

BREAKING INFINITY



Rules-Light Role-Playing Game
Science, Conspiracy, Investigation

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Overview

You and your friends are lowly functionaries in the world of *Breaking Infinity*, a quagmire of top-secret experiments, otherworldly monsters, covert organisations, and villains vying for access and power.



> Requirements

Rules.

If you're reading this book, then you've already got them.

Pencil & Paper.

You'll need plenty of these. Everyone will have to write stuff down.

4 Six-Sided Dice.

These are your regular old six-sided dice with pips on them. In this book, we abbreviate them as d6. You can scavenge them from lots of old games. And it's ideal if one of the dice is a different colour to act as the Danger Die. Four is good. Having more dice is better. A set of four for every player is excellent.

> Group Prep

Decide who is going to be the Game Master (GM). They will narrate and adjudicate the adventure. Everyone else is a player. They will each make a Player Character (PC) and describe their actions. The GM decides what the basic adventure elements will be narrates the world for the Player Characters (PCs).

> GM Prep

The Game Master either thinks up an adventure ahead of time or makes it up as the players go along. They will describe the adventure action to the players as it happens, including all narrative events and the actions of all Non-Player Characters (NPCs), give the players time to react, and judge how the actions of the PCs affect the story.

> PC Prep

Each Player will make a Player Character (or PC) to play in the game. They must give the PC scores for personal Attributes, Health Points, an inventory of belongings, a language or two, and a name. They will describe how their PC reacts to the adventure described by the GM. This includes dialogue with Non-Player Characters (NPCs), interacting with people, objects, and events, and taking risky, or even dangerous, action.

> Dice Rolling

Any time the outcome of an action is unsure, the Player (or sometimes the GM) rolls a Check Roll. The very most basic Check Roll is made by rolling 2 six-sided dice. 5s and 6s are Successes. If either of the dice come up showing a 5 or 6, the action succeeds. If there are no fives or sixes, the action fails, and there are consequences. That's it. There may be modifiers to the roll, but this is its simplest form (see 'Basic Game Play' for more).

Character Creation

> Attribute Scores

Every Player Character (PC) has four attributes: **Strength (STR)**, **Dexterity (DEX)**, **Intelligence (INT)**, and **Presence (PRE)**. Each will have a number value between 1 and 6. A higher number represents a better ability. Their values will determine success or failure in dice rolls. Players will use the value of the attribute that most closely corresponds to the action they're trying to do. General guidelines are explained below.

A player may choose either of these options to generate their attribute values:

1. They may distribute 14 points between the attributes as they see fit.
2. They may roll four dice (d6) and assign each of the rolled numbers to one of their attributes, as they like.

Record the attributes and their values on a blank piece of paper, or on a printed character sheet.

STR: lifting, punching, breaking, melee attacks, enduring, etc.

DEX: balancing, fine motor skills, ranged attacks, sneaking, etc.

INT: figuring stuff out, knowing things, etc.

PRE: awareness, social presence, keeping one's cool, intimidation, seduction, etc.

> Profession

Choose a Professional Background from the following list. When your profession, narrowly applied, would have a bearing on your success in a Check Roll, you will gain an Advantage on the roll (see page 5). In addition, you automatically gain the listed skill. Skill descriptions follow on the next page.



- Scientist: **Tinker**
- Administrator: **Intimidate**
- Government Agent: **Stealthy**
- Doctor: **Heal**
- Academic: **Read Languages**
- Facilities Maintenance: **Locksmith**
- Soldier: **Brawler**
- Journalist: **Reader of People**

> Skills

Give your character one more personal Skill from the following list. This skill comes in addition to the one that was granted by your profession. The in-game function of each skill is described below.

