A - John Gumble's Driver's License

Handouts



Handout B - Customer order found on the wall near the service station's phone. It reveals the rough location of John Gumble's house (once the PCs have his driver's license and address).

GURPS HORROR

Name Brenda Claesson Player _____ Point Total 106

Ht 5'4" Wt 125 Size Modifier 0 Age 19 Unspent Pts -

Appearance Creative college freshman and president of the Young Journalists Society

					CURRENT	
ST	10	[10]	HP	9		[-2]
DX	12	[40]	Will	11		[0]
IQ	11	[20]	Per	12		[5]
HT	12	[20]	FP	12	CURRENT	[0]

MOVE 6

DR -

BASIC LIFT (ST × ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1d

BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

None (0) = BL	20
Light (1) = 2 × BL	40
Medium (2) = 3 × BL	60
Heavy (3) = 6 × BL	120
X-Heavy (4) = 10 × BL	200

ACTIVE DEFENSES

Dodge	Parry	Block
9	9 (Unarmed)	-

REACTION MODIFIERS

Appearance +1

Status +1 (Well-off College Kid)

Reputation

ADVANTAGES & PERKS

Acute Vision +1	[2]
Appearance (Attractive)	[4]
Fearlessness +2	[4]
Fit (+1 to all HT rolls)	[5]
Luck (once per hour, reroll a roll twice more, keep the best)	[15]
Status 1 (Well-off College Kid)	[5]
Versatile (+1 to any task that requires creativity)	[5]

DISADVANTAGES & QUIRKS

Bad Temper	[-10]
Curious	[-5]
Pacifism (Self-Defense Only)	[-15]
Truthfulness	[-5]
Pretends to be more well-read than she is	[-1]
Big fan of Popular Science magazine	[-1]
Takes care to dress for the right occasion	[-1]
Strongly opinionated	[-1]
Awkward when she gets nervous	[-1]

SKILLS

Name	Level	
Area Knowledge (local)	11	[1]
Driving (Automobile)	11	[1]
Current Affairs (Science & Technology)	13	[4]
Electronics Operations (Communications/Radio)	11	[2]
First Aid (heals 1d-2 hp after 20 min)	11	[1]
Literature	11	[4]
Photography	10	[1]
Poetry	10	[1]
Research	11	[2]
Sex Appeal (includes +1 from Appearance)	12	[1]
Stealth	12	[2]
Swimming	12	[1]
Writing	11	[2]

GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-3 cr	C	9	Skill 12	-	-

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** In melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

$10

POSSESSIONS

Item	Location	Cost	Weight
Simple handbag with basics		$5	2 lbs.
Popular Science, July 1951		-	-
Comfortable shoes		$10	2 lbs.
Notebook and pencil		$1	-
Yellow collared dress		$10	2 lbs.
Totals:		$ 23	6 Lbs.

You're a freshman at Rutgers, have solid B's, an okay waitress job, and a boring boyfriend. The only reason you're going back is that you love the school paper. Sure, the editor never wants you to write about the INTERESTING stuff, but your article on how color television is going to kill Hollywood earned kudos from a bunch of the good professors last year. So, you'll go back, get more B's, and dump that dull meathead boyfriend so you can focus on journalism.

But first... a little time at the Jersey Shore is going to be swell. You haven't spent enough time with your old high school friends this summer, so it'll be great have a blast before school starts.

