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Streets of Samhain

Young Outsiders wage war against the creatures of the night on the streets of the city.

1.0 World Overview: The Synopsis

To almost everyone, there are no such things as monsters...not real monsters.

Vampires, Werewolves, Zombies, and other creatures too gruesome to be easily categorized rule the mazes and labyrinths that we call our cities. They don't hide in the sewers below the metropolis or hide under our beds. They roam freely through the night, seeking refuge during the day in towering corporations fueled by the assembled wealth of thousands of years of predation. Some manage clubs and restaurants to lure their prey to them; fast cars and high times are a powerful anesthesia. No matter what they use to hunt their prey--we are their food.

What Happened?

In an age of reason, governments don't want to believe that these gothic nightmares exist. The sorcery of vampire-witches helps ensure the ignorance of world leaders. Those that won't succumb to witchcraft will usually succumb to money. Those who continue to be troublesome just disappear. The creatures of the night have no interest in leadership; they both lack the human empathy and the paranoid nature of humanity. Either would eventually reveal them for what they are. Invisibility has always been their ally. They are comfortable in the darkness.

What Went Wrong?

Occasionally humans escape the clutches of these monsters, and where as many end up the subject of ridicule for their seemingly mad ramblings, or silenced by human servants of the monsters, there are a few who make it to safety among allies; one of the secret groups of urban survivalists called the Samhain Society.

How Did It Change Things?

Whether a victim makes their way to the society by accident or is saved from a monstrous attack, the society becomes their new home--their new life. They leave their lives and families behind, in order to take up arms in a struggle against the monsters. If their human relations were known then brutal monsters would exploit their emotional bonds, slay their families and compromise the Samhain society.

From that point forward they are outsiders to normal society. Always looking in, but never fitting in; fighting a thankless war to protect humanity against the unthinkable.

2.0 The Characters within the Setting

The players play "Outsiders," members of the Samhain Society. They were once normal city kids, playing hard, loving hard, and living hard, until the lure of loud music and fast times lead them into the grasp of an undead predator. At the brink of disaster, they were saved by the Samhain Society. Now they are part of that cause, fighting a secret war against impossible odds.

Outsiders have had their deaths faked, and their histories erased, by powerful patrons. No one knows they're alive. Their fingerprints no longer appear on file and their DNA has been disguised by chemical therapy, even facial recognition software fails to unify them with their former identities. They are free in the world to fight their war and follow their dangerous paths.

The law is aware that there are ruffians and street tuffs that appear to be off the grid. There is no record of them anywhere. The authorities often mistake them as criminals. Outsiders don't communicate directly to the authorities and explain the truth, because they would not understand and the consequences of mission transparency would be disastrous for humanity. The war would cease to be fought in the shadows. It would spill out into schoolyards, mall, parks, play-grounds. The creatures of the night would fight hard and the war could well plunge the world into a new dark age. The age of reason would be over. Only fear and horror would remain.

Character Background and Involvement

When the characters begin, they are brand new "Outsiders". The average starting character is 18-21 years old. The characters are trained to be urban survivalists and dare-devil warriors of a sacred order, whose origins are even older and more enigmatic than the Templonic Knights.

Skills, Talents, Powers, and Abilities

In addition to one of the character archetypes from the Worlds of Pulp, core rule book, the characters all begin with the following conditions and abilities:

Conditions: Rebellious +4, Outsider looking in +4, Wanted by the Law +4,

Abilities: Fighting +1, Driving +2, Mechanics +1, Shooting +2

Special Equipment

Every member of the Samhain Society begins the adventure with a classic car. Samhain cars are always manufactured between 1950 and 1980. Players should be allowed to choose a car that interests them. Pull down the vehicles specs on the internet and make it available to the player. These cars always chosen from this time periods, because they have formidable horsepower, are easy to care for in a Samhain garage, and cannot be easily tracked or thwarted by computerized security. The construction of these vehicles also provides strong armor protection against bullets and concussion weapons.

