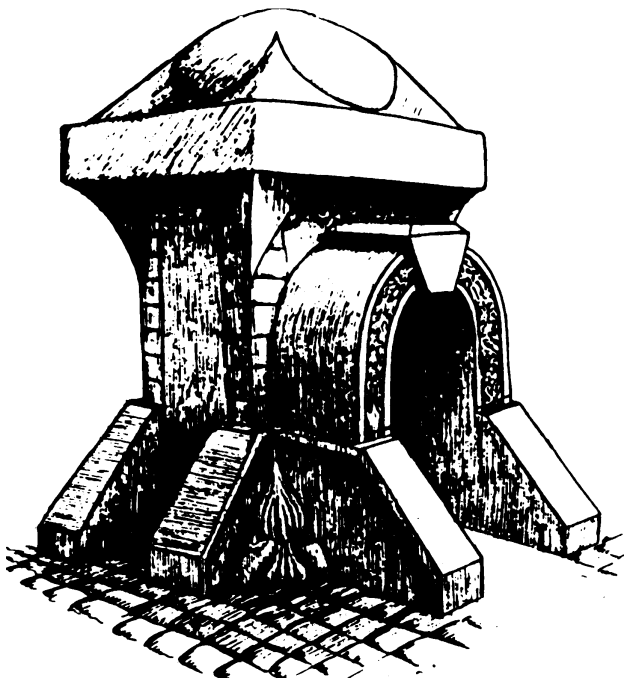


# TRANSPORTER HAVOC

The characters are on a routine assignment when a true Vinyan nightmare occurs—the city’s Transporter begins to Havoc!



## Notes to the Game Master

*This is a replayable scenario for the GateWar RPG system. The format of the scenario should be used as follows:*

**Encounter Type:** *This is a gauge of the potential danger in a given scenario.*

**Location:** *This lets the GM know where the action is taking place.*

**Situation:** *This is a description of the events that concern the characters. It can be read out loud, or it to be used as a general guideline for what is going on. However, it can be quite useful to paraphrase the text when role-playing NPCs.*

**GM Notes:** *These are directions, references, and hints that should make the GM's job relatively headache free.*

*Transporter Havoc is designed for beginning characters. Any number of characters may take part, but a maximum of five is recommended. The GM should feel free to use the pre-generated characters included with the scenario to help round out a party or if his players would prefer to use pre-generated characters rather than roll up their own. This scenario is a great lead-in to the many scenarios found in the 100+ page replayable module "Edself's Guide to Fun and Profit."*

*Happy Gaming!*

Encounter Type: Semi-Lethal

Location: Any city with a Transporter

## The Situation

### Transporter Abnormalities

Since the fall of the Magic Capitol, the constantly changing intensities of magical energy on Vinya have disrupted the delicate magical balance which allows Transporter network to function. The most common symptom of this deterioration is a Transporter misjump. Misjumps are few and far between, possibly because the energy flux is discharged by the misjump when it occurs, and the balance is temporarily restored.

In recent years a new form of Transporter malfunction has begun

to affect all Transporters, even Transporters that have previously been dormant (or receive only) are occasionally becoming partially functional and are randomly transporting, or even receiving from formerly inaccessible locations. This new effect is causing quite a disturbance among the general populace. In addition to the disruption in normal travel, strange beasts are suddenly emerging from Transporters in many Vinyan cities, even those well away from the front. This has prompted some towns to post regular guards on the Transporters and to construct baracades restricting egress. There is even some talk in Ostland of destroying the Transporter itself.

*GM Notes*

*The characters find themselves in the Transporter square of a Vinyan city (roll on the table below or use whichever city is most reasonable in the current campaign).*

TRANSPORTER HAVOC SITE	
d100	City
92-00	Birchwood
83-91	Bruff Mountains
74-82	Geffland
65-73	Faine
56-64	Land of Unspeakables
46-55	Old Capitol
37-45	Ostland
28-36	Tennek
19-27	Trebor
10-18	Twin-City East
01-09	Twin-City West

The characters are on their way to perform some routine task. Roll on the following table to determine what the characters were doing before the Havoc.