CHARACTER NOTES

The pickup you're riding in has a first aid kit, tire iron, and flashlight

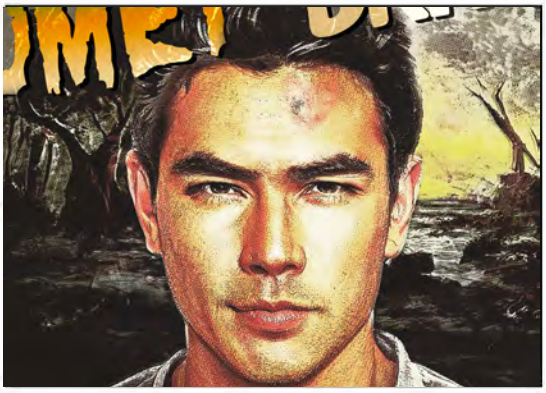
GURPS HORROR

Name Ronnie Liu Player _____ Point Total 104

Ht 5'11" Wt 140 Size Modifier 0 Age 19 Unspent Pts -

Appearance Attractive but humble young singer - looking to find his destiny

ST	11	[10]	HP	11	CURRENT	[0]	MOVE 6
DX	11	[20]	Will	11		[0]	
IQ	11	[20]	Per	11	CURRENT	[0]	DR -
HT	12	[20]	FP	12		[0]	



BASIC LIFT (ST × ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1

BASIC SPEED 6.0 [5] BASIC MOVE 6 [0]

ENCUMBRANCE

None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES

Dodge	Parry	Block
9	8 (Unarmed)	-

REACTION MODIFIERS

Appearance +2 or +4 from attracted gender

Status -

Reputation

+2 from Musical Ability (those listening)

+2 from Voice (when heard)

ADVANTAGES & PERKS

Appearance (Handsome)	[12]
Musical Ability 2	[10]
Voice	[10]

DISADVANTAGES & QUIRKS

Compulsive Generosity	[-5]
Sense of Duty (Friends)	[-5]
Squeamish (Mild)	[-10]
Avid album collector - big fan of Sinatra	[-1]
Dreamer	[-1]
Humble when it comes to his music	[-1]
Incompetence - Just can't do Driving	[-1]
Obsessed with actresses	[-1]

SKILLS

Name	Level	
Acting	10	[1]
Carousing	13	[2]
Connoisseur (Music)	11	[2]
Fast-Talk (includes +2 from Voice)	13	[2]
Musical Composition (includes +2 from Musical Ability)	11	[1]
Music Instrument (Guitar - includes +2 from Ability)	12	[2]
Running	12	[2]
Savoir-Faire (Military)	11	[1]
Sex Appeal (includes +6 from Voice and Appearance)	17	[1]
Singing (includes +4 from Voice and Musical Ability)	16	[1]
Soldier	10	[1]
Sports (Track & Field)	11	[2]
Survival (Woodlands)	10	[1]
Throwing	12	[4]

GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-2 cr	C	8	Skill 11	-	-

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** In melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

$5

POSSESSIONS

Item	Location	Cost	Weight
Cool shoes and clothes	Feet	$40	2 lbs.
Gibson J-45 Sunburst Guitar		$55	4 lbs.
	Totals:	$ 95	6 Lbs.

Your dad was an Air Force recruiter over at McGuire Air Force base. He wanted you to sign up for Korea, but that's just not your style. You want to sing, act, and dance. And impress all those actresses just like Sinatra does. But to be honest, you're not sure you have the talent. It takes an amazing voice to sing your way to Hollywood, but you just aren't sure you got it. And what will you tell your dad if you up and move to California? You're pretty sure he'll disown you...

No time to think about it though. You're going to the shore for one last weekend with your friends before the summer comes to a close. Maybe you'll pick up surfing...

CHARACTER NOTES

The pickup you're riding in has a first aid kit, tire iron, and flashlight

GURPS HORROR

Name Biter Ratliff Player _____ Point Total 106

Ht 6'0" Wt 170 Size Modifier 0 Age 21 Unspent Pts -

Appearance Brooding dropout, dishonorably discharged, lost in life

					CURRENT	
ST	12	[20]	HP	12		[0]
DX	12	[40]	Will	12		[10]
IQ	10	[0]	Per	11		[5]
HT	12	[20]	FP	12	CURRENT	[0]

MOVE 6

DR 2 (leather jacket)