3.0 The World

The world is whatever city you would like to place a Samhain Hostel in. It is usually best if you use a city you are familiar with, or at least have good access to maps and research. Using a couple of hours and your real world research of the city, a hard driving, and straight shooting goodtime is soon at hand. Accurate research will give, the GM a better feel for your city. The more familiar you are the better the game will be.

The Corridors

The corridors of a world are where the action takes place. Usually the only things that happen out in the open are of little consequence. There are a few things that you can do to prep your town.

Step 1: Find the oldest building in your town and put a vampire lord in residence.

Step 2: Find the oldest cemetery and put spirits and vampire-witches there.

Step 3: Find the oldest abandoned factory or warehouse district and put zombies there.

Step 4: Find the oldest hospital and put spirits there. If abandoned, place zombies and bounders there.

Step 5: If there is an asylum or retirement home, put a demonic presence there.

Step 6: Place a black covenant or vampire cult in every abandoned church.

Step 7: If there is an abandoned school, place spirits, demons and shadow people.

Step 8: If there are any abandoned military bases or compounds, slam'em full of zombies.

Step 9: If there is an abandoned medical clinic, place mad scientist lab there.

Step 10: Abandoned swimming pools, water treatment plants, and even abandoned wells become nursery for hellish broods.

Step 11: If there is a Historic Battlefield, put spirits and shadow people there.

Monsters, Encounters

Remember to Check Categories: A creature gains a +10 pip bonus to die rolls for all physical attributes, damages, and defenses for every category greater than 1.

Bounder

Category 1

Description: Bounders are cheetah-fast demons. They weigh about 300 pounds, have leathery skin with an armored carapace. Bounders have a powerful bite, claws, and a razor tipped whip-like tail. They are summoned by warlocks and sorcerers as servants and protectors, whom they serve loyally until destroyed. They will brutally attack any intruder on their territory, or any enemy ordered by their summoner.

The most effective tool in the possession of these creatures is their passive invisibility. If they are not being actively looked for, they cannot be seen. A perception roll is not required to find them, simply a declaration they are being looked for.

Conditions: Animal instincts and intelligence 10, Bloodthirsty 8, Monstrous appearance 8, Slave to their masters 10, Supernatural 10, Territorial 8

Abilities: Bite damage 8, Claw damage 7, Clinging (may move across any surface) 7, Combat 7, Conditional Invisibility (see description) 10 (+8), Leaping 10 (+10), Might 10 (+2), Size 9, Supernatural 10, Toughness 8

Movement: 70 mph, 14"

Demon

Category 2

Description: Demons are large, winged humanoids, standing seven foot tall. They have dark leathery skin; usually black or red. Demons have red eyes, horns and claws. They have backwards turned knees and long, whipping tails. These creatures are hellish foot soldiers. Using their shape shifting abilities to hide in plain sight, they move freely among man. They do the bidding of their demon lord masters, or the will of humans foolish enough to try and bind them.

Conditions: Brutal 10, Evil 8, Monstrous appearance 8, Overconfident 8, Slave to their masters 10, Supernatural 10

Abilities: Combat 7, Horn and Claw Damage 6, Intimidation 6, Might 8, Size 5, Shape Shifting 10+4, Supernatural 10, Toughness 7

Movement: 12 mph ground, 40 mph airborne

Common Street Vehicles: armored car, big truck, cruising motorcycle, transfer truck

Demon Lord

Category 3

Description: Demon lords are masters of dominions of hell. They seek to subjugate, corrupt or destroy all mortal flesh. In their true form they are massive and horrific.

Conditions: Brutal 10, Evil 8, Monstrous appearance 8, Overconfident 10, Slave to their masters 6, Supernatural 10

Abilities: Charming 8, Combat 9, Dimensional Travel (may open dimensional portals) 8, Horn and Claw Damage 7, Intimidation 9, Magic Spells (cat 3 - roll for 1d6 spells in B3) 8, Might 8, Seduction 8, Size 5, Shape Shifting 10 (+8), Supernatural 10, Teleportation (cat 3), Toughness 9

Movement: 12 mph ground, 65 mph airborne

Common Street Vehicles: stretch limousine

Demonic Presence

Category determined by size of object or location haunted.

