

Beware the Boogeyman

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- ▶ **Overview**
 - The Boogeyman is (unlawfully) kidnapping the parents of certain highly creative and imaginative children (tonight, 9-year-old Eva Malinov and her 7-year-old brother, Peter) to feed off their fear and pain (and eventually overthrow his brother, Morpheus, by kidnapping more and more each night).
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- ▶ **Intro & Welcome**
 - We'll try to take a 5-minute break after a couple hours.
 - Who has played GURPS?
 - Here for *FUN*... Just say "No" and we move on, no questions asked.
 - Go over: Character Sheet, Sense of/Duty to children and Guardians, Skills (Primary, Wildcard, Universal), Cover Sheets (Things You Are Good At, Weakness, Other Guardians, GURPS 4th [rolls, Luck, and injuries]), and Maneuvers.
 - Any questions?

- ▶ **1. Goblin Attack** (Eva and Peter's House)
 - Quiet night until a dozen Goblins attack the house/children.
 - In the confusion of the battle, Eva and Peter's parents are taken.
 - **Laila** appears from the Fairy Council, asks the PCs to seek Morpheus's permission to rescue the parents (and reveal the Boogeyman's weakness).

- ▶ **2. Morpheus** (Under the bed to the Dream Realm)
 - Darkness gives way to sand, emerge in audience chamber.
 - Army of Sandmen/women, two gates (horn/Phantasos: good, prophetic dreams, ivory/Icelus: nightmares), giant mirror (scryer).
 - Translucent and towering, starfield eyes
 - The PCs must convince him that the Boogeyman must be stopped.
 - They must also convince him to reveal the Boogeyman's weakness (that his heart is kept safe in the Jabberwock's hoard).
 - If successful, he will give them an hourglass filled with black sand. Letting it run out will transport them to the **Nightmare Palace**.
 - If *very* successful, he "blesses" them (+1 to Will in Dream Realm).
 - If unsuccessful, they will have to make a run for one of the gates.
 - *Note:* Boogeyman is actually **Icelus** [Iss-lass], Morpheus' brother.

- ▶ **3. The Jabberwock** (Tulgey Wood [Tul-Gee])
 - Dark lair beyond the **slithy toves** ([Sly-Thee Toves], corkscrewing badgers), **mome raths** (green pigs), and **mimsy borogoves** (stork-like birds with unkempt feathers) amidst the Tumtum trees.
 - Jubjub bird flies overhead (possibly giving warning/assistance).
 - The **Jabberwock** is a long coiled dragon, with eyes and breath of flame, a burbling gut, and "the jaws that bite, the claws that catch."
 - If the dragon is defeated, the PCs receive another "blessing" which gives another +1 to Will, +1d damage to all attacks, and DR +4 to all locations.
 - The Boogeyman's black heart is in the dragon's hoard.

*** * * 5-Minute Break, If Time Allows * * ***

- ▶ ***. Mirror Enemies** (*Optional*, en route to the Nightmare Palace)
 - The Boogeyman only needs to keep the parents until the sun rises for them to be his forever -- for now, the love of their sleeping children keeps them safe. If there is time, he will send nightmare versions of the PCs (*without* blessings) to attack and delay the party.

- ▶ **4. The Boogeyman: Trials** (Nightmare Palace)
 - Hideous monsters of all types patrol the palace, screams come from everywhere, and a terrible stench covers everything.
 - Eventually reach a circular chamber with 4 or 6 (depending on number of PCs) circles drawn on the floor; in the center is a small hourglass counting down to sunrise. There is no way to find the Boogeyman without standing on the circles.
 - If all PCs stand on a circle, they will individually be transported to a chamber, alone, to face their nightmare trial and prove their worth (note: trappings and descriptions aside, this is basically just a single dice roll test to determine the Boogeyman's final strength).
 - **Barkley**: Playing with Eva in the front yard, roll vs. Will or be distracted... and Eva is "killed" by chasing a ball into the street.
 - **Shadow**: Fear of Dogs... Giant Cerberus between her and Peter, about to pounce. Roll vs. Will to attack (and kill it) or it kills Peter.
 - **Soldier Man**: Fear of Abandonment... all the other PCs lie dead around him. The Boogeyman stands between him and Peter, and offers to let him go. Roll vs. Will to face him alone.
 - **Tim-Tom Toot**: Dies if Peter disbelieves. Peter runs into room after school, right through Tim-Tom without noticing and starts playing video games... beginning to disbelieve. Roll vs. Will to *not* try and get his attention.