BASIC LIFT (ST × ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2

BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
9	8 (Brawling)	-

REACTION MODIFIERS

Appearance +1

Status -

Reputation

+1 from Smooth Operator (conmen, sales folk)

-1 from Stubbornness

-1 from Social Stigma (Dishonorably Discharged)

ADVANTAGES & PERKS

Appearance (Attractive)	[4]
Smooth Operator 1	[15]

DISADVANTAGES & QUIRKS

Impulsiveness	[-10]
Loner	[-5]
Social Stigma (Dishonorably Discharged)	[-5]
Stubbornness	[-5]
Distinctive feature - pale skin	[-1]
Doesn't trust authority	[-1]
Drinks too much - with bad hangovers	[-1]
Preens a bit too much	[-1]
Sarcastic	[-1]

SKILLS

Name	Level	
Brawling	13	[2]
Carousing (includes +1 from Smooth Operator)	13	[1]
Carpentry	10	[1]
Diplomacy (includes +1 from Smooth Operator)	10	[1]
Driving (Automobile + Motorcycle)	11	[2]
Electronics Operation (Communications/Radio)	10	[2]
Electronics Repair (Communications/Radio)	10	[2]
Fast-Draw (Knife)	12	[1]
Guns (Pistol)	13	[2]
Guns (Rifle)	12	[1]
Knife	13	[2]
Mechanic (Automobile)	10	[2]
Sex Appeal (includes +2 from Attractive, Smooth Operator)	13	[1]
Soldier	9	[1]

GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brawling punch	1d-2 cr	C	8	Skill 13	-	-
Switchblade	1d-2 imp	C	-	Skill 13	$5	0.5 lbs
	1d-1 cut	C,1				

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** In melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

$2

POSSESSIONS

Item	Location	Cost	Weight
Leather boots (DR 2)	Feet	$20	3 lbs.
Comb		$1	- lbs.
Leather jacket (DR 2)	Torso	$25	4 lbs.
Sunglasses		$2	- lbs.
	Totals:	$ 53	9 Lbs.

Your shuckster of a father forced you into boot camp. You think he realized it was a bad idea when you popped the drill sergeant in the face. You outright embarrassed your dad when you received an "Other Than Honorable Discharge" for bad conduct the day you stepped off the plane in Camp Humphreys in Korea. Turns out pushing that sergeant's head in the toilet did the trick.

Now that you're out of the army, you gotta find something better to do. Or maybe not. What you really need is some time on the beach relaxing, reading that new Salinger book, and picking some paper shakers.

CHARACTER NOTES

The pickup you're riding in has a first aid kit, tire iron, and flashlight

GURPS HORROR

Name Carlo Benvenuti Player _____ Point Total 105

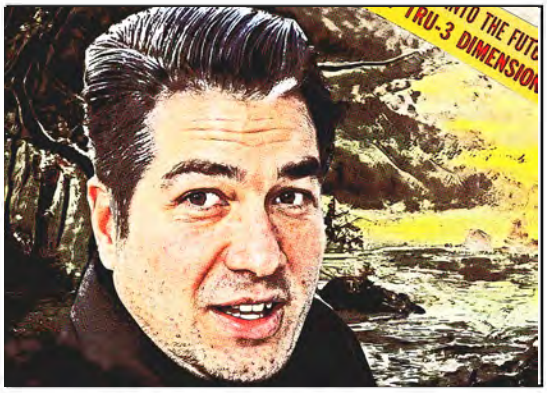
Ht 5'11" Wt 210 Size Modifier 0 Age 46 Unspent Pts -

Appearance A wise guy baker - always in the wrong place at the wrong time

					CURRENT	
ST	12	[20]	HP	12		[0]
DX	11	[20]	Will	12		[5]
IQ	11	[20]	Per	12		[5]
HT	11	[10]	FP	11		[0]

MOVE: 5

DR: -



BASIC LIFT (ST × ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2

BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
8	9 (Boxing)	-

REACTION MODIFIERS

Appearance -

Status -

Reputation +1 from Charisma

+2 from Overconfidence (young folk), or -2 (vets)