ADVENTURERS CURRENT TASK	
d100	Task
91-00	Bug Hunt - fetch a critter or plant
81-90	Shopping - local product or service
71-80	Impressed into milita service
61-70	Pursuit - chasing the ol' hooded man who stole something
51-60	Date - PC's meeting girl/boyfriend
41-50	Clandestine Operation - meet an operative working undercover at Avatar's
31-40	Quest to find a...
97-00	good comedian
85-96	Magic Instructor
73-84	Madman
61-72	Dremle
49-60	Travelling equipment
37-48	Job
25-36	Lost pet
13-24	Relative
01-12	Tryad Game
21-30	Vacation - just lookin' around
11-20	Coincidence - just passing through
01-10	Festival/carnival

**Know Legends: Transporter Havoc**

There is increasing concern over the reactivation of dormant Transporters, especially those within the regions occupied by ravening hordes of ferocious monsters. As a precautionary measure, almost every city in the network has posted permanent militia guards at their Transporters around the clock. Many of the guards, however, have complained that their duty stations are too close to the Transporter, stating that their hair does not just stand out from their heads when the Transporter is activated, but rather falls out in clumps.

## Scenario Starting Options

### Situation 1

Our party of adventurers finds themselves in the Transporter square of a typical Vinyan city. They step around a woman selling Gropefruits from a cart to the two Transporter guards. As they are walking away they feel the familiar static discharge of the Transporter functioning, followed by the clap of displaced air as someone steps from the portal. The characters turn when they hear a high-pitched scream, only to see one of the guards, preoccupied with a piece of fruit, get his face bitten into by a huge insectoid. Two of the beast's four mantis claws make short work of the remaining guard and it pounces on the woman, overturning her cart.

#### GM Notes : Combat Analysis, Round 1:

The Lenex surprises the two guards, the woman, and the characters, so they have only one action in this round to the Lenex's three. The guards use their single action for something obviously ineffectual, a failed offensive spell, readying a weapon, missing an attack or parry, etc.; the woman used hers to scream. The Lenex made a successful biting attack on the first guard's head, knocking him unconscious and making the paralytic poison bite superfluous. Since the guards were in the same 10' area, the Lenex could then attack the remaining guard with the rest of its Attack, the two front claws. The remaining actions were used to close for the kill on the old woman. The characters now have one action to use as they choose. The two guards are obviously out of action, and the chances of saving the woman next round seem meager at best.

The characters are (1d4 hexes) from the Transporter when the action begins, and must close to the same hex with the creature to engage it with hand-held weapons. Role-play begins.

### Situation 2

The characters have finally reached the end of the Transporter entry queue when startled by a blinding flash of light.

#### GM Notes

Roll on the Havoc table to see what emerges from the Transporter immediately following the Blinding Flash (see description below).

### Situation 3

The Transporter has been in Havoc mode for quite some time, and the city militia is swamped with managing disgruntled Transporter travellers wondering when and how they will be able to get to their desired destinations.

The characters are impressed as temporary Transporter guards for the night by an officer in the local militia. He is authorized to pay up to 10 Crowns per hour for each guard he can muster. Their services should only be required for about 2d6 hours, after which time they can expect to be relieved from the duty.

#### GM Notes

One of the characters "volunteering" for Transporter Duty will be given a warning horn to use in an emergency to alert nearby militia members. The square is well lit at night by lanterns and torches on the Transporter and around the perimeter (Perception rolls due to darkness will not be required).

The GM can pick or roll on the following Havoc tables to determine what happens during the players' Transporter Duty. In addition to the encounters derived from the tables, the Transporter is continuously disgorging confused travellers, adding to the crowding and confusion.

#### TRANSPORTER HAVOC ENCOUNTERS TABLE

1d100	Time until next Havoc Encounter
01-15	1d10 Combat Rounds
16-30	2d10 Combat Rounds
31-50	1d10 Turns
51-80	2d10 Turns
81-00	1d4 Hours

Note: Roll again after each encounter.

HAVOC ENCOUNTER TABLE	
1d100	Encounter
96-00	Adventurers
91-95	Aqualoids
86-90	Border patrol
81-85	Bright flash of light
76-80	Confused Horner
71-75	Dragonkind Minion
66-70	Flying object
61-65	Frightened birds
56-60	Fugitive
51-55	Ghost Squiggles
46-50	Gudds
41-45	Hooded figure appears and then is whisked away
36-40	Little girl going to see Grandma
31-35	Merchants
26-30	Night Beasts
21-25	Shower of leaves
16-20	Spark Beasts
11-15	Stinky Blue Gas
06-10	Surfers
01-05	Wave of water

*The Transporter Havoc will continue well into the following night.*

### Adventurers

This group seems to have fared rather well in the savage Borderlands. Each is burdened with a variety of battle gear and booty.