Academic	Succeed at an INT check to know something about esoterica (GMs discretion).
Acrobat	PC has advantage on DEX rolls involving climbing and balancing.
Charming	Advantage on PRE rolls when being silver tongued.
Command	PC may command an NPC of equal or fewer HPs to perform a simple task with successful PRE check. Usable once per day.
Deadeye	PC starts with Advantage on ranged attacks.
Disguise	With proper materials, the PC can attempt to disguise themselves. Requires successful PRE roll.
Heal	Heal 1d6 HPs to an injured PC or NPC. May be used twice between rests.
Driver	PC can drive anything, and has Advantage on all related rolls.
Extra Attack	PC may make an extra attack instead of moving during their turn.
Fast Talker	PC may use Presence with Advantage to persuade someone of something not quite sensible. If successful, effects are short-lived.
Good Looking	PC is exceptionally good looking. Advantage/Disadvantage where appropriate.
Intimidate	Advantage on PRE roll to strong-arm.
Locksmith	With proper tools and time, PC may pick a lock on successful DEX check.
Martial Arts	Unarmed attacks do the damage of Medium Weapon attacks.
Pick Pocket	PC can pick a pocket with a successful DEX roll. Failure means discovery.
Read Languages	PC can get the gist of something written in a foreign language on a successful INT roll.
Reader of People	Succeed at a PRE check to get a sense of an NPC's motivation or detect lying.
Stealthy	PC makes sneaking and hiding DEX rolls at Advantage.
Strong	PC is stronger than their STR score would suggest. Advantage on all STR rolls.
Swift	PC gains advantage on running, chasing, etc.
Tinker	PC can understand and repair machines and electronics with a successful INT check.
Tough	PC gains an extra 6 HP at character creation.
Truth	Once per day, PC may force anyone to tell the truth. Requires a successful PRE check.
Ugly	PC is exceptionally ugly. Advantage/Disadvantage where appropriate.
Unsavoury Contacts	PC has access to underworld information. Given time, opportunity, and a successful INT check, certain answers may surface (GM's discretion).
Weapon Mastery (specify)	Chosen weapon type is wielded with Advantage on attack rolls.

> Health Points

A character has a maximum number of Health Points (HP) equal to 2 times their Strength (STR) value plus 6 (i.e.: $2 \times \text{STR value} + 6$). This is their health value when fully healed. Characters begin play with maximum health.

> Equipment

Give your character some stuff. Tools, weapons, books, clothing. Money is abstract in this genre. You're assumed to have a place to live, and normal possessions. Expensive and exotic items must be approved by the GM. Mostly, it is important to list the items you carry with you. These are written into the inventory on the Character Sheet. The number of items you can carry on your person is equal to $10 +$ your STR value, provided you have somewhere to put it all. Clothes are not generally counted against this number. Large items may count as 2 or more items, at the GM's discretion.

What you have in your pockets, or stowed away somewhere, may mean the difference between life and death.

> Languages

Decide what language your PC speaks. If your INT is 5, you may choose an extra language. If your INT is 6, you may choose 2 extra Languages.

> Name

Give your character a name.



Game Play

The GM describes the world that the PCs see in front of them, and any events that happen. The PCs react to the world by describing what their characters do and say. The GM then describes the outcome of their actions.



If the success of any action a PC takes is uncertain, the player must roll some dice, known as making a Check Roll, to see what happens. A successful roll means they achieve their intent. A failed roll means they don't, and they suffer whatever consequences arise.

> Check Roll

The basic Check Roll works like this:

- Determine which attribute is most responsible for the kind of action the PC is taking.
- Roll 2 dice.
- If the result shows any 5s or 6s, the attempted action succeeds.
- If there are no 5s or 6s on either dice, the attempt fails, and something bad results.

Check rolls may be modified as follow.

> Attribute Modifier

- If the attribute being tested is low (having a value of 1 or 2), the attempt succeeds only if at least one 6 is rolled.
- If the attribute being tested is high (having a value of 5 or 6), the attempt succeeds if at least one 4, 5, or 6 is shown.

> Advantage/Disadvantage

- If the PC has any kind of Advantage due to better positioning, good planning, special equipment, or help, the PC has advantage and may roll 3 dice instead of 2.
- If the PC has any overall Disadvantage due to inferior positioning, poor timing, bad planning, broken or missing equipment, etc., the PC has Disadvantage and must make the roll with only 1 die instead of 2.
- Advantage and Disadvantage are determined by the GM by totalling up the number of advantages and disadvantages to figure out if they come out even, or tip one way or the other.

Dice abbreviations used in this book:

d6: roll 1 six-sided die.

2d6: roll 2 six-sided dice, add them together

d2: roll 1 die, 1-3 = 1, 4-5 = 2

d3: roll 1 die, 1-2 = 1, 3-4 = 2, 5-6 = 3

d4: roll 1 die. Re-roll any 5s and 6s.

d5: Roll 1 die. Re-roll any 6s.

– and + : points added or subtracted from the total of the roll

> Opposed Roll

If the character is vying with another character or NPC, the GM calls for an Opposed Roll.

