

Mystic Realms

HORROR SUPPLEMENT

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CAUTION STATEMENT

Always exercise caution when playing Mystic Realms. Players must ensure that no physical harm comes to them or others while playing, and should also be careful that their theatric event does not disturb or alarm those who are not participants and may not understand the hobby.

DISCLAIMER

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Have you ever been scared witless, so dumb struck by terror that you could only tremble, stammer and stagger? It's likely you have not, because that kind of terror is never experienced in the normal, mundane world, but luckily there's the realm of Aberrant Earth, a place where the lights are never bright enough and monsters really do exist.

The genre of horror has been around ever since the first caveman growled at another cavemen from the shadows convincing the first caveman that some Neolithic predator was about to chomp him up into little pieces. Everyone loves a good scare, especially when the fright is the kind that never causes real harm. This kind of horror is the heart of every good scare.

Horror stories have been passed down through the ages starting as oral stories around the campfire, then to written tales, next to theater productions, then to film, then to table-top roleplaying and finally to video games. Horror live-action roleplaying is just the next evolution of the horror genre. Instead of reading or watching the action unfold, live-action roleplayers get to become the characters and have the action happen to them.

The Mystic Realms live-action roleplaying system is particularly suited for capturing horror roleplaying. The basic theatric focus of all Mystic Realms events helps players become more deeply immersed in their character's thoughts and actions. In addition, since the live-action rules are specifically designed to keep play totally in-character there is no out-of-play interruptions or pauses in the action to distract the player. This design allows players to more completely suspend their disbelief in order to experience the ultimate high in horror roleplaying.

SETTING

The setting of Mystic Realms Horror is the Realm of Aberrant Earth. Aberrant Earth is, on the surface, much like the real earth on which it is based. People go about their lives just like they do in the real world of earth, the only difference is that in Aberrant Earth monsters are real. In fact, a hidden world exists of which normal people are

completely unaware.

In Aberrant Earth there are monsters in the closet and under the bed. The woods are filled with dangerous red eyes watching from the shadows between the branches. In Aberrant Earth evil cults and religious fanatics practice dark ceremonies and make human sacrifice to gods too terrible to name. Serial killers, fascist movements and mad scientists abound. In Aberrant Earth, there are a good deal more lunatic asylums and many more unsolved murders and missing person reports. But in Aberrant Earth most people are blissfully unaware of all this and continue believing their world is safe and secure.

EXPECTATION

A typical Horror event begins with a simple theme. This theme usually uses a pretext to get the characters together. Common themes are a dinner party, an antique auction, a book signing, an art show or even a holiday party. Usually the player characters do not realize something is amiss until after they have had time to mingle and meet the other participants. The best stories are subtle at first and only the keenest of observers may get a hint of what is to come.

A live-action roleplaying horror event is not a simple haunted house or hayride with people jumping out to give cheap scare. A true horror event should be a surreal theatric experience where the writer and cast provide subtle details that build up over the course of an event.

Most of the "horror" in the event comes from the players who roleplay characters with strong backgrounds and personalities who slowly descend into a paranormal world of madness and death.

Expect there to be knowledge cards to provide background information important to the plot. Read in-play written material carefully as its often key to a player's survival. Mystic Realms Horror events are often cerebral affairs that require characters to work together finding clues and solving puzzles in a vain effort to understand what is happening.

There is live-action combat as one by one players will be slain or fall prey to the threatening terrors. As time passes, the situation gets more desperate and the panic builds to a climax. The best stories give the characters a chance to survive, but in doing so require the character to use their skills and pool their knowledge to defeat their supernatural adversaries.

ROLEPLAYING REQUIREMENT

Horror roleplaying is not for everyone. Subconsciously or sometimes even consciously many people only enjoy live-action roleplaying when they can be the successful hero. They like to kill monsters, feel bigger than life and to always survive, or at least always have a fair chance at surviving. Most Mystic Realms worlds are designed to allow players to be the hero.

Horror events are just the opposite of heroic live-action roleplaying. Players in horrors are going to be playing characters that become victims. They're hoping that their character is going to be scared witless as they face indescribable terror "in the form of a person in a rubber mask or other costume.

People in masks or make-up are not scary. Sure they can be startling and make a player's heart pound when the monster jumps out, but as soon as the brain registers "person in costume" there is no fear for the player. The only way a player experience fear is through his or her character. Thus, horror roleplaying requires a higher level of acting skill and a greater ability to suspend disbelief.

At a horror event the amount of fear you will feel is directly proportional to your ability to become your character and participate in the shared experience. Being terrified at a horror event is the hallmark of skilled roleplayer. It's easy to be the hero; it's harder to be the victim.