### Aqualoids

These creatures are hungry and will instantly recognize the characters as potential meals. They were investigating one of their more successful hunting areas found near the ruins south of the Tron woods, when one of the younger hunters got a little too close to the Transporter.

### Border Patrol

This group will be from another city and are homeward bound. Most seem happy to have survived a strange encounter with a rare creature they have named the Beast of the Plains. If the characters question a member of the

patrol concerning the Beast, they can attempt to Identify the creature from the patrolman's Describe Unknown (35%). The Beast of the Plains is a monsterWebber Plant.

### Bright Flash

This blinding flash of light will emanate from the Transporter and affect all those within 20 feet (2 hexes) as per the spell Blinding Flash under Minor Fire Manipulations of Element Magic. Many believe that the flash is the after-affect of someone or something being sent to the Void found somewhere within the Transporter Network.

### Confused Horner

This poor beast was attempting to evade a weighty customer when it blundered across a Transporter. It will try to escape the town square and find sanctuary from the burdensome taxi fare. If questioned, the Horner (who insists on being addressed as "Your Liege") will merely mutter, "Bless the seven warts of my mother's nose that I escaped that one!" The Horner's owner will appear 1d4 rounds after the beast.

### Dragonkind Minion

These mischievous Dragonkind will immediately regain their wits and attack the characters with youthful abandon. Judging from the handfuls of pebbles each carries, these Dragonkind were up to no good. One misshapen youth will shout "Sizz Sero" (to the awe of his companions) before leaping into the fray.

### Flying Object

Many objects have been known to have been thrown into Transporters for various reasons. It is interesting to note that an object will exit a transporter at the angle that it entered, so even those standing adjacent to the transporter have a chance to get hit by some wayward object. (50% chance) The GM should roll on the following chart to determine what has been thrown or shot out of the Transporter:

### FLYING OBJECTS

1d100	Object	Description
01-15	Arrow	2d4x10% chance to hit, 1d6 damage
16-20	Copper Piece	Standard Vinyan Coinage
21-25	Dishwater	Contains food particles (check for disease if the character does not bathe within 3 days)
26-00	Rock	1d4 damage

### Frightened Birds

These are just like the cat that jumps out in a horror movie, mere mundane creatures with no attack and one hit point each.

### Fugitive

This harried young man will dive from the portal and scramble to his feet, ragged, dirty, and beaten. With a frightened glare at the characters, he will dash for the nearest exit of the square. If caught he will not reveal why or from what he was running.

### Ghost Squiggles

1d4 dazzling and radiant Ghost Squiggles corkscrew out of the Transporter and invade those characters that are fortunate enough to have a higher MPT than their peers.

### Gudds

These group of weaponless Gudds are quite fashionably dressed (for Gudds) and seem to have come to the city for business purposes as they are carrying 2d4x100 CR of coins and jewels. If attacked once and it appears to them that they will be attacked again they will not hesitate to use their Death Blast spell.

### Hooded Figure

A hooded figure appears in the Transporter, but then for no apparent reason just vanishes. The Hooded figure seems to be attempting to conceal a burning device with four bulbous ends.

### Little Girl

This red-hooded little girl will give the male character with the highest APP the once-over, then quietly walk off to her grandmother's house with a pert, knowing smile on her face. Obviously older than she looks!

### Merchants

This caravan of merchants is just arriving from a nearby fair. Most wish to find lodging and will ask the characters for directions to a local pub/ stable/ business.

### MERCHANT WARES TABLE

Roll 1d4 times

1d100	Merchandise
01-15	Armor
16-25	Books
26-50	Boots, belts, and other non-armor leather needs
51-55	Exotic animals (monster Licking Wonder, Dragon Lizard)
56-70	Fruit
71-73	Life insurance
74-90	Not-so-exotic animals (Grommet, baby Horner)
91-00	Weapons

### Night Beasts

This frenzied, ravenous pack was just bearing down on their prey when it escaped by diving into the Transporter. They tried to follow but ended up here instead. Fortunately, they are not particularly picky eaters and the townsfolk will do nicely.