+1 from Tough Guy (other tough guys)

+1 from Merchant (buying or selling)

ADVANTAGES & PERKS

Charisma +1	[5]
Hard to Subdue +2 (bonus to consciousness rolls)	[4]
High Manual Dexterity +1 (bonus to fine motor work)	[5]
High Pain Threshold (ignore pain penalties)	[10]
Tough Guy 1	[5]

DISADVANTAGES & QUIRKS

Gullibility	[-10]
Miserliness	[-10]
Overconfidence	[-5]
Overweight	[-1]
Unluckiness	[-10]
Loves pastries	[-1]
Speaks too loudly	[-1]
Thinks he's connected to everyone	[-1]
Likes kids - protective of them	[-1]
Shares too much	[-1]

SKILLS

Name	Level	
Boxing	12	[4]
Boxing Feint	14	[3]
Carousing	11	[1]
Connoisseur (Wine)	11	[2]
Cooking (Italian Baking)	13	[4]
Current Affairs (New Jersey)	12	[2]
Diplomacy (add +1 from Charisma for influence rolls)	10	[2]
Driving (Automobile + Heavy Trucks)	10	[1]
Fast-Talk (add +1 from Charisma for influence rolls)	12	[2]
Forced Entry (includes +1 from Tough Guy)	13	[2]
Gambling	11	[1]
Guns (Pistol)	11	[1]
Knife	12	[2]
Lockpicking (includes +1 from Manual Dexterity)	11	[1]
Mechanic (Appliances)	11	[2]
Merchant (includes -3 from Gullibility)	7	[1]
Scrounging	13	[2]
Streetwise (includes +1 from Tough Guy)	12	[2]

GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Boxing punch	1d-1 cr	C	9	Skill 12	-	-
Boxing feint	-	C	9	Skill 14	-	-
Rusty shovel	1d+5 cut	1,2	2U	Skill 4	$5	6 lbs.

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** In melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

$0

POSSESSIONS

Item	Location	Cost	Weight
Ordinary clothes		$25	2 lbs.
	Totals:	$ 30	8 Lbs.

Yeah, alright, alright, you really messed up SOFIA GAGLIANO'S wedding cake. She asked for lemon cake, you made chocolate. Not a big deal for most people, right? But it was a big deal for BIG VINNIE GAGLIANO! Next thing you know, you're hog-tied, tossed in the trunk of a blue Ford sedan, and being taken out into the woods to be taught a "lesson" about baking. And this guy - the guy who grabbed you - he's a dumb goon named FRANK ZERILLI. That guy wasn't even invited to Sofia's wedding, so he's in an extra bad mood today!

Well, you're 99% sure that Frank's just trying scare you so you don't mess up Sofia's sister's wedding next summer. Thank goodness the Gaglianos are nice guys, right?

CHARACTER NOTES

The shovel was in the trunk of the car.

GURPS HORROR

Name Edna Birdwhistle Player _____ Point Total 99

Ht 5'7" Wt 110 Size Modifier 0 Age 68 Unspent Pts -

Appearance Former bootlegger turned most feared teacher in Barnegat High School

					CURRENT	
ST	9	[-10]	HP	9		[0]
DX	10	[0]	Will	13		[0]
IQ	13	[60]	Per	11		[-10]
HT	10	[0]	FP	10		[0]

CURRENT

MOVE 5

DR -

BASIC LIFT (ST × ST)/5 16 lbs DAMAGE Thr 1d-2 Sw 1d-1

BASIC SPEED 5.0 [0] BASIC MOVE 5 [0]

ENCUMBRANCE

None (0) = BL	16
Light (1) = 2 × BL	32
Medium (2) = 3 × BL	48
Heavy (3) = 6 × BL	96
X-Heavy (4) = 10 × BL	192