- **Valorous McMane:** Dies if Eva disbelieves. Eva runs into room after school, right through Valorous without noticing and starts texting her friends... beginning to disbelieve. Roll vs. Will to *not* try and get her attention.
 - **Z-Rex:** Fear of Water... In a very low-ceilinged cave (no jumping). Across a river, Eva is on a pendulum table. Roll vs. Will to swim across or Eva dies.
 - For *each* PC that fails their trial/Will roll, the Boogeyman gets +2 to all skills, +4 to all damage, and +2 to DR. If half or more fail, he also gets +1 to Dodge.
- **5. The Boogeyman: Showdown** (Nightmare Palace Throne Room)
- After their trials, the PCs find themselves in the Boogeyman's Throne Room. Peter and Eva's parents are here, frozen in terror (though their eyes can move).
 - Very tough fight, not all the PCs might make it. The Boogeyman gets one full Turn for each PC (4 or 6), and cannot be harmed at all unless his heart is first destroyed.
 - If the PCs defeat him, Morpheus will appear and banish the Boogeyman/Icelus from the Dream Realm forever. To honor the PCs' bravery, Morpheus will delay appointing another Boogeyman for one full night, so that not a single nightmare will be had. He will then return them home, where the parents will remember nothing (and the children will awake after a night of particularly wonderful dreams).

Appendices

PC Abilities

Barkley

Intimidating Bark (12), all enemies within earshot roll vs. Will to avoid -2 to their next skill roll, or -1 to their next defense roll. (Once per encounter.)

Tim-Tom Toot

Gas Attack (15), costs 2 FP. All targets in adjacent hexes roll vs. HT to avoid -2 to all attribute/skill rolls and -1 to defenses (nauseated).

Snatcher (15), costs 4 FP and a Concentrate maneuver to try and snatch useful items. Penalties for rarer, more powerful/useful items. (-2/-4/-6)

Valorous McMane

Healing (15), requires full turn of Concentration to heal 1 HP for every 2 FP spent. Skill at -1 for every yard of distance.

Shield (15), requires full turn of Concentration to grant DR 1 for every 2 FP spent (maximum DR 2/4 FP).

Z-Rex:

Heartening Roar (12), gives all allies within earshot a +2 to any single in the current encounter.

Slam (15), move 6 full yards to slam attack (3d cr). Must move 6 yards.

Super Jump (12), costs 4 FP to jump 10 yards. Can be used to attack (2d cr).

Enemies

► 1. Goblin Attack

Goblin Soldiers

ST 11 **Dodge** 8 **Punch** 12 1d-2 cr
DX 12 **Parry** 9 **Kick** 10 1d cr
IQ 9 **HPT** No
HT 11 **DR** 1 (skull, torso, arms, feet)

	HP	Weapon	sw/th
1	11	Sword (12)	1d+2 cut/1d imp
2	11	Sword (12)	
3		Spear (12)	1d+1 imp
4		Sword (12)	
5		Sword (12)	
6	15	Great Axe (12)	2d cut
7	11	Sword (12)	1d+2 cut/1d imp
8	11	Sword (12)	
9		Spear (12)	1d+1 imp
10		Sword (12)	
11		Sword (12)	
12	15	Great Axe (12)	2d cut

Goblin Lieutenant

ST 14 **Dodge** 10 **Punch** 13 1d+1 cr
DX 12 **Parry** 10 **Kick** 11 1d+3 cr
IQ 10 **HPT** Yes **Sword** 14 2d cut/1d+3 imp
HT 12 **DR** 4 (skull, torso, arms, feet)

► **3. The Jabberwock**

ST	20	Dodge	10	Claw	15	3d cut	HP	25
DX	15	Parry	10	Bite	13	2d-2 cut		
IQ	12	HPT	Yes	Tail	13	2d cr, Reach 4		
HT	11	DR	6					

Extra Attack: Has *two* full attacks each turn.

Greed: Has insatiable gold-lust.

► **5. The Boogeyman: Showdown**

ST	25	Dodge	11	Spear	16	2d+2 imp/3d+2 cr	HP	35
DX	16	Parry	12	Punch	15	2d cr		
IQ	15	HPT	Yes	Kick	13	2d+2 cr		
HT	13	DR	6 (all -- armor)					

Extra Attacks: Has one attack for each PC (4 or 6)

Nightmare (16): Target rolls vs. Will or experiences vivid nightmares causing them to attack the other PCs.

Invulnerable: Unless his heart has been destroyed, The Boogeyman is completely impervious to harm.

► *. Mirror Enemies

Barkley

ST	14	Dodge	10	Claw, f	14	1d+4 cr, Reach C	HP	14
DX	12	Parry	10	Claw, r	14	2d cr, Reach C, 1		
IQ	10	HPT	Yes	Bite	14	2d cut, Reach C		
HT	12	DR	2 (neck)	Int. Bark	12	vs. Will or -2 skill/-1 defense on next roll, 1x		

Shadow

ST	12	Dodge	10	Claw, f	14	1d+2 cut, Reach C	HP	12
DX	14	Parry	10	Claw, r	12	1d+4 cut, Reach C, 1		
IQ	12	HPT	Yes	Bite	12	1d cut, Reach C		
HT	11	DR	2 (neck)	Stealth	15			