### Shower of Leaves

A small mountain of fallen leaves are blown through the Transporter by a gale force wind, burying the characters and the people gathered around knee deep in rustling browns and greens.

### Spark Beasts

This surprising large clan of Spark Beasts seemed to be all charged up about something and pretty much don't care who they let know about it... Zap!

### Stinky Blue Gas

A great exhale of blue gas vomits from the Transporter, spreading out over the crowd. Save versus death (just kidding). The gas carries a horrid retching stench, and gives everyone a few moments of queasiness, but nothing else appears to happen.

### Surfers

Three tanned and confused young Wellans in classic beach attire emerge toting surf boards. "Dude, This isn't the place, man!" "Hey, do any of you dudes know where the Unspeakable Swell Surf Shop is, man?" They wander off, asking which way to the beach in obscure surf-speech.

### Wave of Water

A wave several feet high of saltwater comes surging from the Transporter, treat all those with 3 hexes of the Transporter as being thoroughly wet (counts as bath and wash of clothes).

### Scenario Wrap-up

After the completing their duty, the characters will be relieved by a well-rested militia squad. Each character will receive the meager pre-arranged sum and a pat on the back for a job well done. There is a 1d4 (10%) chance that the party will be asked to pull guard duty the next night as well; they will be given free lodging in the militia barracks. Each surviving character will also be granted a point of Fame for being the saviors of the town on the night of Transporter Havoc. In addition if the Transporter Havoc happened to be in the Bruff Mountains, Geffland, or Land of Unspeakables the characters should be awarded one political point (under the respective racial political grouping) see pg 236 of the GateWar Manual under the Vinyan Campaign: Mission Results.

## Scenario Springboards

If the GM would like to extend this scenario or link this scenario to another one of the following options

- Chase some critters that have escaped into the city.
- Escort merchants or other travelers to their proper destination.
- Go somewhere to gather more Dremles and Tuggers to caravan people to where they want to go.
- Characters have to search for lodging, "No rooms at the inn."

## Friendly Havoc Support (Optional)

If an emergency horn is sounded, help from a nearby sector will arrive every 2d4 combat rounds and will assist the characters by firing arrows, casting spells, first aid, from a safe distance.

### GM Note

The Game Master should roll on the following table to determine the type of help.

FRIENDLY HAVOC SUPPORT TABLE	
1d100	Type of Help
81-00	Cell Blast II, at 2d10 MPT
61-80	Light Crossbow bolt (40% to hit), 2d6 damage
41-60	Thrown brick (30% to hit), 1d4 damage
21-40	Heal spell at 2d10 MPT
01-20	Energy Weapon spell at 2d10 MPT

## GM Enhancements

### Havoc Theory

Several theories have been put forward as to the cause of these reactivations. Some believe that the Gateway of the Worlds may be pulling in various foreign energies and particles from the heavens, which build into a randomly moving storm of magical energy that affects the energy balance in the Transporter web. Others are certain that a renegade clan of Drazzi have unearthed a powerful artifact capable of disrupting the Transporters and are plotting to use it for their own wicked ends. Some sages believe that Avatar has recovered some secrets of the lost Element Magic and has, perhaps unwittingly, disturbed the matrix governing the Transporters. A small sect in Birchwood believes it to be the will of the Great Fish God made manifest, but none of their papers get published, anyway.

## Aqualoids

AQUALOIDS												
(1d100)	Hit Location	DA	1	2	3	4	5	SIZ 6	7	8	9	10
91-00	Head	(2)	3	3	3	4	5	6	7	8	9	10
71-90	Chest	(2)	5	6	7	8	9	11	13	15	18	20
55-70	Abdomen	(2)	4	5	5	6	7	9	10	12	14	16
43-54	R. Arm	(2)	3	3	4	5	6	7	8	9	11	12
31-42	L. Arm	(2)	3	3	4	5	6	7	8	9	11	12
16-30	R. Leg	(2)	4	4	5	6	7	8	10	11	13	15
01-15	L. Leg	(2)	4	4	5	6	7	8	10	11	13	15
	Blood Total		26	28	33	40	47	56	66	75	89	100
	CF		66	71	70	75	82	90	100	112	132	146
	Weight		100	115	135	160	185	220	260	300	350	400
	Bash Factor		28	30	32	34	37	40	44	48	53	58
	Bonus Damage		+1d4				+1d6					