Description: A demonic presence refers to a place or thing that is host to a demonic spirit. These creatures become attached to object or place through a warlock's summoning or through some form of vile curse. Within an area of 80 ft around the circumference of the demon-haunted object the demon may manifest its powers. The demon is usually invisible but ever-present in this area, though it may only appear or manifest its abilities at one target at a time.

The demonic presence's category is determined by the size of object or area it inhabits. Use the practical comparison table in Bare Bones Beyond rules to determine its category by finding its size in the area column.

The demonic spirit must be exorcised through exotic ceremonies to be destroyed. Treat exotic ceremonies as the relevant combat ability and the Exorcism ability as the damage rank for the attack. Once 4 points of damage has been delivered against the creature, it is exiled or destroyed. It is automatically destroyed if the object or place it is bound to is destroyed.

Demonic presences are only accessible for attack through ceremonies, otherwise it is simply not there unless it manifests.

When the demon manifests in a guise, it may be attacked normally, though if defeated it will only retreat to oblivion for a day. This sort of defeat is temporary, unless an exorcism is used to finish off the being. It can only kill a target if it manifests, otherwise its supernatural might may only generate bruising damage.

Conditions: Accompanied by cooling air and strange breezes 7, Accompanied by unique (GM option: giggling, music, a smell, dripping water, etc) 5, Bound to specific object or place (this is automatic and does not need to be rolled) 10, Evil 10, Manipulative 8, Supernatural 10, Violent 6, Wrathful 9

Abilities: Guises (may manifest as anyone) 8, Illusions 7, Intimidation 10, Invade dreams (the demon may manifest in the dreams of a sleeping target) 8, Move object (supernatural might/does not need to manifest to use this ability) 10, Spectral 10, Supernatural 10, Supernatural Toughness 10

Movement: It may move or manifest instantaneously anywhere with its area.

Ghost

Category 1

Description: Ghosts are the spectral presences of the dead who have become trapped in the earthly plane. All ghosts have unresolved issues or are mystically bound to the real world. If a ghost is exorcised, has their issues resolved, or the binding is broken, then they will dissipate, passing to the beyond.

Ghosts may move freely within their domain, appearing and disappearing wherever they like. Their dominion is defined as the region they are trapped, it also refers to objects and activities specifically connected to the dominion. A Civil War ghost is trapped at the site of the battle of Bull Run. That ghost may move and appear anywhere in the Battlefield area of Prince William County, Virginia, near the City of Manassas. The same ghost may also appear in museums that are featuring artifacts of the battle. Finally, the ghost may appear in the office of a politician who is endangering park land by backing a corporate land grab.

Conditions: Angry 8, Spectral 10, Supernatural 10, Unresolved Issues (unique for every ghost) 10

Abilities: Domain Movement (see description) 10, Invisibility 10, Telekinetic Might (ghost may affect the real world) 6, Possession (a ghost may attempt to invade the body of a mortal who may roll their willpower to resist the success of possession) 8, Spectral 10 (+8), Supernatural 10, Undead 10

Movement: Ghosts move fast, simply appearing and disappearing wherever they like within their domain (see description for information on what the domain consists of).

Ghoul

Category 1

Description: A ghoul is a cannibal humanoid that robs graveyards, and morgues in search of human flesh. These creatures were once human but have allowed their unnatural appetites to transform them into something monstrous. They have pronounced teeth, claws, bony hands, gaunt limbs and pot bellies. Their eyes are pale and hair is twisted and white.

Conditions: Animal motivations for food and survival 8, Nocturnal 6, Vile and monstrous appearance 7

Abilities: Climbing 7, Combat 6, Might 5, Stealth 7, Tooth and Claw Damage 7, Toughness 7

Movement: 9 mph

Common Street Vehicles: ambulance, hearse, truck with trailer

Hellish Broods

Category 1

Description: These are the maggot-like larvae of demons and monsters. The larva is as big as a man's leg, armed with concentric rows of teeth, and has the ability to track like hound. These are second stage larvae. When a larva consumes enough blood it may take the form of any human that it has consumed; this is the third stage larva. A third stage larva is also called a shepherd, they attend to the needs of the brood. One year and a day after that, it becomes an actual demon.