When playing in a horror event you participants must allow yourself to get into the mood of the performance and react like your character. You must roleplaying the terror that your character

feels by losing yourself in the imagined action, by suspending your disbelief, and by totally becoming the character. If they do this then somewhere in the midst of the event, you will merge with your character. The mood will infect everyone and the line between game and reality will be consciously blurred and this is where true terror is safely found.

CHARACTER CREATION OVERVIEW

Creating a character is an easy process and uses the Mystic Realms Core Rules. After thinking up a name and creating a background you have 5000 status to purchase skills off of the skill charts.

STEP #1: CREATE BACKGROUND AND PERSONALITY

Mystic Realms Horror is a game that depends heavily on the interaction between characters. You will need to verbally interact with players over the entire event so you must have a strong background and personality.

A background and personality makes your character a real person with thoughts, ideas, hopes and dreams. Without depth you are just a one dimension placard. A good story needs solid three dimension character with a past that they can share with others and a personality that gives them charisma.

If too many players attend a horror event as a characters without a background and personality the event will be like going to a stage show and watching stage hands move cardboard cutouts around on the stage. The commonest reason for a horrors event to fail to achieve its desired effect is a lack of strong player characters.

Background: A character's background details important facts about the character including birth, childhood events, education, life experiences, traumatic events and occupation. The best backgrounds are those that give the character a reason for his actions and beliefs.

The background does not need to be overly

detailed, but it should contain a series of snapshots capable of being conveyed to others. A series of dates and facts is not as useful as emotional stories. A background that is written and never roleplayed is useless, whereas a background that is shared with others adds depth to the character and provides for awesome roleplaying opportunities.

If you are attending an event with friends it is very useful to interweave your character's backgrounds with others. Adding connections between characters creates depth of roleplaying which always adds to the emotional content of the event. For example, two friends who create characters who are related as brothers, sisters or husband and wife will provide unique moments for everyone.

Personalities: After building the character's background, you must decide on what type of a personality your character has.

Often your character's background will shape his personality. If he grew up poor he may be stingy and conservative. If she grew up without many friends she may constantly seek other's approval. If he was bullied as a child, perhaps as an adult he will be overprotective of those weaker than himself.

If your character is from a specific part of the country, consider playing a character with an accent because accents always add to the personality. The place where you character was raised often provides mannerisms and colloquialism which you should add to your character. Little touches like this bring out your personality.

The depth of your character's personality often depends on your roleplaying ability. As you gain skill social skills you'll be able to portray a wider range of personality styles.

STEP #2: ASSIGN BODY

Body is the measure of how much physical abuse a character can suffer before becoming unconscious. This does not necessarily equate to actual physical wounds, but is best thought of as a combination of wounds, fatigue and morale.

All characters in Mystic Realms Horror are human and all humans have a maximum body of eight. Starting status is used to determine initial body and each point of body is purchased separately for 300 status each. All characters must have at least one body.

STEP #3: SELECT OCCUPATION

Occupations reflect the manner in which a character makes his living. A character must have an occupation. The list of occupations is meant to encompass all occupations in all time periods of play. If a player does not find their exact occupation listed they should choose the closest approximate occupation.

STEP #4: PURCHASE SKILLS

You must learn all the skill listed under your character's occupation. After learning all skills under occupation they may then spend their remaining status on general skills.

STEP #5: COSTUME AND EQUIPMENT

To play you need a costume and possible some equipment. Whether the game is set during modern times or in the past, wearing a costume is very important for the effect. Wearing a costume is the first step in getting "into" character. The clothing must be matched to the character played and should not be the everyday wear of the participant.

For most events set in the twentieth century, the easiest way to get a costume is to go to a vintage clothing store or a thrift shop. In the early part of the century men wore dress shirts, wool jackets and suspenders, while woman wore plain dresses and hats. By the end of the twentieth century clothing had become much less formal.

For events set in other ages, you will need to make or purchase a costume. You do not need to spend a lot of money on your costume. In fact it is not advisable to spend lots of money as character survive is not a high priority. The Internet is an excellent place to search for costumes.

Players are encouraged to bring props for their character, but not weapons. Doctors should have

bags, journalists should have cameras a magician should bring along a few tricks. Bring what your character would normally bring to an event of the type described in the scenario; however, do not bring weapons to the event unless the event specifically asks characters to bring weapons.

There's no reason to attend a dinner party, art auction, will reading, archeology exhibit and so forth with a great sword. If you're playing a detective, gangster or other character who you feel would have a gun, please write into your character history why your character has tragically forgotten, lost or otherwise is without his or her gun. Also, body combat is not on the skill list for horror characters so don't expect to get around the "no weapons" rule by playing a boxer or martial artist.

For many, having a weapon in their hands just gives a feeling of comfort and security. In horror there is no comfort or security; there is only fear, madness and eventual death. By the way, you may find a few weapons at a horror event so if you want take weapons skills you would have normally.

Valuable or sentimental items should not be used during play as items may be broken or lost during play.