ACTIVE DEFENSES

Dodge	Parry	Block
8	8 (Unarmed)	-

REACTION MODIFIERS

Appearance -

Status +1

Reputation -3 from bad Reputation

+2 from Antiquary (devotees of the fine)

-1 from Odious Personal Habit

-1 from Callous

ADVANTAGES & PERKS

Antiquary 2	[10]
Danger Sense	[15]
Hard to Kill +2 (bonus to rolls to avoid death)	[5]
Indomitable (you resist being influenced)	[15]
Status 1 (Well-off Teacher)	[5]
Wealth (Comfortable)	[10]
	[ ]
Doodads x2 (per session, pull out a trinket from your purse)	[2]
	[ ]
	[ ]
	[ ]
	[ ]

DISADVANTAGES & QUIRKS

Absent-Mindedness	[-15]
Bad Sight (Nearsighted - with glasses)	[-10]
Callous	[-5]
Odious Personal Habit (goes from nice to mean... fast!)	[-5]
Reputation -3 (Scary teacher, local high schoolers)	[-5]
	[ ]
	[ ]
	[ ]
Complains often about little inconveniences	[-1]
Hates Truman - big fan of Eisenhower	[-1]
Loves moonshine	[-1]
Know-it-all	[-1]
Never forgives mistakes	[-1]
	[ ]

SKILLS

Name	Level	
Acting	12	[1]
Animal Handling (Cats)	12	[1]
Architecture (includes +2 from Antiquary)	14	[1]
Axe/Mace	10	[2]
Bicycling	10	[1]
Chemistry	12	[2]
Connoisseur (Spirits) (includes +2 from Antiquary)	14	[1]
Cooking	13	[2]
Current Affairs (New Jersey)	14	[2]
First Aid	13	[1]
Guns (Pistol)	10	[1]
History (USA) (includes +2 from Antiquary)	15	[4]
Hobby Skill (Knitting)	11	[2]
Holdout	14	[4]
Intimidation (add +1 from Callous when threatening)	15	[4]
Literature	14	[2]
Navigation (Land)	12	[1]
Politics	13	[2]
Professional Skill (Distiller)	13	[2]
Search	11	[2]
Smuggling	12	[1]
Teaching (includes -3 from Callous)	11	[4]
		[ ]
		[ ]
		[ ]
		[ ]

GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d-3 cr	C	8	Skill 10	-	-
Knitting needle	1d-4 imp	C	7	Skill 6	$3	-

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Remington Mod. 95 Derringer	1d pi+	0	60/650	1	2(3i)	-1	2	Skill 10	$50	1 lb.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** In melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

$100

POSSESSIONS

Item	Location	Cost	Weight
Nice clothes		$25	2 lbs.
Black shoulder bag		$10	3 lbs.
Bottle of Corby's whiskey		$3	-
	Totals:	$ 91	6 Lbs.

You spent the summer at your sister's place in Willingboro, New Jersey. She's awful. Always complaining about something or other. And worse, the teenage hooligans who live in the neighborhood kept you up all night with their music. Their faces when you snapped their Frankie Laine album in half!

Unfortunately, your neighbor in Barnegat who was supposed to pick you up and bring you back to died of a heart attack two days ago. So you had to ask those horrible teenagers for a ride back home. Fortunately, they'll do anything for a little cash and hooch. You promised them $5 each and a bottle of Corbys if they were polite and drove slow.