Soldier Man

ST	13	Dodge	11	M1	15	3d pi, Acc 5, RoF 3, Rcl 4	HP	13
DX	13	Parry	11	Knife	14	2d cut/1d+3 imp		
IQ	11	HPT	Yes	Punch	15	1d cr, Reach C	Kick	13 1d+2 cr, C, 1
HT	12	DR	4 (Torso), 2 (Skull, Arms/Legs, Feet)					

Tim-Tom Toot

ST	16	Dodge	10	Punch	14	2d cr, Reach C, 1	HP	14
DX	12	Parry	10	Gas	15	vs. HT or -2 skill/-1 defense on next roll		
IQ	10	HPT	Yes	Snatcher	15	Insect swarm?		
HT	12	DR	2 (skull)					

Valorous McMane

ST	14	Dodge	10	Horn	14	1d+2 imp, Reach C	HP	14
DX	12	Parry	10	Kick	12	2d cr, Reach C, 1		
IQ	12	HPT	Yes	Harm	15	Inflicts 1d injury per 4 FP, no DR		
HT	12/20	DR	2 (Skull), 4 (Feet)					

Z-Rex

ST	14	Dodge	11	Bite	15	2d cut, Reach C	HP	14
DX	12	Parry	11	Slam	15	3d cr, Reach 6 (ONLY)		
IQ	11	HPT	Yes	S. Jump	12	2d cr, Reach 10, cost 4 FP		
HT	13	DR	4 (all)					

Name: Barkley

Description: Dog and Domovoi Protector

ST **14** HP **14**
 DX **12** Will **10**
 IQ **10** Per **12**
 HT **12** FP **12**

Damage		Resistance	
Eyes		Arms	
Neck	2	Hands	
Skull	2	Legs	
Face		Feet	
Torso		Groin	

Advantages
 Acute Smell (+2 Per, smelling only)
 Enhanced Dodge (+1 Dodge)
 Luck (reroll 1x hour)

Disadvantages
 Duty (Eva)
 Easily Distracted
 Sense of Duty (Peter)
 Sense of Duty (Other Guardians)

Move: 6 Speed: 6
 Dodge: 10 Parry: 10 Block: 8

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Claw (front)	14	1d+4 cr	C	10
Claw (rear)	12	2d cr	C, 1	no
Bite	14	2d cut	C	no

Skills

Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Digging	14	Domovoi Dog!	12
Fighting	14		
Intimidating Bark	12	- UNIVERSAL -	
Stealth	13	Climbing	12
Tracking	15	Dream Lore	10
		First Aid	12
		Search	12
		Throwing	12

Ranged Weapons/Attacks

Weapon Skill Damage Acc Range RoF Shots Bulk Rcl

Possessions

Collar (DR 2)



Name: Shadow

Description: Black Cat and Domovoi Protector

ST **12** HP **12**
 DX **14** Will **12**
 IQ **12** Per **14**
 HT **11** FP **11**

Damage		Resistance	
Eyes		Arms	
Neck	2	Hands	
Skull	2	Legs	
Face		Feet	
Torso		Groin	

Advantages

Alertness (+2 Per)
 Enhanced Dodge (+1 Dodge)
 Luck, Extraordinary (1x half-hour)

Disadvantages

Duty (Peter)
 Fear of Dogs (Cynophobia)
 Sense of Duty (Eva)
 Sense of Duty (Other Guardians)

Move: 6 Speed: 6.25
 Dodge: 10 Parry: 10 Block: 8

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Claw (front)	14	1d+2 cut	C	10
Claw (rear)	12	1d+4 cut	C, 1	no
Bite	12	1d cut	C	no

Skills

Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Acrobatics	14	Domovoi Cat!	12
Climbing	14		
Detect Lies	11	- UNIVERSAL -	
Diplomacy	12	Dream Lore	10
Fighting	14	First Aid	12
Stealth	15	Search	12
		Throwing	12
		Tracking	12

Ranged Weapons/Attacks

Weapon Skill Damage Acc Range RoF Shots Bulk Rcl

Possessions

Collar (DR 2)



Name: **Soldier Man**

Description: **Action Figure and Guardian**

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

Damage		Resistance	
Eyes		Arms	2
Neck		Hands	
Skull	2	Legs	2
Face		Feet	2
Torso	4	Groin	2

Advantages	Disadvantages
Combat Reflexes (+1 defenses)	Duty (Peter)
Enhanced Dodge (+1 Dodge)	Fear of Abandonment, Autophobia
High Pain Threshold (no shock)	Sense of Duty (Eva)
Luck (reroll 1x hour)	Sense of Duty (Other Guardians)