STR 5d4+4 16  
 SIZ 1d10+10 15  
 DEX 5d4 12  
 INT 3d4 7  
 MPR 4d4 10  
 LUK 5d4 12

Attacks: 2 Claws (50 + 2d10) 2d4  
 or  
 Bite (40 + 1d10) 1d8  
 or  
 Spear (40 + 3d10/40 + 2d10) 1d10  
 Dodge: 20 + 1d10  
 Bash: 40 + 2d10  
 Move: Run 3" (1", 2")/Swim 4"

### Enhancements

Balance: 40 + 2d10  
 Bravery: 30 + 2d10  
 Hearing: 20 + 1d10  
 Hide: 20 + 1d10  
 Perception: 25  
 Quiet Movement: 20 + 1d10  
 Smell: 20 + 1d10  
 Spells: none  
 Surprise Reaction: 32  
 Vision: 20 + 1d10

## Adventurers

ADVENTURER'S STATS						
(1d100)	Hit Location	DA	Feldam	Blanfed	Portig	Bockner
91-00	Head	(3)	4	5	4	5
71-90	Chest	(3)	9	9	8	9
55-70	Abdomen	(3)	7	8	7	7
43-55	Right Arm	(3)	5	6	5	6
31-42	Left Arm	(3)	5	6	5	6
16-30	Right Leg	(3)	7	7	6	7
01-15	Left Leg	(3)	7	7	6	7
	Blood Total		44	48	41	47
	Weight		174	188	165	185
	Bonus Damage	+1d4	+1d4	0	+1d4	
Race			Wellan	Wellan	Wellan	Wellan
STR			16	18	14	19
SIZ			16	15	15	16
CON			15	15	15	17
DEX			14	13	16	16
INT			13	15	14	12
MPT			13	16	10	15
APP			10	10	12	14
LUK			11	16	14	15
Att/Par: Sword			58/72	65/62	63/51	68/46
Sword damage			2d4	2d4	2d4	2d4
Compound bow			47	65	46	46
Bow damage			1d10	1d10	1d10	1d10
Shield Att/Par			36	39	45	67
Damage/DA			1d6/15	1d8/25	1d8/25	1d8/25
Balance			87	89	68	79
Bash			65	63	79	42
Bravery			76	97	88	87
Dodge			76	65	48	61
Hide			74	45	20	56
Move			6"	5"	5"	7"
Quiet Movement			88	78	64	72
Perception			90	92	81	88

MORE ADVENTURER'S STATS							
(1d100)	Hit Location	DA	Bonock	Skelpy	Hargon	Blaved	Torman
91-00	Head	(3)	6	6	4	7	5
71-90	Chest	(3)	12	12	8	14	10
55-70	Abdomen	(3)	9	10	7	11	8
43-55	Right Arm	(3)	7	7	5	9	6
31-42	Left Arm	(3)	7	7	5	9	6
16-30	Right Leg	(3)	9	9	6	11	8
01-15	Left Leg	(3)	9	9	6	11	8
	Blood Total		59	60	41	72	51
	Weight		213	188	165	185	174
	Bonus Damage		+1d4	+1d4	0	+1d4	+1d4
	Race		Wellan	Wellan	Wellan	Wellan	Wellan
	STR		16	18	14	19	16
	SIZ		17	15	15	16	16
	CON		13	15	15	17	15
	DEX		12	13	16	16	14
	INT		11	15	14	12	13
	MPT		12	16	10	15	13
	APP		17	10	12	14	10
	LUK		11	16	14	15	9
	Att/Par: Sword		65/42	45/51	61/72	57/46	65/92
	Sword damage		2d4	2d4	2d4	2d4	2d4
	Compound bow		45	38	55	42	85
	Bow damage		1d10	1d10	1d10	1d10	1d10
	Shield Att/Par		76	48	35	57	34
	Damage/DA		1d6/15	1d8/25	1d6/15	1d8/25	1d8/25
	Balance		53	68	87	79	89
	Bash		72	79	65	42	63
	Bravery		82	88	76	87	97
	Dodge		64	48	76	61	65
	Hide		69	20	74	56	45
	Move		6"	5"	6"	7"	5"
	Quiet Movement		82	64	88	72	78
	Perception		83	81	90	88	92