CHARACTER OCCUPATIONS

A character in Mystic Realms Horrors will generally have an occupation. These occupations represent how the character earns his livelihood. The skills listed as occupation skills must be purchased.

Antiquarian

Antiquarians are collectors of historical relics. In every age there are those who collect items of the past. In the middle ages they sought items from the classic period. In the modern age antiquarians frequent curiosity shops, antique auctions, estate sales, junk yards and even old book stores looking for anything of value. Their specialty is the appraisal and identification of obscure items.

Occupation Skills: Knowledge: climb I - 100,

commerce - 100, enigmas - 100, fine arts - 100, first aid - 100, forgery - 200, history - 100, literature - 100, occult - 100, politics - 100, psychology - 100, regain feat (nostalgia) - 200, rumors - 100, sense I - 100, splint - 100, swim I - 100, theology - 100, weapons (cutting) I - 100.

Archeologist

Archeologists study past civilizations. They travel to exotic places or remote areas, often trampling through desert sand or thick jungle growth, in an effort to find lost cities or temples where they will conduct excavations in an effort to unearth the past. In all time periods people excavated older civilizations for knowledge and wealth.

Occupation Skills: Feats: willpower - 200. Knowledge: astronomy - 100, climb I - 100, enigmas - 100, fine arts - 100, first aid - 100, forensics - 100, geology - 100, history - 100, literature - 100, occult - 100, politics - 100, regain feat (appreciation) - 200, rumors - 100, sense I - 100, swim I - 100, theology - 100, weapons (chopping) I - 100.

Aristocrat

Aristocrats are people of wealth, influence and power who were often a member of the ruling class. In ancient times they were the theocrats, senators and merchants, in the middle ages they were nobles and military leaders. In the modern world aristocrats are the corporate elite or the idle rich. Aristocrats are marked by their privileged demeanor as they attempt to convey dignity and poise. They often have important economic connections and a keen understanding of political dynamics.

Occupation Skills: Feats: willpower I - 200. Knowledge: animal handling - 100, commerce - 100, first aid - 100, law - 100, literature - 100, mathematics - 100, politics - 100, psychology - 100, regain feat (debate) - 200, repair - 100, rumors - 100, sense I - 100, splint - 100, swim I - 100, wealth I - 200, weapons (crushing) I - 100.

Artist

Artists are creative individuals who see the world in their own special way. Whether they are painters, sculptures or pursue some non-traditional

artistic endeavor, they have a certain intellectual freedom that separates them from general society.

Occupation Skills: Knowledge: climb I - 100, extrasensory perceptions - 200, fine arts - 100, first aid - 100, history - 100, literature - 100, occult - 100, performance - 200, politics - 100, psychology - 100, regain feat (story telling) - 200, rumors - 100, sense I - 100, swim I - 100, wealth I - 200, weapons (cutting) I - 100.

Athlete

Athletes condition their physical bodies by participation in athletic endeavors. They are diverse sportsmen and are generally skilled in various competitions. In the modern world athletes compete on football fields, fencing strips, gymnasium floors, sandlot ballparks, boxing rings, wrestling mats and many other places, but almost every sport finds its roots in ancient times.

Occupation Skills: Feats: dodge I - 200, knockback I - 200, parry I - 200, strength I - 100. Knowledge: climb I - 100, fatal finish - 100, first aid - 100, history - 100, regain feat (contest physical) - 200, resuscitate - 200, sense I - 100, swim I - 100, weapons (body) I - 300

Astrologist

Astrologists are attuned to the movement of heavenly bodies as they relate to the human condition. They understand hidden truths and may be able to glimpse the future within the stars. In ancient times they were advisors to kings and sometimes kings themselves, but in the modern world they often work in the circus or on the boardwalk. Their knowledge of astronomical events is equivalent to that of the best astronomer.

Occupation Skills: Knowledge: animal handling - 100, crime - 100, first aid - 100, law - 100, literature - 100, mathematics - 100, occult - 100, politics - 100, psychology - 100, regain feat (divination) - 200, repair - 100, rumors - 100, sense I - 100, splint - 100, weapons (crushing) I - 100, wealth I - 200, wealth II - 200.

Author

Authors are a dynamic group of professional individuals who convey information through the

written word. There are many kinds of authors, including journalists, playwrights, critics and novelists. They often have keen powers of observation and the ability to organize and convey their thoughts.

Occupation Skills: Knowledge: climb I - 100, commerce - 100, enigmas - 100, fine arts - 100, first aid - 100, forgery - 200, history - 100, literature - 100, occult - 100, politics - 100, psychology - 100, regain feat (appreciation) - 200, rumors - 100, sense I - 100, splint - 100, swim I - 100, theology - 100, weapons (cutting) I - 100.