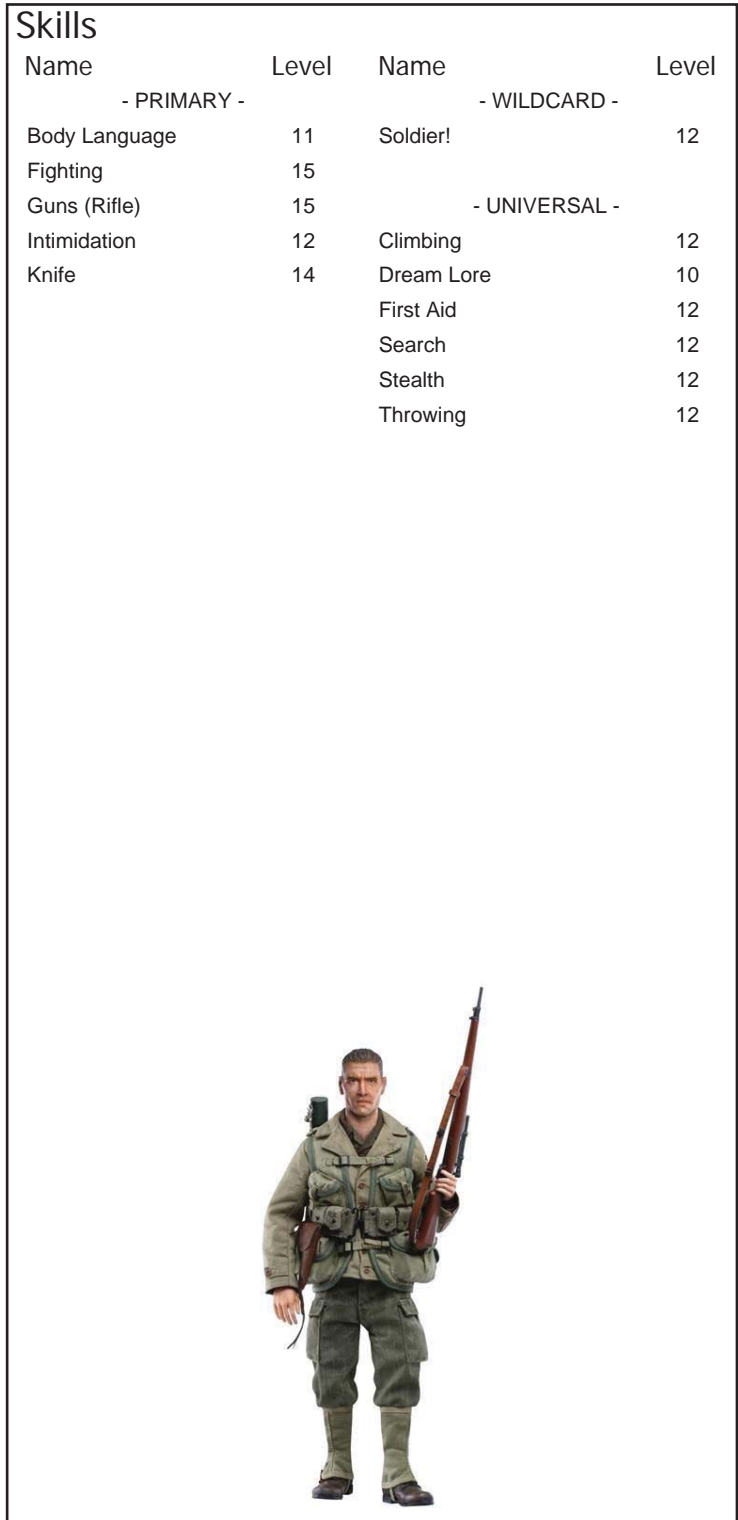
Move: 6	Speed: 6.25	
Dodge: 11	Parry: 11	Block: 10

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Knife, swing	14	2d cut	C, 1	10
Knife, thrust	14	1d+3 imp	C	10
Punch	15	1d cr	C	11
Kick	13	1d+2 cr	C, 1	no

Skills			
Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Body Language	11	Soldier!	12
Fighting	15		
Guns (Rifle)	15	- UNIVERSAL -	
Intimidation	12	Climbing	12
Knife	14	Dream Lore	10
		First Aid	12
		Search	12
		Stealth	12
		Throwing	12

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
M1 Garand	15	5d pi	5	1k/5k	3	30	-5	4
Knife	12	1d+1 imp	0	10/20	1	T(1)	-2	-

Possessions
Body Armor (DR 4 or DR 2)
Knife
M1 Garand Rifle



Name: Tim-Tom Toot

Description: Furry Monster Imaginary Friend

ST **16** HP **14**
 DX **12** Will **11**
 IQ **10** Per **10**
 HT **12** FP **12**

Damage Resistance
 Eyes Arms
 Neck Hands
 Skull 2 Legs
 Face Feet
 Torso Groin

Advantages
 Enhanced Dodge (+1 Dodge)
 Luck (reroll 1x hour)
 Snatcher (Concentrate for 1 turn, spend 4 FP, roll vs. Snatcher skill)

Disadvantages
 Dies if Peter dies/stops believing Duty (Peter)
 Sense of Duty (Eva)
 Sense of Duty (Other Guardians)

Move: 6 Speed: 6
 Dodge: 10 Parry: 10 Block: 8*

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Punch	14	2d cr	C, 1	10
Gas Attack (costs 2 FP)	15	special	adj.	-