## Border Patrol

BORDER PATROL STATS						
(1d100)	Hit Location	DA	Ronan	Flarol	Torman	Sormal
91-00	Head	(3)	5	4	4	5
71-90	Chest	(3)	9	8	9	9
55-70	Abdomen	(3)	8	7	7	7
43-55	Right Arm	(3)	6	5	5	6
31-42	Left Arm	(3)	6	5	5	6
16-30	Right Leg	(3)	7	6	7	7
01-15	Left Leg	(3)	7	6	7	7
	Blood Total		48	41	44	47
	Weight		188	165	174	185
	Bonus Damage		+1d4	0	+1d4	+1d4
	Race		Wellan	Wellan	Wellan	Wellan
	STR		18	14	16	19
	SIZ		15	15	16	16
	CON		15	15	15	17
	DEX		13	16	14	16
	INT		15	14	13	12
	MPT		16	10	13	15
	APP		10	12	10	14
	LUK		16	14	9	15
	Att/Par: Sword		45/51	61/72	65/92	57/46
	Sword damage		2d4	2d4	2d4	2d4
	Compound bow		38	55	85	42
	Bow damage		1d10	1d10	1d10	1d10
	Shield Att/Par		48	35	34	57
	Damage/DA		1d8/25	1d6/15	1d8/25	1d8/25
	Balance		68	87	89	79
	Bash		79	65	63	42
	Bravery		88	76	97	87
	Dodge		48	76	65	61
	Hide		20	74	45	56
	Move		5"	6"	5"	7"
	Quiet Movement		64	88	78	72
	Perception		81	90	92	88

## Dragonkind Minion

MINION STATS													
(1d100)	Hit Location	DA	1	2	3	4	5	SIZ 6	7	8	9	10	
89-00	Head	(0)	1	1	1	1	2	2	3	3	4	5	
73-88	Chest	(0)	1	1	1	2	2	3	3	4	5	6	
53-72	Abdomen	(0)	1	1	1	2	3	4	4	5	6	8	
43-52	R. Arm	(0)	1	1	1	1	1	2	2	3	3	4	
33-42	L. Arm	(0)	1	1	1	1	1	2	2	3	3	4	
22-32	R. Leg	(0)	1	1	1	1	2	2	2	3	3	4	
11-21	L. Leg	(0)	1	1	1	1	2	2	2	3	3	4	
01-10	Tail	(0)	1	1	1	1	1	2	2	3	3	4	
	Blood Total		8	8	8	10	14	19	20	27	30	39	
	CF		13	20	24	28	32	36	39	44	52	58	
	Weight		7	13	25	40	55	70	85	105	125	150	
	Bash Factor		16	16	18	19	21	22	24	26	28	30	
	Bonus Damage		-1d2						0				

STR 4d4 10  
 SIZ 1d10 5  
 DEX 4d4 10  
 INT 1d4 2  
 MPR 1d10 5  
 LUK 4d4 10

Attack: Bite (10 + 4d10) 1d6  
 or  
 2 Claws (10 + 3d10) 1d4  
 Dodge: 10 + 2d10 (single action)  
 Bash: 20 + 2d10  
 Move: Hobble 1d4"

### Enhancements

Balance: 40 + 1d10  
 Bravery: 1d100-1  
 Hearing: 30 + 1d10  
 Hide: 25 + 2d10  
 Perception: 41  
 Quiet Movement: 30 + 1d10  
 Smell: 30 + 3d10  
 Surprise Reaction: 34  
 Vision: 30 + 2d10

**Edself**

EDSELF'S HIT POINTS			
(1d100)	Hit Location	DA	HP
91-00	Head	(1)	4
71-90	Chest	(1)	8
55-70	Abdomen	(1)	6
43-54	Right Arm	(1)	5
31-42	Left Arm	(1)	5
16-30	Right Leg	(1)	6
01-15	Left Leg	(1)	6
	Blood Total		40
	CF		61
	Weight		154
	Bash Factor		47
	Bonus Damage		+1d4