CHARACTER NOTES

The pickup you're riding in has a first aid kit, tire iron, and flashlight

GURPS HORROR

Name Cpl. Amos Nelson Player _____ Point Total 100

Ht 5'10" Wt 165 Size Modifier 0 Age 24 Unspent Pts -

Appearance Wounded Army corporal - a lone wolf looking to make a difference

					CURRENT	
ST	12	[20]	HP	12	5	[0]
DX	12	[40]	Will	12		[5]
IQ	11	[20]	Per	11		[5]
HT	12	[20]	FP	12	CURRENT	[0]

MOVE 6

DR -

BASIC LIFT (ST × ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2

BASIC SPEED 6.0 [0] BASIC MOVE 5 [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
9	9 (Brawling)	-

REACTION MODIFIERS

Appearance -

Status -

Reputation +2 from Sense of Duty (Americans)

ADVANTAGES & PERKS

Acute Vision +2	[4]
Fit (+1 to all HT rolls)	[5]
Hard to Kill +1 (bonus to rolls to avoid death)	[2]
Military Rank 1 (Corporal, 1st class)	[5]

DISADVANTAGES & QUIRKS

Duty (U.S. Army, 15 or less)	[-15]
Loner	[-5]
Sense of Duty (Americans)	[-10]
Nightmares (Mild)	[-5]
Annoyed he was never sent to Korea	[-1]
Itchy trigger finger	[-1]
Huge fan of Jeeps	[-1]
Takes great care of his belongings	[-1]
Thinks teenagers don't take life seriously enough	[-1]

SKILLS

Name	Level	
Administration	10	[1]
Armoury (Small Arms)	11	[2]
Brawling	13	[2]
Climbing	12	[2]
Driving (Automobile)	13	[4]
Guns (Pistol + Rifle)	12	[2]
Knife	12	[1]
Leadership	10	[1]
Navigation (Land)	11	[2]
Professional Skill (Barber)	11	[2]
Soldier	11	[2]
Survival (Mountains)	10	[1]
Tactics	10	[2]
Throwing	12	[2]
Tracking (add +2 when vision is a factor)	10	[1]

Backup character - Use if one of the PCs dies midway through the adventure!

GURPS HORROR

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brawling punch	1d-2 cr	C	9	Skill 13	-	-
Combat knife	1d1 cut	C,1	8	Skill 12	$10	1 lb
	1d-1 imp	C				

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes	Cost	Weight
Colt Government .45 pistol	2d+1 pi+	2	150/1600	3	7+1(3)	-2	3		$50	3 lbs.
MK II frag grenade	4d+1 cr ex [2d shrapnel]	0	42	1	-	-2	-		$10	1 lb.

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** In melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

CASH

$0

POSSESSIONS

Item	Location	Cost	Weight
Army uniform		$25	2 lbs.
Compass (+1 to Navigation rolls)	Pocket	$5	-
Boots (DR 2)	Feet	$10	3 lbs.
M1 helmet (DR 4)	Head	$30	3 lbs.
Totals:		$ 130	13 Lbs.

What was that thing??? Last thing you remember you were walking the woods looking for any sign of trouble. Then there's an explosion coming from that service station, you see a dark-haired guy running away, and suddenly you're getting attacked by a giant iguana man. WHAT THE HELL??? The thing shoots a LASER from its forehead, then juggles you upside down with it's $!#%! mind powers. You thought he broke your leg... but turned out it was a bad sprain.

There's NO WAY on God's Green Earth that you're going to let a creature like that wander around the forests of America. Nope, nope, nope. You're gonna kill that thing and get a field promotion.

CHARACTER NOTES

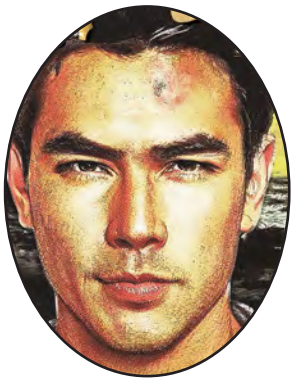
Brenda Claesson

Student Journalist

PER 12

Ronnie Liu

Dreamboat Singer



PER 11

Carlo Benvenuti

Unlucky Baker

Per 12 - Unluckiness

Biter Ratliff

Untrustworthy Burnout

Per 11

Cpl. Amos Nelson

Wounded Army Soldier

Per 11 - Unluckiness

Edna Birdwhistle

Terrifying High School Teacher

Per 11 - Danger Sense (13-)