If a larva attacks and kills a human, then new larvae will gestate inside the corpse for 13 days. When the gestation period is done 2d6 new larvae will consume what is left, growing to full size in a day. While in the corpse, they are tiny and easily destroyed. At this point they are first stage larvae.

Conditions: Animal instincts 9, Driven to feed 10, Monstrous appearance (includes their smelly slime trail) 9, Supernatural 8

Abilities: Clinging (may move across any surface at any angle) 10 (+2), Combat 5, Sense Vibration 8, Stealth 8, Toughness 5

Movement: 4 mph

Monstrous Hybrids

Category 1

Description: These are people who either through runaway science or magical spell have been transformed into something inhuman.

Unusual Tables

<u>Roll</u>	<u>Natural Weaponry</u>	<u>Senses</u>	<u>Movement</u>	<u>Other Traits</u>
1	Claws	Night vision	Swimming	Venom
2	Vicious Bite	Vibratory	Leaping	Armored Skin
3	Hooks	IR Vision	Winged Flight	Extra Arms
4	Barbs	Acute Hearing	Clinging	Tail
5	Pincers	Acute Smell	Gliding	web crafting
6	Spiky or Clubbed Limb	Multi-faceted	tunneling	Massive, +1 category

Its acceptable to roll twice on any, one table.

Conditions: Monstrous appearance 9, Unchecked emotions 6, Vague memories of being normal 6

Abilities: Animal-like cunning 6, Might 10 (+2), Natural weaponry (damage) 8, Size 7, Senses 8, Stalking and Hunting 8, Toughness 10 (+6), Unusual movement 8, Unusual traits 8

Movement: 15 mph, 24 mph with unusual movement

Common Street Vehicles: van or bus

Shadow People

Category 1

Description: Shadow people are beings from the beyond, which appear as dark shadows, vaguely humanoid, often with glowing eyes or color points of dead light. These malevolent black masses thrive on mortal terror and negative emotions. It is common for them to flicker in and out of vision on the peripherals of a person's sight. Attacks come in the form of paralysis and or suffocation. The shade simply touches the person, who is struck cold and can not move, then suffers damage in the form of suffocation.

Conditions: Drawn to fear and despair 7, Disquieting Presence (their presence is often “felt” before perceived) 7, Malevolent 8, Mute 10, Supernatural 10

Abilities: Intimidation 8, Stealth 10 (+4), Suffocate Target 5, Supernatural 10, Supernatural Might 5, Spectral 8, Touch of Paralysis 5, Undead 10

Movement: 6 mph. 1”

Vampire Lord

“Lord” is used as general term here and refers respectively to male and female fiends.

Category 1

Description: There are classics and then there are icons. We are combining traits of Count Dracula, Carmella, and Varney to bring you a new vampire lord. Whatever the Vampire’s name is, they will masquerade under anagrams of that name. If a player guesses the anagram, immediately give them 1d6 boxcars. This only applies to the first player to guess. Vampire lords are not usually seen as defeatable. If the players do defeat one and destroy it, give them all 1d6 boxcars...and maybe a pony.

Conditions: Appear older or younger (depending on how recently it has fed) 10, Domineering 8, Obsessive 10, Habits and manners of life (it will ultimately act as it once did, this might also include fashion) 7, Survives on human blood 10, Will be utterly destroyed by the direct rays of the sun (unless it fed the night before) 10