(all adjacent hexes roll vs. HT to avoid being nauseated: -2 to all attribute/skill rolls, -1 defenses)

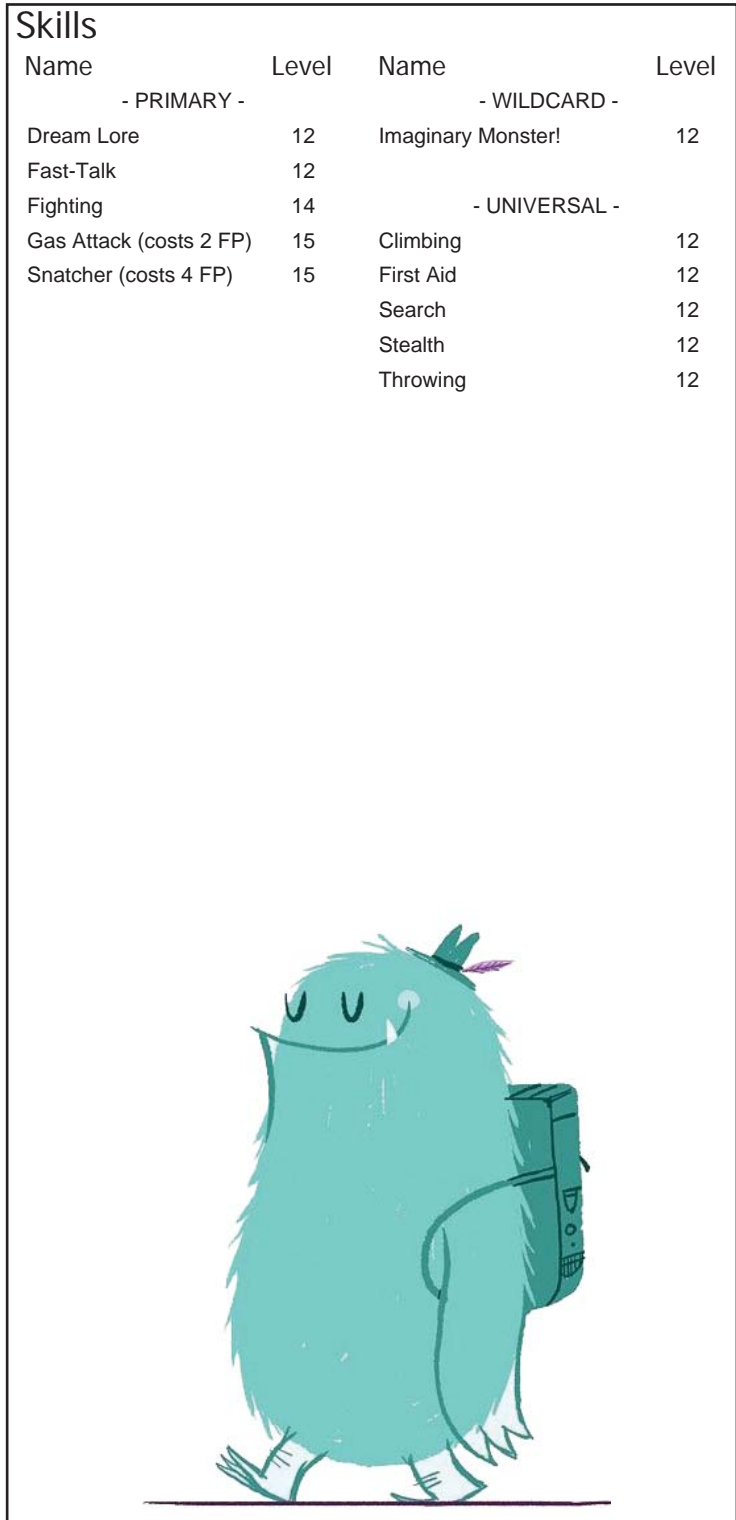
Skills

Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Dream Lore	12	Imaginary Monster!	12
Fast-Talk	12		
Fighting	14	- UNIVERSAL -	
Gas Attack (costs 2 FP)	15	Climbing	12
Snatcher (costs 4 FP)	15	First Aid	12
		Search	12
		Stealth	12
		Throwing	12

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions
 Backpack of Infinity
 (focus of Snatcher ability)



Name: ValorousMcMane Description: Unicorn Imaginary Friend

ST	14	HP	14	Damage Resistance Eyes Arms Neck Hands Skull 2 Legs Face Feet 4 Torso Groin
DX	12	Will	12	
IQ	12	Per	12	
HT	12	FP	20	

Move: 6 Speed: 6
 Dodge: 10 Parry: 10 Block: 8*

Advantages Enhanced Dodge (+1 Dodge) Healer (Healing, Shield skills) Luck (reroll 1x hour)	Disadvantages Dies if Eva dies or stops believing Duty (Eva) Sense of Duty (Peter) Sense of Duty (Other Guardians)
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Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Horn	14	1d+2 imp	C	10
Kick	12	2d cr	C, 1	no