STR 15  
 SIZ 15  
 CON 14  
 DEX 14  
 INT 19  
 MPT 45  
 LUK 18

Attack: Quarterstaff, 2H (75/60) 1d8+1d4  
 or  
 Composite Bow (75) 1d8  
 Dodge: 45  
 Bash: 25  
 Move: Run 5" (2", 3")

**Enhancements**

Age: 75  
 Balance: 90  
 Bravery: 65 Normal  
 Hearing: 80  
 Hide: 65  
 Perception: 92  
 Surprise Reaction: 63  
 Quiet Movement: 60  
 Smell: 70  
 Spells: All Common Magic  
 Vision: 125

**Fugitive**

FUGITIVE STATS			
(1d100)	Hit Location	DA	Sormal
91-00	Head	(1)	5
71-90	Chest	(1)	9
55-70	Abdomen	(1)	7
43-55	Right Arm	(1)	6
31-42	Left Arm	(1)	6
16-30	Right Leg	(1)	7
01-15	Left Leg	(1)	7
	Blood Total		47
	Weight		185
	Bonus Damage		+1d4
	Race		Wellan
	STR		14
	SIZ		16
	CON		12
	DEX		14
	INT		12
	MPT		13
	APP		14
	LUK		8
	Balance		77
	Bash		32
	Bravery		47
	Dodge		71
	Hide		78
	Move		7"
	Quiet Movement		82
	Perception		76

## Girl

GIRL STATS			
(1d100)	Hit Location	DA	Bimka
91-00	Head	(1)	3
71-90	Chest	(1)	6
55-70	Abdomen	(1)	5
43-55	Right Arm	(1)	3
31-42	Left Arm	(1)	3
16-30	Right Leg	(1)	4
01-15	Left Leg	(1)	4
	Blood Total		28
	Weight		114
	Race		Wellan
	STR		10
	SIZ		15
	CON	15	
	DEX		17
	INT		14
	MPT		13
	APP		17
	LUK		16
	Balance		68
	Bravery		88
	Dodge		48
	Hide		20
	Move		6"
	Quiet Movement		64
	Perception		81

## Gudds

		GUDD HIT POINTS														
(1d100)	Hit Location	DA	SIZ													
			5	6	7	8	9	10	11	12	13	14	15	16	17	
91-00	Head	(2)	1	1	2	2	2	2	2	3	3	4	5	6	6	
71-90	Chest	(2)	2	3	3	3	4	4	5	6	7	8	9	11	12	
55-70	Abdomen	(2)	2	2	2	3	3	3	4	5	5	6	7	9	10	
43-54	R. Arm	(2)	1	2	2	2	2	3	3	4	4	5	5	7	7	
31-42	L. Arm	(2)	1	2	2	2	2	3	3	4	4	5	5	7	7	
16-30	R. Leg	(2)	2	2	2	3	3	3	3	4	5	6	7	8	9	
01-15	L. Leg	(2)	2	2	2	3	3	3	3	4	5	6	7	8	9	
	Blood Total		11	14	15	18	19	21	23	30	33	40	45	56	60	
	CF		31	34	36	39	40	42	45	65	72	61	68	78	83	
	Weight		44	52	62	67	76	86	93	117	136	155	180	220	240	
	Bash Factor		19	20	21	22	23	24	24	27	29	31	33	37	39	
	Bonus Damage		0				+1d4								+1d6	

STR	6d4+1	16
SIZ	4d4+1	11
CON	5d4	12
DEX	4d4	10
INT	4d4	10
MPT	4d4	10
APP	4d4	10
LUK	4d4	10

Attack: Any weapon  
(30 + 3d10/30 + 3d10)

Dodge: 40 + 2d10

Bash: 25 + 1d10

Move: Shuffle 6" (3", 3")