Abilities: Animal Forms (cat-like beast, bat, wolf, black dog) 10, Bite damage (if causes damage-stack blood drain damage) 6, Blood drain damage (this attack ignores toughness and armor, bit must cause damage) 6, Clever 6, Clinging (move across any surface)10, Combat (vampire lords are very old and familiar with many forms of combat) 8, Command Rats, Bats, and Wolves 10, Conjure and Control Storms (cat 3) 10, Create Vampire 8, Disguise Behaviors 6, Enthrall Minion (he can enthrall and manipulate the memories of those in his thrall) 8, Keen Senses (includes ability to see in the dark) 10 (+2), Might (category 2) 10, Move Fast (cat 3) 8, Profession (whatever the vampire did in life) 8, Shape shifting (assume the appearance of any person) 10, Spectral Forms (mist, shadows, etc) 8, Stealth 9, Summon Wolves (1 wolf per success) 10 (+4), Supernatural 10, Toughness 10, Undead 10, Vampire Clan (category 2-roughly 100 vampires) 10, Walk through walls 10, Wealth (category 3) 8

Movement: roughly 250 mph, 48” this movement represents the vampire’s ability to move faster than he eye can follow. It cannot be used to charge a target for more damage or deprive a target of defensive rolls. It can certainly be used to ambush or surprise targets.

Common Street Vehicles: limousine, ultra-expensive European sports cars

Vampire

Category 1

Description: These vampires are lesser forms of vampire lords. When a human first becomes a vampire, this is what they become. They don't become a vampire lord until they reach an undetermined age or slay and drain the blood of their master.

Conditions: Domineering 6, Obsessive 10, Habits and manners of life (it will ultimately act as it once did, this might also include fashion) 7, Survives on human blood 10, Revealed as a monster (if wounded, the vampire may reveal itself as a vampire) 7, Undead 10, Will be utterly destroyed by the direct rays of the sun (under any circumstances) 10

Abilities: Bite damage (if causes damage-stack blood drain damage) 5, Blood drain damage (this attack ignores toughness and armor, bit must cause damage) 5, Clinging (crawl along any surface) 8, Combat 6, Create Vampire 5, Keen Senses (includes ability to see in the dark) 6, Might 10, Profession (whatever the vampire did in life) 5, Supernatural 6, Toughness 6, Undead 6

Movement: roughly 20 mph

Common Street Vehicles: Tricked out racers and street motorcycles

Werewolf

Category 1 during day, 2 at night

Description: Werewolves in SoS appear as normal humans until the sun goes down. They may assume the form of a werewolf in this instance. They have claws fangs, incredible speed, agility, and physical might. They are bloodthirsty and easily angered. In wolf or human form.

Werewolves collect in packs. They prefer motorcycles because they can park them in remote places during certain nights and be isolated until morning. They also love the freedom the cycles give them.

Sos werewolves are man-wolves as opposed to wolves. Also SoS werewolves are created through the imparting of a curse, from a werewolf shaman or a witch. The spell is called "Curse of Lycanthropy 8" the spell must be accepted willfully by the victim (though may be done under duress). The spell is permanent and cannot be removed. This witch contract may take many forms; drinking from a silver wolf print, drinking blood from an ancient chalice, walking beneath a specially designed archway. In any case it will be obviously dangerous, and foreboding. Surviving a bite just means the victim is luck--not cursed.

Conditions: Bloodthirsty (at night) 8, Easily Angered 6, Howl (reflexive action to having made a blood-kill; easily heard) 8, Involuntary Transformation (may only assume a man-wolf form at night and must during the full moon) 10, Limited Memory of Human Self(only in wolf form) 6, Monstrous appearance (in wolf form) 10, Pack Mentality 7, Supernatural 10, Vulnerable to Silver (extra damage from silver-before defences) 10 (+6)

Abilities: Regenerate (all damage and scars during transformations; this includes death, except by fire and silver) 10. Tooth and Claw damage 7, Fighting (tooth and claw, or brawling in human form) 8, Might 7, Physicality 7, Supernatural 8, Size 6, Toughness 9, Wolf Senses (in wolf form) 10

Movement: 40 mph

Common Street Vehicles: cruising motorcycles

Zombies

Category 1

Description: These pitiful, mindless creatures were once alive, infected with a curse or virus, that caused them to rise from the dead transformed. SoS Zombies are of the foot dragging, flesh-eating monsters. They respond to sound and the smell of living flesh. Their attacks are unrelenting as they will literally try to eat a person where they stand.