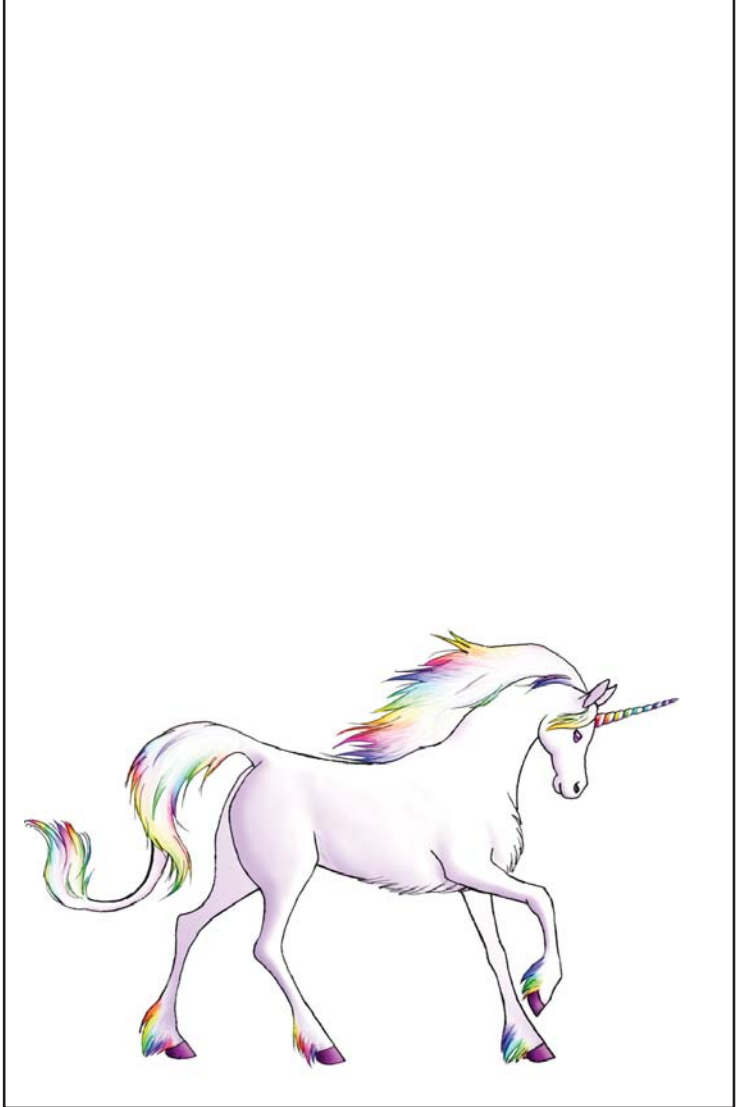
Skills

Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Dream Lore	12	Imaginary Unicorn!	12
Fast-Talk	12		
Fighting	14	- UNIVERSAL -	
First Aid (+1d+2 HP)	14	Climbing	12
Healing (1 HP/2 FP)	15	Search	12
Shield (1 DR/2 FP max 2 DR, lasts 1 min)	15	Stealth	12
		Throwing	12

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions



Name: Z-Rex

Description: R/C Dinosaur and Guardian

ST	14	HP	14
DX	12	Will	11
IQ	11	Per	11
HT	13	FP	13

Damage Resistance

Eyes	4	Arms	4
Neck	4	Hands	4
Skull	4	Legs	4
Face	4	Feet	4
Torso	4	Groin	4

Advantages

Combat Reflexes (+1 defenses)
 Enhanced Dodge (+1 Dodge)
 High Pain Threshold (no shock)
 Luck (reroll 1x hour)
 Metal Body (DR 4, all)

Disadvantages

Duty (Eva)
 Fear of Water
 Sense of Duty (Peter)
 Sense of Duty (Other Guardians)

Move: 6 Speed: 6.25
 Dodge: 11 Parry: 11 Block: 10

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Bite	15	2d cut	C	no
Slam	15	3d cr	6	no

Skills

Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Engineer	12	R/C Dinosaur!	12
Fighting	15		
Heartening Roar (allies get +2 to a single roll)		- UNIVERSAL -	
Slam	15	Climbing	12
Super Jump (10 yards, costs 4 FP)	12	Dream Lore	10
		First Aid	12
		Search	12
		Stealth	12
		Throwing	12

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Super Jump	12	2d cr	4	30/60	1	-	-2	-