Burglar

Burglars are criminals who specialize in entering structures. They can shimmy up a drainpipe to an open window or use deft fingers to pick a lock on the door. Burglars are often agile and dexterous, but also cunning and cautious. They generally have a good knowledge of the criminal element in their area of operation. A burglar's ability to get into places can be a great help to any team.

Occupation Skills: Feats: surprise strike I - 200. Knowledge: bindings - 100, climb I - 100, crime - 100, disarm trap - 200, fatal finish - 100, first aid - 100, law - 100, pick locks - 300, regain feat (stealth practice) - 200, rumors - 100, sense I - 100, weapons (cutting) I - 100.

Clergy

Clergy are the leaders of the church and pillars in the community. In ancient time they were leaders of nations, but in the modern world most clergy lead only their own congregations. Their faith is strong and their words are heard as an inspiration to all. Although there are many different religions, most clergy are congenial persons who seek to bring people together in worship.

Occupation Skills: Feats: willpower - 200. Knowledge: astronomy - 100, first aid - 100, enigmas - 100, history - 100, law - 100, literature - 100, occult - 100, politics - 100, psychology - 200, regain feat (prayers) 200, sense I - 100, splint - 100, theology - 100, wealth I - 200, weapons (crushing) I - 100.

Coroner

Coroners are government officials who deal with the dead. In ancient times they were simply grave diggers or body snatchers, but in modern times their jobs have become attached to criminal investigations. Coroners examine dead bodies and in some jurisdictions the scene of the crime. Their specialized knowledge can often help piece together events and provide clues as to what the team is facing. A good coroner can identify an adversaries attack methods.

Occupation Skills: Knowledge: bindings - 100, biology - 100, commerce - 100, chemistry - 100, embalm - 100, first aid - 100, forensics - 100, geology - 100, history - 100, medicine - 200, politics - 100, psychology - 100, regain feat (examination) - 200, resuscitate - 200, sense I - 100, splint - 100, weapons (cutting) I - 100.

Doctor

Doctors want to cure sickness and heal injury. This occupation includes medicine men, physicians, surgeons, midwives, and so forth. Even those who specialize in herbal remedies, leeches or phrenology have all laid claim to the title doctor. Medicine can take many forms, but the goal is always to help the patient.

Occupation Skills: Knowledge: bindings - 100, biology - 100, chemistry - 100, fatal finish - 100, first aid - 100, forensics - 100, medicine - 200, mutilation - 100, politics - 100, psychology - 100, regain feat (examination) - 200, resuscitate - 200, sense I - 100, splint - 100, wealth I - 200, weapons (cutting) I - 100.

Domestic Servant

Domestic servants fulfill household functions. They may be maids, butlers, gardeners or cooks. Domestic servants generally know what's really going on in a household. As members of the team they will be able to quickly deal with other domestics.

Occupation Skills: Knowledge: astronomy - 100, biology - 100, climb I - 100, commerce - 100, first aid - 100, geology - 100, navigation 100, regain feat (jocularity) - 200, repair - 100, rumors - 100, sense I - 100, splint - 100, survival - 100, swim I - 100, tracking - 200, vehicle I - 200, weapons

(chopping) I - 100.

Drifter

Drifters move from one place to the other. They never settle down. Migrant workers, outlaw bikers, and criminals on the run would all be considered drifters. In ancient times there were many nomadic people who traveled without establishing firm roots.

Occupation Skills: Knowledge: climb I - 100, crime - 100, disarm trap - 200, fatal finish - 100, first aid - 100, gambling - 200, law - 100, navigation - 100, scrounge - 200, regain feat (stealth practice) - 200, rumors - 100, sense I - 100, survival - 100, swim I - 100, weapons (chopping) I - 100, weapons (cutting) I - 100.

Entertainer

Entertainment is a timeless profession. Beaters in a stone-age drum line, musicians with electric guitars, actors on a day-time soap or band members in an orchestra, all lay claim to the occupation of entertainer and each has the potential to amass fame and fortune. Entertainers can be a good source of funding for an investigative team. They can also use their fame to open doors and appease authorities.

Occupation Skills: Knowledge: climb I - 100, extrasensory perceptions - 200, fine arts - 100, first aid - 100, history - 100, literature - 100, occult - 100, performance - 200, politics - 100, psychology - 100, regain feat (story telling) - 200, rumors - 100, sense I - 100, swim I - 100, wealth I - 200, weapons (cutting) I - 100.

Farmer

Farmers work from dawn to dusk scratching a living from the soil. They are often hard working people with earthy values. Their overalls may be dirty, but they are good, god fearing folk, who will lend a hand to help. Farmers often amass a large amount of down home learning and folklore common to their region.

Occupation Skills: Feats: critical melee I - 200, critical shot I - 200, knockback I - 200, parry I - 200. Knowledge: animal handling - 100, climb I - 100, fatal finish - 100, first aid - 100, navigation -

100, regain feat (feasting) - 200, repair - 100, sense I - 100, splint - 100, swim I - 100, weapons (crushing) I - 100.