- Both characters roll a check of the appropriate attribute.
- The character whose dice show the most successes wins.
- All attribute, skill, and advantage/disadvantage modifiers apply to the rolls.
- If the roll is a tie, there is no winner. The characters may break from the action, or continue and roll again.

> Danger Die

Any time you throw a check roll, you also must throw the Danger Die. It should be of a different colour than the rest of the dice so that you can tell which one it is. If the Danger Die thrown shows a 1 regardless of the success or failure of the check, something bad happens to complicate the situation (GM's discretion). If the Danger Die shows a 6, something good happens.

Combat

Combat happens in turns. At the beginning of combat, all combatants make DEX checks to determine the order in which they attack each turn. The number of successful dice showing on the roll is the determinant. Ties are resolved first by comparing DEX scores, highest going first, then by a re-roll of the DEX check.



> Melee Attacks

Melee attacks are made up close, either bare-handed or with striking weapons (swords, clubs, etc.). Melee attacks require a successful STR roll to hit.

> Ranged Attacks

Ranged attack, with pistols, arrows, and other weapons, may be made from any reasonable distance (not too far or too close, depending on the weapon) using a ranged weapon (bow, gun, etc.).

Ranged attacks require a successful DEX roll to hit.

> NPC Attacks

Unless specified otherwise, all NPCs and Monsters use a regular 2 dice check roll for both melee and ranged attacks and succeed on 5 or 6.

> Combat Damage

After a successful attack, the attacker rolls to see how much damage they do to their target. Damage depends upon the type of weapon used.

- **Unarmed:** 1d6-3, minimum 1 damage
- **Light Weapons:** 1d6-2, minimum damage 1
(dagger, blackjack, brass knuckles, club, sling, staff, etc.)
- **Medium Weapons:** 1d6
(sword, axe, pistol, bow, mace, etc.)
- **Heavy Weapons:** 1d6+2
(two-handed sword, battle axe, rifle, shotgun, etc.)
- **Heavier Weapons:** as specified by GM

> Monster Damage

Unless specified otherwise, all monster attacks do Medium Weapon damage of 1d6.

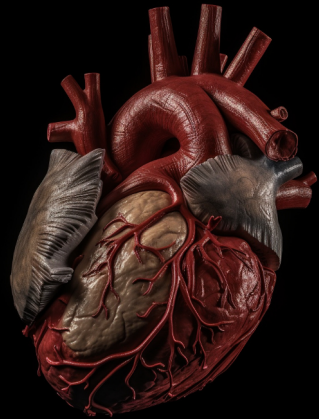
Health and Healing

> Unconsciousness & Death

If a PC or NPC falls to 0 HPs, they become unconscious. During combat, and Depending on the type of wounds (at the GM's discretion), they will die in three rounds unless another PC gets to them and stabilises them. If attended with care, the PC will regain consciousness and 1 HP. When combat ends, the PC is out of danger but still must be attended before regaining consciousness.

> Rest & Healing

After a full eight-hour rest in a safe place, a PC may roll 1d6 and regain that many HP towards their HP maximum. Of course, in a more realistic game, the GM may make PCs role-play some kinds of injuries and their effects. A PC with a broken leg, for example, might incur Disadvantage on running checks for six weeks.



Optional Rules

Your GM may or may not include any of these modular rules in your game.

> Hit Locations: Bludgeoning & Piercing Damage

Bludgeoning damage is non-lethal unless specified as intended to kill.

When Piercing and Slashing damage is taken, the GM may ask you to roll d6/d6 and compare them to the Location and Effect Table (below). The first die determines the location. The second die determines the severity of the injury. Results are role-played and are in addition to normal damage. Remember, even a graze can kill, if it hits an artery.

Roll d6/d6

HEAD

- 6/1: Graze
- 6/2: Graze
- 6/3: Ear Shot Off
- 6/4: Incapacitated
- 6/5: Mortal Wound
- 6/6: Dead

DOMINANT ARM

- 4/1: Hand Graze
- 4/2: Arm Graze
- 4/3: Arm Injured
- 4/4: Hand Injured
- 4/5: Badly Injured
- 4/6: Arm Unusable

DOMINANT LEG

- 2/1: Foot Graze
- 2/2: Leg Graze
- 2/3: Foot Injured
- 2/4: Leg Injured
- 2/5: Badly Injured
- 2/6: Leg Unusable