Possessions



	Barkely	Shadow	Soldier Man
Description	Dog, Domovoi	Cat, Domovoi	Action Figure, Guardian
ST	14 HP 14	12 HP 12	13 HP 13
DX	12 Will 10	14 Will 12	13 Will 11
IQ	10 Per 12	12 Per 14	11 Per 11
HT	12 FP 12	11 FP 11	12 FP 12
Speed	6 Dodge 10	6.3 Dodge 10	6.3 Dodge 11
Move	6 Parry 10 Block 8*	6 Parry 10 Block 8*	6 Parry 11 Block 10*
Advantages	Acute Smell (+2 Per.) Enhanced Dodge (+1) Luck (1x hour)	Alertness (+2 Per.) Enhanced Dodge (+1) Luck (1x half -hour)	Combat Reflexes (+1) Enhanced Dodge (+1) High Pain Threshold Luck (1x hour)
Disadvantages	Duty (Eva) Easily Distracted Sense of Duty (Peter) SoD (Guardians)	Duty (Peter) Fear of Dogs (!Barkely) Sense of Duty (Eva) SoD (Guardians)	Duty (Peter) Fear of Abandonment Sense of Duty (Eva) SoD (Guardians)
Skills	Domovoi Dog! (12) Digging (14) Fighting (14) Intimidating Bark (12) Stealth (13) Tracking (15) Climbing (12) Dream Lore (10) First Aid (12) Search (12) Throwing (12)	Domovoi Cat! (12) Acrobatics (14) Climbing (14) Detect Lies (11) Diplomacy (12) Fighting (14) Stealth (15) Dream Lore (10) First Aid (12) Search (12) Throwing (12) Tracking (12)	Soldier! (12) Body Language (11) Fighting (15) Guns (Rifle) (15) Intimidation (12) Knife (14) Climbing (12) Dream Lore (10) First Aid (12) Search (12) Stealth (12) Throwing (12)
DR	2 (Neck and Skull)	2 (Neck and Skull)	4 (Torso), 2 (Skull, Arms/Legs, Feet)
Attacks	Claw, front (14) 1d+4 cr, Reach C Claw, rear (12) 2d cr, Reach C, 1 Bite (14) 2d cut, Reach C	Claw, front (14) 1d+2 cut, Reach C Claw, rear (12) 1d+4 cut, Reach C, 1 Bite (12) 1d cut, Reach C	M1 Garand (15) 3d pi, Acc 5, RoF 3 Bulk -5, Rcl 4 Knife, melee (14) 2d cut sw / 1d+3 imp Punch (15), 1d cr Kick (13), 1d+2 cr
Major Wound	8 or more 5 for extremity	7 or more 5 for extremity	8 or more* 5 for extremity

Tim-Tom Toot

Valorous

Z-Rex

Description	Tim-Tom Toot	Valorous	Z-Rex
ST	16 HP 14	14 HP 14	14 HP 14
DX	12 Will 11	12 Will 12	12 Will 11
IQ	10 Per 10	12 Per 12	11 Per 11
HT	12 FP 12	12 FP 20	13 FP 13
Speed	6 Dodge 10	6 Dodge 10	6.3 Dodge 11
Move	6 Parry 10 Block 8*	6 Parry 10 Block 8*	6 Parry 11 Block 10*
Advantages	Enhanced Dodge (+1) Luck (1x hour) Snatcher (Concentrate for 1 turn, spend 4 FP, roll vs. Snatcher)	Enhanced Dodge (+1) Healer (Healing, Shield) Luck (1x hour)	Combat Reflexes (+1) Enhanced Dodge (+1) High Pain Threshold Luck (1x hour) Metal Body (DR 4, all)
Disadvantages	Dies if Peter dies/dblvs Duty (Peter) Sense of Duty (Eva) SoD (Guardians)	Dies if Eva dies/disblvs Duty (Eva) Sense of Duty (Peter) SoD (Guardians)	Duty (Eva) Fear of Water Sense of Duty (Eva) SoD (Guardians)
Skills	Imaginary Monster! (12) Dream Lore (12) Fast-Talk (12) Fighting (14) Gas Attack (15) Snatcher (15) Climbing (12) First Aid (12) Search (12) Stealth (12) Throwing (12)	Imaginary Unicorn! (12) Dream Lore (12) Fast-Talk (12) Fighting (14) First Aid (14) +1d+2 HP Healing (15) 1HP/2FP Shield (15) 1DR/2 FP max 2 DR, lasts 1 min. Climbing (12) Search (12) Stealth (12) Throwing (12)	R/C Dinosaur! (12) Engineer (12) Fighting (15) Heartening Roar (12) Slam (15) Super Jump (12) (10yds) Climbing (12) Dream Lore (10) First Aid (12) Search (12) Stealth (12) Throwing (12)
DR	2 (Skull)	2 (Skull), 4 (Feet)	4 (All)
Attacks	Punch (14) 2d cr, Reach C, 1 Gas Attack (15) 2 FP (all adjacent hexes roll vs. HT to avoid being nauseated: -2 to all attribute/skill rolls, -1 defenses)	Horn (14) 1d+2 imp, Reach C Kick (12) 2d cr, Reach C, 1	Bite (15) 2d cut, Reach C Slam (15) 3d cr, Reach 6 (ONLY) Super Jump (12) 2d cr, Reach 10, Bulk -2 (10 yards, 4 FP)
Major Wound	8 or more 5 for extremity	8 or more 5 for extremity	8 or more 5 for extremity

MANEUVERS (Movement)

AIM (1): aim a Ranged weapon/attack to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (3): +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

ALL-OUT DEFENSE (1): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1): attack unarmed or with a ready weapon/ability

CHANGE POSTURE (0): switch between standing, sitting, kneeling, crawling, prone, or lying face up

CONCENTRATE (1): focus on a mental task

DO NOTHING (0): take no action

MOVE AND ATTACK (6): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9!)