Gangster

Gangsters are more than common criminals, because their connection to organized crime gives them a vast support network. They are often toughs from the bad side of town, who know how to fight. More importantly they understand the criminal world and know how to skirt the law.

Occupation Skills: Feats: critical ranged I - 200. Knowledge: bindings - 100, climb I - 100, crime - 100, disarm trap - 200, fatal finish - 100, first aid - 100, law - 100, pick locks - 300, regain feat (scheming) - 200, rumors - 100, sense I - 100, weapons (cutting) I - 100

Historian

Historians chronicle and catalogue the past. They often teach at the local university or work in the library. Some historians enjoy going out into the field, but most spend their time researching documents and other sources. They are a fountain of information.

Occupation Skills: Knowledge: astronomy - 100, biology - 100, enigmas - 100, fine arts - 100, first aid - 100, geology - 100, history - 100, law - 100, literature - 100, mathematics - 100, occult - 100, politics - 100, psychology - 100, regain feat (theorize) - 200, rumors - 100, sense I - 100, splint - 100, theology 100, weapons (cutting) I - 100.

Hobo

Hobos are afflicted with the wanderlust. They hitch rides on trains, trucks and sometimes plane, living the carefree life of a wanderer. Traditionally they carried their belongings wrapped up in a handkerchief and tied to a pole, but these days they're more likely to have a knapsack and a bottle of spring water.

Occupation Skills: Feats: surprise strike I - 200. Knowledge: climb I - 100, crime - 100, disarm trap - 200, fatal finish - 100, first aid - 100, geology - 100, law - 100, scrounge - 200, regain feat (stealth practice) - 200, rumors - 100, sense I - 100, swim I - 100, weapons (cutting) I - 100.

Law Officer

Law officers are known by many titles: police officer, copper, sheriff, security guard and detective. Their task is to enforce the laws of their jurisdiction and they are all part of a good ol' boys system.

Occupation Skills: Feats: dodge I - 200, parry I - 200, willpower I - 200. Knowledge: enigmas - 100, first aid - 100, law - 100, military - 100, politics - 100, psychology - 100, regain feat (debate) - 200, repair - 100, sense I - 100, splint - 100, tracking - 200, weapons (crushing) I - 100.

Lawyer

Lawyers serve the law and to this end have created a jargon of legalese that the common man is loath to understand. It is said that since the time of Rome the first sign that a nation is weakening is a proliferation of lawyers. A lawyer's pay is proportional to his ability to twist facts and manipulate words to create truth from falsehood and conceal guilt beneath innocence.

Occupation Skills: Knowledge: biology - 100, crime - 100, commerce - 100, enigmas - 100, fine arts - 100, first aid - 100, history - 100, law - 100, literature - 100, mathematics - 100, politics - 100, psychology - 100, regain feat (debate) - 200, rumors - 100, sense I - 100, splint - 100, theology 100, weapons (guns) I - 200.

Magician

Magicians entertain with slight-of-hand and subtle trickery. Illusions and phantasms are the tricks of their trade. They'll dazzle with impossible feats and leave people wondering if magic could possibly be real. Magic is a force of awesome power and it takes a strong will not to be corrupted.

Occupation Skills: Knowledge: astronomy - 100, biology - 100, enigmas - 100, fine arts - 100, first aid - 100, geology - 100, history - 100, law - 100, literature - 100, mathematics - 100, occult - 100, politics - 100, psychology - 100, regain feat (divination) - 200, rumors - 100, sense I - 100, splint - 100, theology 100, weapons (cutting) I - 100.

Mechanic

Mechanics specialize in fixing broken things, and when paranormal monsters abound things are very likely to get broken. Whether you are fixing a crossbow or a tommy gun or an ancient water clock a mechanic will come in handle.

Occupation Skills: Fabricating: Fashioning I - 300. Knowledge: chemistry - 100, commerce - 100, electronics I - 100, first aid - 100, geology I - 100 mathematics - 100, mechanics I - 100, mechanics II - 300, physics - 100, regain feat (innovate) - 200, repair - 100, sense I - 100, splint - 100, weapons (crushing) I - 100.

Psychic

Psychics have feelings that they cannot explain and sensitive to things they cannot understand. They troubled by images beyond the normal senses and often end up in psychiatric hospitals because no one else can see what they see. They have an inkling of the paranormal world, but have denied it for so long that when it really happens to them it comes as such a shock.

Occupation Skills: Feats: willpower - 200. Knowledge: astronomy - 100, chemistry - 100, extrasensory perception - 200, first aid - 100, history - 100, literature - 100, occult I - 100, physics - 100, psychology - 200, regain feat (investigation) 200, rumors - 100, sense I - 100, splint - 100, theology - 100, weapons (crushing) I - 100.