TORSO

- 5/1: Graze
- 5/2: Graze
- 5/3: Shoulder Wound
- 5/4: Gut, Incapacitated
- 5/5: Mortal Wound
- 5/6: Heart, Dead

OFF ARM

- 3/1: Hand Graze
- 3/2: Arm Graze
- 3/3: Arm Injured
- 3/4: Hand Injured
- 3/5: Badly Injured
- 3/6: Arm Unusable

OFF LEG

- 1/1: Foot Graze
- 1/2: Leg Graze
- 1/3: Foot Injured
- 1/4: Leg Injured
- 1/5: Badly Injured
- 1/6: Leg Unusable

> Called Shots

If you'd like to call a shot, like "I'm shooting for his gun hand," you must first roll a hit, then roll at or above that location's number on the Location and Effect Table. Rolling below it on the table means a miss. Maybe even a hit, but in the wrong spot.

> Psychic Powers

If your game includes Psychic Powers, it is recommended to the GM that these abilities be weak to modest in strength. For example, a telekinetic might only be able to manipulate objects that they'd be able to lift themselves with one hand. Of course, the GM will determine the power based on the game they are running. The GM may also decide how to assign powers: player's choice or roll of 1d6.

1. **Telepathy** Transmit or receive thoughts psychically, transmit thoughts into another mind.
2. **Telekinesis** Manipulate objects with the mind: lift, bend, even break.
3. **Empath** Psychically sense what another is feeling; grants ability to detect lies.
4. **Clairvoyance** Perceive distant people, objects, locations, and events with ESP.
5. **Pyrokinesis** Create and manipulate fire with the mind.
6. **Psychometry** View past events by touching a place or object.

Usage

- Using a psychic power is draining.
- Immediately after use, test PRE.

Success: carry on

Failure: HP drain to $\frac{1}{2}$ current level (round down)

- A character will not die as a result of HP drained by psychic power failure.
- If HPs are drained to 1 by failed PRE test, the player is too weak to function.
- If HPs are drained to 0 by failed PRE test, the player is unconscious.



> Panic

Any time a character suffers an especially traumatic experience (see below), they must make a PRE Check. If they fail this check, they get one Panic Mark (make a check mark next to their PRE score on their sheet). If the experience is extreme, the GM may rule that the check be made at Disadvantage.

At **3 marks**, the character is teetering. Any time they make any kind of check roll, if the Danger Die shows a 1, they must also roll 1d6 on the Mild Effect table (as well as suffering any effects that the Danger Die might dictate).

At **4 marks**, the PC no longer has 100% control of their faculties. Any time they make a roll of any kind, if the Danger Die shows a 1 or a 2, they must also roll 1d6 on the Serious Effect table (as well as suffering any effects that the Danger Die might dictate).

At **5 marks**, the character is no longer functional. They either babble incoherently, not knowing who or where they are, or they permanently enter a catatonic state. They must be taken to a safe spot for recovery.

>>: Traumatic experiences

Seeing a dead body, witnessing a death, having a close brush with death, seeing loved ones in peril, suffering a traumatic injury, initial or prolonged contact with surreal events or supernatural beings that challenge normal cosmogony, etc.

>>: Mild Panic Effect

1. PC suddenly sits down and will not get up for 1-6 minutes.
2. PC forgets who they are and what they're doing for 1-6 minutes.
3. PC panics and runs away as fast as they can for 1 full minute.
4. PC becomes extremely dizzy for 1-6 minutes. All rolls at Disadvantage.
5. PC becomes obsessed with a nearby object and must go pick it up.
6. PC freezes and cannot move for 1-6 minutes.

>>: Serious Panic Effect

1. Catatonia, PC becomes non-reactive for 1-6 hours.
2. Psychotic rage, 1-6 hours. PC tries to kill anyone nearby.
3. Mental fugue, 24 hours. PC thinks they are someone else.
4. Long-term amnesia. PC is unable to remember who they are.
5. Permanent phobia. PC cannot control themselves when confronted with a particular object or situation.
6. Hallucinations. PC sees horrible visions for 1-6 hours.

>>: Recovery

Every day spent in a safe place will reduce a Character's panic by one mark.

The Setting

This is the world in which the PCs live and work.
Some may love it. Some may not.