1 in 6 zombies is a zombie lord. All that means is that they think and command lesser zombies. Zombie lords drive the vans. Zombie lords may also appear more or less human and have agendas. *“Lord” is used as general term here and refers respectively to male and female fiends.*

Conditions: Insatiable Hunger 10, Instantly destroyed by 1 point of damage called to the head), Mindless (zombies don't really think.), Monstrous appearance 7, Undead 10, Supernatural 5

Abilities: Bite Damage 5, Drive (zombie lords only) 5, Might (zombie lords only) 8, Supernatural 5, Toughness 5, Virus (if bitten and damaged, target must save versus virus successes each turn on the resolution phase or suffer 1 point of viral damage. When the target has accumulated 4 viral damage, they become a bloodthirsty zombie and are dead) 4

Movement: 4 mph, Zombie Lords move 12 mph

Common Street Vehicles: vans (vehicles always show dents and signs of severe damage)

3.1 Special Conditions

Spectral: This creature may move through solid barriers and use spectral as a defense to physical damage. Spectral creatures may also defy physical law and gravity, floating in midair, possessing no mass, etc. Spectral creatures that possess Supernatural Might may exert their strength on the real world, as if they were there.

Supernatural: This condition simply means that the creature is vulnerable to attacks and abilities that target supernatural foes. Supernatural as an Ability simply means that the creature has advantages where being a supernatural creature would be advantageous. Supernatural creatures are vulnerable to weapons that effect supernatural things. This is usually weapons made of silver, ash wood, etc (this could change depending on the type of entity); a little research goes a long way.

Undead: The character is a corpse and has the immunities that a corpse would have. As a condition it means the character is vulnerable to what corpses are vulnerable to. Undead as a condition indicates vulnerabilities that an animated body may suffer: extra damage from flies, decomposition, blow flies, maggots, etc.

4.0 Equipment and Vehicles

Classic Muscle Cars

The classic muscle car is the favorite pick for streets of Samhain. The stats provided below are based on a 1969 "Judge." Look up stats for you favorite muscle car and adjust the numbers by 1 or two points in either direction.

Category 2

Conditions: Maintenance and Fuel consumption 7

Abilities: Acceleration 8, Armor 4, Handling 5, Power 8, Size 7, Toughness 6

Movement: 124 mph (stock)

Standard Cars

These are basic stats for a normal car.

Conditions: Maintenance and Fuel consumption 4

Abilities: Acceleration 6, Armor 4, Handling 4, Power 4, Size 5, Toughness 6

Movement: 100 mph

5.0 GM Information

The Big Boom

If it can blow up, it does. If a vehicle is reduced to 0 hits, it explodes, like it was packing a tank of nitro. Throw a match on a slick of gas, it ignites. If an attack is meant to cause an explosion, it will require a -2 pip penalty on the attack roll; -1 for calling the shot, -1 for "Calling for Effect." Calling for effect means the attacker is looking for an effect other than damage.

Boxcar Games

Asside from rolling boxcars during game play, players may earn additional boxcars by working motor-headed car facts (specific to their character's car) into normal conversation. The comment must be in response to something happening or seen, in the moment it happens, or a response in a conversation. See the below example:

Player 1: "Look at all those thralls. That vampire only cares about amassing more power!"

Player 2: "The only power I care about is the horse power pumping out of my Hemi Big Block."

Stories

Stories do not have to be only about auto racing, but their cars are really all the Outsiders have to call their own. Whether or not a game involves a car chase, race, it should involve mention of the character's cars and some driving rolls (even if it's only to get somewhere faster)..

6.0 Appendix

Suggested Movies and Television

Any classic horror movie (Dracula, Night of the Living Dead, Wolf Man, etc)

Death Race (franchise)

Fast and the Furious (franchise)

Gone in 60 Seconds

Grease

The Lost Boys

Kolchak, The Night Stalker (television)

Predator 2

Split Second

Supernatural (television)

Transporter (franchise)

Warriors