Politician

Politicians trade on promises in an effort to wield governmental power. They conceal their own agenda underneath the politician's facade and not even their own constituents know their true goals. Politicians generally have good social skills and present a likeable face to the world.

Occupation Skills: Feats: willpower I - 200. Knowledge: commerce - 100, crime - 100, first aid - 100, law - 100, literature - 100, mathematics - 100, politics - 100, psychology - 100, regain feat (debate) - 200, repair - 100, rumors - 100, sense I - 100, splint - 100, swim I - 100, wealth I - 200, weapons (crushing) I - 100.

Prostitute

Prostitutes exchange sex for money. They often live in the seedy section of town and have contact with the criminal element of the community. Prostitutes are privy to many secretes, but pay a heavy price for their knowledge.

Occupation Skills: Feats: surprise strike I - 200. Knowledge: bindings - 100, climb I - 100, crime - 100, disarm trap - 200, fatal finish - 100, first aid - 100, law - 100, pick locks - 300, regain feat (flirting) - 200, rumors - 100, sense I - 100, weapons (cutting) I - 100.

Private Investigator

Private investigators are inquisitive people. In ancient times as well as the modern world the hired detective will find missing persons and to reveal a cheating lovers. They are often suave, debonair and self reliant. They have connections all across town and for the right price they will provide the truth giving all the grisly details and graphic photos too.

Occupation Skills: Feats: critical melee I - 200, critical shot I - 200, knockback I - 200, parry I - 200. Knowledge: climb I - 100, fatal finish - 100, first aid - 100, regain feat (investigation) - 200, repair - 100, scrounge - 200, sense I - 100, splint - 100, swim I - 100, weapons (crushing) I - 100.

Teacher

Teachers pass on knowledge. Every society has teachers. Grade school teachers prepare their students for life, while professors teach at the university, where they are often members of the elite academia and specialize in specific areas of learning.

Occupation Skills: Feats: willpower - 200. Knowledge: astronomy - 100, chemistry - 100, first aid - 100, geology - 100, history - 100, literature - 100, mathematics - 100, occult - 100, physics - 100, psychology - 200, regain feat (investigation) 200, rumors - 100, sense I - 100, splint - 100, theology - 100, weapons (crushing) I - 100.

Scientist

Scientists search for answers by experimentation

and observation. Ancient Greece has many of the most influential scientists, but the modern world has great minds too. A naturalist, chemist, microbiologist, oceanographer are only separated by the name of their particular discipline. Together they will one day explain the mysterious of the universe, but does the world really want to know?

Occupation Skills: Feats: willpower - 200.
Knowledge: astronomy - 100, chemistry - 100, first aid - 100, geology - 100, history - 100, literature - 100, mathematics - 100, occult - 100, physics - 100, psychology - 200, regain feat (examination) 200, rumors - 100, sense I - 100, splint - 100, theology - 100, weapons (crushing) I - 100.

Soldier

Soldiers fight. Some fight for their country, others fight for an idea, while others fight for money. In ancient times soldiers used swords, spears, and shields; in modern times the weapons have changed, but the people who use them have not.

Occupation Skills: Feats: critical melee I - 200, critical shot I - 200, parry I - 200. Knowledge: climb I - 100, fatal finish - 100, first aid - 100, navigation - 100, regain feat (combat training) - 200, repair - 100, sense I - 100, splint - 100, swim I - 100, weapons (cutting) I - 100, weapons (guns) I - 200, weapon (throw) I - 100.

Student

Students seek to learn, attending class and listening to their teacher's lecture. They study for tests and hope to achieve a passing grade, but some students enjoy the social aspects of school more than the book learning.

Occupation Skills: Feats: willpower - 200.
Knowledge: astronomy - 100, chemistry - 100, first aid - 100, geology - 100, history - 100, literature - 100, mathematics - 100, occult - 100, physics - 100, psychology - 200, regain feat (decadence) 200, rumors - 100, sense I - 100, splint - 100, theology - 100, weapons (crushing) I - 100.

GENERAL SKILLS

After you chooses an occupation for you character

and spend sufficient status to learn all of the skills under the character's occupation you may then spend any remaining status on skills on this list.

Fabricating

constructing - 200, manufacturing - 400.

Feats

critical melee I - 200, critical ranged I - 200, dodge I - 200, evade I - 400, knockback I - 200, parry I - 200, propel I - 200, quick aim I - 200, quick load I - 200, strength I - 100, stun I - 200, willpower I - 200.

Knowledge

Instead of providing an alphabetical list of skills, these skills have been broken down into their groups according to their use.

Athletic Knowledge: balance - 200, climb I - 100, climb II - 200, coordinate - 200, escape - 200, hold breath - 100, leap - 300, pratfalls - 300, swim I - 100, swim II - 200.