### Enhancements

Balance: 50 + 2d10

Bravery: 30 + 4d10

Hearing: 50 + 1d10

Hide: 65 + 2d10

Perception: 61

Quiet Movement: 55 + 2d10

Smell: 60 + 2d10

Spells: 1d4 Common Vinyan  
+ Race Specific

Spoils Category: Bearer, 1d4

Surprise Reaction: 40

Vision: 50 + 1d10

**Horner**

HORNER STATS											
(1d100)	Hit Location	DA	18	SIZ 20	22	24	26	28	30	32	34
87-00	Head	(0)	10	11	12	14	19	24	33	42	55
67-88	Forequarters	(0)	16	17	19	23	30	39	54	68	89
52-66	Hindquarters	(0)	11	12	14	17	21	28	39	49	64
42-51	R. Front Leg	(0)	8	8	9	11	14	19	26	33	43
32-41	L. Front Leg	(0)	8	8	9	11	14	19	26	33	43
23-31	R. Hind Leg	(0)	7	7	8	10	13	17	23	29	38
14-22	L. Hind Leg	(0)	7	7	8	10	13	17	23	29	38
01-13	Tail	(0)	10	11	12	14	19	24	33	42	55
	Blood Total		77	81	91	110	143	187	257	325	425
	CF		100	108	118	136	170	215	285	352	454
	Weight		300	330	370	445	570	750	1030	1300	1700
	Bash Factor		51	54	58	65	78	96	124	151	191
	Bonus Damage		+1d6	+2d6				+3d6			

STR	6d6	21
SIZ	3d6+16	26
DEX	4d4	10
INT	3d4+1	8
MPR	2d4	5
LUK	6d4	15

Attack: Horn (35) 1d10  
 or  
 Trample\* (25 + 1d10) 4d6  
 \* Victim of Trample must be either on the ground  
 or of a SIZ 1/2 that of the Horner or less.

Dodge: 20 + 1d10  
 Bash: 40 + 2d10  
 Move: Wander 7" (3", 4")

**Enhancements**

Balance:	70 + 2d10
Bravery:	1d100
Hearing:	30 + 1d10
Hide:	20 + 1d10
Perception:	46
Quiet Movement:	20 + 1d10
Smell:	50 + 1d10
Surprise Reaction:	40
Vision:	40 + 1d10

## Merchants

MERCHANTS' STATS					
(1d100)	Hit Location	DA	Ty Glorant	Sylfani	Blamta
91-00	Head	(0)	4	5	4
71-90	Chest	(3)	9	9	8
55-70	Abdomen	(2)	7	8	7
43-55	Right Arm	(1)	5	6	5
31-42	Left Arm	(1)	5	6	5
16-30	Right Leg	(1)	7	7	6
01-15	Left Leg	(1)	7	7	6
	Blood Total		44	48	41
	Weight		174	188	165
Race			Wellan	Wellan	Wellan
	STR		11	12	13
	SIZ		15	16	15
	CON		15	15	15
	DEX		13	14	16
	INT		15	13	14
	MPT		16	13	10
	APP		10	10	12
	LUK		16	9	14
	Balance		68	89	87
	Bash		79	63	65
	Bravery		88	97	76
	Dodge		48	65	76
	Hide		20	45	74
	Move		5"	5"	6"
	Quiet Movement		64	78	88
	Perception		81	92	90

## Surfers

SURFERS' STATS				
(1d100)	Hit Location	DA	Booner	Stoke
91-00	Head	(0)	4	5
71-90	Chest	(0)	9	9
55-70	Abdomen	(0)	7	8
43-55	Right Arm	(0)	5	6
31-42	Left Arm	(0)	5	6
16-30	Right Leg	(0)	7	7
01-15	Left Leg	(0)	7	7
	Blood Total		44	48
	Weight		174	188
	Race		Wellan	Wellan
	STR		14	16
	SIZ		16	15
	CON		15	15
	DEX		14	13
	INT		13	15
	MPT		13	16
	APP		10	10
	LUK		11	16
	Balance		97	89
	Bash		65	63
	Bravery		76	97
	Dodge		76	65
	Hide		74	45
	Move		6"	5"
	Quiet Movement		88	78
	Perception		90	92

## Woman

WOMAN'S STATS			
(1d100)	Hit Location	DA	Fraula
91-00	Head	(1)	3
71-90	Chest	(1)	6
55-70	Abdomen	(1)	5
43-55	Right Arm	(1)	3
31-42	Left Arm	(1)	3
16-30	Right Leg	(1)	4
01-15	Left Leg	(1)	4
	Blood Total		28
	Weight		120
	Race		Wellan
	STR		12
	SIZ		15
	CON		16
	DEX		14
	INT		13
	MPT		13
	APP		13
	LUK		14
	Balance		58
	Bravery		48
	Dodge		38
	Hide		56
	Move		5"
	Quiet Movement		34
	Perception		55