> Porton Down Lab Complex

An eerie hush blankets the UK Defence Science and Technology Laboratory (DSTL) at Porton Down. Established in 1916 as a top-secret military research centre, the labs have a long history of conducting research in chemical and biological warfare. There are 31 independent laboratories functioning within the complex. According to the conspiracy mill, it has been the site of chemical weapons research, genetic grafting, psionic experimentation, cryptid research, orb phenomenon, extra-terrestrial autopsies, and alien technology sightings. Civilians who live in the area report triple the average incidence of déjà vu and see dark, cryptid figures in the surrounding woods.

>>: 2 Psionics Lab

ESP, psychokinesis, pyrokinesis, clairvoyance, and a smattering of other supposed mental powers have been, or are being, investigated by most global powers. No one knows who the subjects are, where they come from, or whether they were born... or made.

>>: 3 Xenobiology Lab

Rumour has it the government possesses several alien bodies and material from downed extra-terrestrial craft which are being studied at Porton Down.

>>: 8 Time Manipulation Lab

The experiments being performed in this lab have been deemed the most dangerous in the complex. Very little other information escapes from Lab 8.

>> 11 Biology / DNA Manipulation Lab

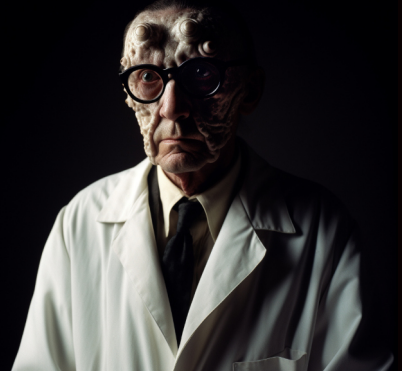
Boons to humanity or weaponised life forms: it is unclear how these two avenues of research mingle in the Defence Science and Technology Bio Lab. The few leaks that find their way out disturb even the most hard-nosed researchers.

>>: 14 Cloaking Lab

Government scientists are convinced that practical invisibility is possible. The military and intelligence applications of such a technology are tantalising.

>>: 15 Trans-dimensional Research Lab

There is a race amongst the most powerful nations to be the first to break through dimensional barriers, although no one knows what will be on the other side.



>>: 18 Teleportation Lab

Besides the clear environmental benefits that teleportation would have over conventional travel, the covert use of teleportation is speculated to be the main focus of current research.

>>: 23 Mind Control Lab

The horrible procedures needed to create a Manchurian candidate are being developed in this lab.

> Esoteric & Paranormal Sites

These places, scattered around the UK, are the subject of much speculation from the public and scientific community.

>>: Rendlesham Forest

The Rendlesham Forest incident, also known as the "UK Roswell," occurred in December 1980 when two United States Air Force (USAF) officers witnessed strange lights in the forest near their airbase in Suffolk, England. The officers investigated the lights and reported seeing a craft with hieroglyphic-like markings and strange symbols. The following night, more officers witnessed similar events, including a beam of light coming from the craft. Despite an official investigation by the UK Ministry of Defense, the incident remains unexplained and has been the subject of much speculation and controversy among UFO enthusiasts and skeptics alike. Some believe it was a genuine extraterrestrial encounter, while others suggest it was merely natural phenomena or a hoax.

>>: Borley Rectory

The Borley Rectory was a Victorian mansion located in Essex, England, and was once known as the most haunted house in England. The building was constructed in the 1860s on the site of a former monastery, and soon became the site of numerous paranormal events, including ghostly apparitions, unexplained footsteps, and strange smells. The house was famously investigated by paranormal researcher Harry Price in the 1930s, and his subsequent book about the case helped to cement the building's reputation as a site of paranormal activity. Despite the house being burned down in 1939, and completely demolished in 1944, the site remains the subject of occult speculation.

>>: Stonehenge

Stonehenge, the prehistoric stone circle located in Wiltshire, is believed by some to be a site of ancient occult rituals and paranormal activity. Some people claim that the ancient site holds significant spiritual power. Some believe that the stones of the monument are arranged in such a way as to channel energy from the earth and the cosmos, creating a powerful vortex of energy at the site. Others believe that the stones were placed in alignment with celestial bodies such as the sun and moon, and that they were used in ancient times for astronomical observations and astrological rituals. There are even some who insist it was a landing dock for alien spacecraft.



>>: Loch Ness

Loch Ness is a deep freshwater loch located in the Scottish Highlands that has become world-famous for its supposed inhabitant, the Loch Ness Monster. Sightings of the monster date back to the 6th century, with the most famous sighting occurring in 1933. Despite numerous attempts to find evidence of the monster's existence, including sonar scans and underwater cameras, no conclusive proof has ever been found. Plesiosaurus, foreign submarines, alien tech, or mass delusion, the lake remains a mystery.