Combat Knowledge: armor I - 300, armor II - 300, armor III - 300, armor IV - 300, armor V - 300, blindfight - 200, compound combat - 400, fatal finish - 100.

Commercial Knowledge: commerce - 100, scrounge - 200, wealth I - 200, wealth II - 200, wealth III - 400, wealth IV - 400, wealth V - 600.

Communicative Knowledge: interrogation - 400, language <additional> - 100, performance - 200, politics - 100, psychology - 100, resist interrogation - 200.

Medical Knowledge: compound handling - 200, first aid - 100, forensics - 100, medicine - 200, mutilation - 100, resuscitate - 200, splint - 100, surgery - 400, survival - 100.

Observation Knowledge: compound sleight - 300, enigmas - 100, extrasensory perceptions - 200, hypnosis - 400, mettle I - 400, mettle II - 200, mettle III - 200, navigation - 100, sense I - 100, sense II - 300, sense III - 200.

Social Knowledge: regain feat (boasting) - 200, regain feat (combat training) - 200, regain feat (contest mental) - 200, regain feat (contest physical) - 200, regain feat (debate) - 200, regain feat (decadence) - 200, regain feat (examination) -

200, regain feat (flirting) - 200, regain feat (innovate) - 200, regain feat (investigation) - 200, regain feat (nefarious rites) - 200, regain feat (prayers) - 200, regain feat (revival) - 200, regain feat (scheming) - 200, regain feat (story telling) - 200, regain feat (tactical discussion) - 200, regain feat (target practice) - 200, regain feat (theorize) - 200.

Study Knowledge: astronomy - 100, biology - 100, chemistry - 100, computers I - 100, computers II - 300, computers III - 200, embalm - 100, geology - 100, history - 100, imaging - 100, law - 100, literature - 100, mathematics - 100, military - 100, occult I - 100, occult II - 300, occult III - 200, physics - 100, teach I - 100, teach II - 100, theology - 100, tracking - 200.

Subterfuge Knowledge: crime - 100, disarm trap - 200, forgery - 200, gambling - 200, gaming - 200, pick locks - 300, pocket pick - 300, pocket place - 300, rumors - 100, vermin handling - 200.

Technical Knowledge: bindings - 100, electronics I - 100, electronics II - 300, electronics III - 100, explosives - 200, fine arts - 100, maintenance - 400, mechanics I - 100, mechanics II - 300, mechanics III - 200, repair - 100.

Transportation Knowledge: animal handling - 100, ride I - 100, ride II - 100, ride III - 100, vehicles I - 200, vehicles II - 200, vehicles III - 200.

Weapons Knowledge (Melee): weapons (chopping) I - 100, weapons (chopping) II - 100, weapons (chopping) III - 100, weapons (crushing) I - 100, weapons (crushing) II - 100, weapons (crushing) III - 100, weapons (cutting) I - 100, weapons (cutting) II - 100, weapons (cutting) III - 100.

Weapons Knowledge (Ranged): weapons (bow) I - 200, weapons (bow) II - 200, weapons (bow) III - 200, weapons (bow) IV - 100, weapons (bow) V - 100, weapons (gun) I - 200, weapons (gun) II - 200, weapons (gun) III - 200, weapons (gun) IV - 100, weapons (gun)

HORRORS RULES

These rules are reprinted here from the core rulebook so they are fresh in the minds of players and cast.

SEARCHING

Characters will spend a large amount of time searching. When characters search an area they merely look around and what they see is what they find. However, there are some rules for searching other characters and their sleeping areas.

Searching People

To search another participant's body, the searching character must be next to the body and announce: "I am searching you." Searching a non-resisting body can take up to one full minute and at the end of the count all in-game items must be tendered to the searcher. The character who is searching should count softly to sixty and must roleplay the searching without really touching the target. If the searcher moves away from the body, the searcher's count must be stopped. When he returns, the count may resume where it left off. Two characters can work together to search and this will reduce the time needed to complete the search by one half.

Searching the Play Area

Mystic Realms Horror is a game of exploration in which the characters will explore the play area searching for clues and attempting to find a way to defeat the creatures that threaten their lives and sanity. Since most games are played in one of the player's house it is imperative that their privacy is respected. Players cannot have free reign to shift through every drawer in the house, look under every bed, or open every closet.

Object Rule

All in-game items that may be used during play must have an Item card. Do not handle any item without a card. Example: There may be twenty books on demonology in the bookcase, but characters may only touch the book with the ITEM card attached to its spine.

Drawer Rule

Furniture drawers, closets, chests, boxes and similar places where items may be found should not be opened unless that particular area is clearly marked as in-game. Example: The top right drawer of a desk is marked with a sign reading "in-

play." Characters may only open the top right drawer and must not open every other drawer.