MOVE (6): do nothing but move at full speed (move 7 if you moved 6 last turn)

READY (1): prepare a weapon or other item, reload a weapon, etc.

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses

Dual Strike: Use one or both hands to make two one-handed attacks (unarmed, one-handed weapon, or pistols), each at -6, to replace *one* attack from an Attack or All-Out Attack maneuver. Multiple targets can be attacked, but only if they are adjacent. Foe defends at -1 if he is the target of both attacks.

Flurry of Blows*: Halve the penalty for Dual Strike to -3 by spending 2 FP (1 FP *per attack*), OR...

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack and keep defenses

Feverish Defense*: Spend 1 FP to add +2 to a single active defense roll (unless All-Out Attacking)

Retreat: *Once* during your turn, move 1 hex away from a Melee attacker for +3 to Dodge/+1 to Parry or Block

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

POSTURE

If you are...	Your penalty to Melee attack is...	Your penalty to Active Defenses is...	Ranged attacks to your torso, groin, or legs are at...	You may move...
<i>Standing</i>	0	0	-0	6
<i>Crouching</i>	-2	0	-2	4
<i>Kneeling</i>	-2	-2	-2	2
<i>Crawling</i>	-4	-3	-2	2
<i>Sitting</i>	-2	-2	-2	0
<i>Prone/Lying face up</i>	-4	-3	-2	1

HIT LOCATIONS

-9	Eyes	Wounding modifier is x4, Knockdown rolls at -10. Impaling/piercing attacks from front/sides only. Injury > HP/10 blinds the eye.
-5	Neck	Crushing damage increased to x1.5, Cutting x2.
-7/-5	Skull	Wounding modifier is x4, Knockdown rolls at -10.
-5/-7	Face	Knockdown rolls at -5.
0	Torso	Default location, no modifiers.
-3	Groin	Knockdown rolls at -5, double shock penalty (-8 maximum).

Above, a Miss by 1 hits the Torso

-2	Arms/Legs	Impaling and piercing reduced to x1. Injury > HP/2 cripples limb (excess damage lost).
-4	Hands/Feet	Impaling and piercing reduced to x1. Injury > HP/3 cripples limb (excess damage lost).

RANGE

0	Close	0-5 yards	Can touch or strike foe.
-3	Short	6-20 yards	Can talk to foe. Pistol or muscle-powered missile range.
-7	Medium	21-100 yards	Can only shout to foe. Shotgun or SMG range.
-11	Long	101-500 yards	Opponent out of earshot. Rifle range.
-15	Extreme	501+ yards	Target difficult to even see. Sniper range.

* In Melee combat, ranged attacks have a penalty equal to the weapon's Bulk without the Gunslinger advantage.

Morpheus's Blessing



Will +1

Morpheus's Blessing



Will +1

Morpheus's Blessing



Will +1

Morpheus's Blessing



Will +1

Morpheus's Blessing



Will +1

Morpheus's Blessing



Will +1

Jabberwock Slayer



Will +1
All Damage +1d
All DR +4

Jabberwock Slayer



Will +1
All Damage +1d
All DR +4

Jabberwock Slayer



Will +1
All Damage +1d
All DR +4

Jabberwock Slayer



Will +1
All Damage +1d
All DR +4

Jabberwock Slayer



Will +1
All Damage +1d
All DR +4

Jabberwock Slayer



Will +1
All Damage +1d
All DR +4

Heartening Roar



+2 to a single
roll during this
encounter

Heartening Roar



+2 to a single
roll during this
encounter

Heartening Roar



+2 to a single
roll during this
encounter

Heartening Roar



+2 to a single
roll during this
encounter

Heartening Roar



+2 to a single
roll during this
encounter

Heartening Roar



+2 to a single
roll during this
encounter

The Boogeyman's Black Heart







BARKLEY

Dog and Domovoi Protector



SHADOW
Cat and Domovoi Protector



SOLDIER MAN
Action Figure and Guardian



TIM-TOM TOOT

Imaginary Friend and Monster



VALOROUS McMANE
Imaginary Friend and Unicorn



Z-REX

R/C Toy and Guardian



SHADOW



VALOROUS MCMANE

SOLDIER MAN



BARKLEY

TIM-TOM TOOT



Z-REX



VALOROUS



BARKLEY



SOLDIER MAN



SHADOW



TIM-TOM



Z-REX