Plain Sight Rule

All in-play items must be placed in plain sight. No in-play item may be hidden or concealed in unattended personal items or in such a manner as to cause searches under or behind furniture, beneath bed coverings, in cars and so forth. Items may only be hidden in drawers, closets, chests or other similar areas clearly marked as in-play.

SHOCK

Characters in Mystic Realms Horror are just average everyday people and their mundane minds are strained by witnessing the things that lurk on the edges of the night. For example, when a ghost appears at a seance or a dead body is found in the closet the witnessing characters suffer a shock to their psyche.

Shock causes all characters (except those involved in the shocking scene) to momentarily freeze, stay silent and stare in the direction of the shock causing event for the time period equal to the shock value announced (called the shock stop). The purpose of shock stop is to fix the attention of characters on a theatric scene to allow the roleplaying to occur without interrupt.

Shock can only occur in non-combat situations. When characters are expecting combat their adrenalin is pumping and they are more difficult to shock. Calling shock, in situations of developing combat, becomes rules abuse when characters are forced to freeze opening them up to potential attack while under the effect of shock.

A scene intended to cause shock must have the following criteria: (1) arises during a quite non-combat situation, (2) clearly visible and well-lighted (if in darkness use flood lights), (3) sufficiently loud for all player to hear (use amplification if necessary), (4) a exciting theatric circumstance with a well-roleplayed shocking scene and (5) all characters causing the shocking scene must agree to and follow the script.

The duration of the shock stop depends on the

amount of time needed to roleplay the scene, but can never be more that fifteen seconds.

A character affected by shock cannot be attacked. A character approaching a character affected by shock becomes affected by the shock and has their attention fix to the shocking scene until the shock effect ends for those around them.

Example of Shock: opening a door to see crime scene with some blood- shock 1, finding a severed head in the refrigerator- shock 3, a monster bursting into dinner party- shock 5, a bloody-mass murder - shock 7, a monster bursting into a dinner party and eating a victim - shock 10, or the formation of a demon-like deity right before a person's eyes- shock 15. In worlds that use shock the knowledge mettle can usually be gained to reduce the effects of shock.

LIVE-ACTION! Announcing shock forces all characters to delay reacting to the shocking scene to promote safety and allow a chance to roleplay the scene without having to be interrupted by screaming, fighting and/or running characters.

Shock is announced by voice or sign. Characters reacting to the shock must stare at the shock causing scene and count softly backwards from the announced amount. At the end of their count they may act normally. For example, if the announced shock is "shock 5" the affected character counts backwards "shock 5, shock 4 . . . shock 1."

If announced by voice, the announcer shouts, "shock [amount]" immediately as the scene begins to develop. The announcer must be a character causing the shocking scene. The shocking scene is played for the duration of the shock stop. Characters involved in causing the scene must roleplay the scene with each other, while characters observing the shocking scene can only watch (or move slowly with mettle).

Example (rehearsed horror scene with two cast members): A monster and its victim burst into the room with character sitting in conversation. The victim shouts loudly, "shock 10" which causes all other characters to look and watch the theatric roleplay of the monster brutally eating the victim

with blood and gore.

If announced by sign, a large lettered sign in the center of the scene reads, “shock [amount]” where [amount] is the number of seconds of pause.

HORRIFIC DEMISE

In the standard rules a character at negative one body is bleeding to death and unconscious, however in Mystic Realms Horror affords characters a macabre reprieve for roleplaying purposes. A character may awaken if a monster begins to devourer, maul or mutilate him. The character may only scream and call for help. He may not use any skills or attempt to get away. A character who dies should let out a graphic death rattle. If a monster stops molesting character, the player must fall back into unconsciousness.

COMMON HOUSE RULES

1. No fast running. You should always move in safe manner being careful not to fall against walls which could break under your weight or trip over furniture. Be extremely careful around lamps and curio cabinets which often contain priceless mementos.

2. No loud screaming. This will be a hard rule to follow, but just keep in mind most host sites will have neighbors and screaming “help me!” at the

top of your lungs is sure to draw the police.

3. Only open doors & drawers marked as with a sign stating “In-Play.” All non-marked doors or drawers are not in-play and contain only the belongings of the host.

4. All foam weapons found in play area are Game Items and may be used by all participants. If you are permitted to bring a weapon to a horror game accept that someone else may end up using it for the event.

5. All guns are represented by safe-shot guns. Ammunition is always limited to the number of nerf darts found (or brought) with the weapon. Once a bullet is fired the bullet cannot be re-fired. Players are not allowed to pick up and reuse fired nerf darts.

6. All non-weapon in-play items will have stickers marking them as Game Items for use during play. Do not touch non-game items as they are only decoration.

7. Smoke only in designated area and place all butts in ashtray

8. After play is ended, help with clean-up by placing all Game Items on the props table, all glasses and plates will be placed on kitchen counter and all trash in the receptacle. Ask if there is any else to be done.