>>: Gruinard Island

Located off the coast of Scotland, the island was the site of a controversial and highly dangerous biological weapons experiment during World War II. In the 1942 top-secret experiment Operation Vegetarian, Gruinard was bombarded with anthrax spores, rendering the entire area highly contaminated and dangerous to human and animal life. For several decades, it remained uninhabitable and was designated a restricted area by the British government. It remains unclear what other biological experimentation took place there. Despite being declared safe for human habitation in 1990, Gruinard Island, to this day, has a population of zero and is a restricted area.



> Secretive Organizations

>>: MI5

The United Kingdom's domestic security agency, responsible for protecting the country against threats to national security such as terrorism and espionage. MI5 acts through agents, intelligence gathering and analysis, and works closely with other law enforcement agencies both domestically and internationally.

>>: MI6

MI6, or the Secret Intelligence Service, is the UK's foreign intelligence agency. It recruits informants and deploys agents to gather and analyse intelligence related to foreign governments, organisations, and individuals.

>>: The National Crime Agency

The National Crime Agency is a law enforcement branch responsible for tackling serious and organised crime in the UK. The agency is responsible for coordinating efforts to combat crimes such as human trafficking, drug trafficking, cybercrime, illegal arms, money laundering, fraud, corruption, kidnapping, and extortion. The agency is also responsible for safeguarding children and vulnerable adults from exploitation and abuse.

>>: The Order of the Golden Dawn

Founded in the late 19th century and counting among its members some of the most prominent figures in the British spiritualist movement, including Aleister Crowley and W.B. Yeats, the Order of the Golden Dawn was a mystical focused on the study of the occult and esoteric practices. While the society was officially disbanded in the early 20th century, common belief is that it remains active and has blended theoretical physics into its occult research.

>>: The Hellfire Club

A notorious secret society founded in the 18th century that was known for its decadent parties, scandalous behaviour, and rumoured involvement in corrupt politics and dark rituals. There are claims that the Hellfire Club is still in existence, has access to high levels of power, and counts among its members some of the most influential figures of today, including politicians, billionaires, intellectuals, and artists.

>>: The George & Vulture Firm

The Firm is a crime syndicate in operation across the UK. It coalesced in the 1960s and has ever growing involvement in extortion, smuggling, fraud, counterfeiting, drug dealing, arms dealing, human trafficking, theft, and murder. The National Crime Agency is currently investigating its supposed involvement in political corruption.



GM SECTION

Adventure Generation

Something horrible is always about to happen. The players must stop it. Use these tables to spark ideas and generate plots. Dice rolls listed in this sections (such as d6/d6) are used to randomly pick set and item from the associated table. Some tables also include a die for which column.

> Main Goal

Roll d3/d6 or select a main goal for the adventure.

Find/Obtain a Person, Place, Thing, MacGuffin
Fight/Defeat a Person, Thing, Baddie
Save/Rescue a Person, Place, Thing, MacGuffin
Make a Structure, Thing, MacGuffin
Destroy a Person, Place, Thing, MacGuffin
Retrieve/Steal/Kidnap a Person, Thing, MacGuffin

Deliver a Person, Thing, MacGuffin
Solve/Answer Mystery, Crime, Question
Perform/Do a Quest, Ritual, Crime
Stop/Prevent an Event, Process, Crime, Baddie
Defend a Person, Place, Thing, MacGuffin
Investigate a Person, Place, Mystery, Crime, Organisation, Thing, MacGuffin

Hide a Person, Place, Thing, MacGuffin
Capture a Person, Beast, Monster, Baddie
Discover a Place, Fact, Process, Concept, Phenomenon, Organisation, Thing, MacGuffin
Escape from a Person, Place, Thing
Survive an Ordeal, Test, Disaster, Attack
Negotiate a Treaty, Relationship, Business Agreement, Peace, Exchange, Ransom, Surrender

> MacGuffins

What is everyone so excited about? Roll d6/d6.

Document	Ingredient	Treasure
Artefact	Missing Person	Money
Blueprints	Fugitive/Hiding Person	Old Treasure
Plans	List	Algorithm
Letters	Artwork	Property Deed
Evidence/Proof	Statue	Contract
Remains/Corpse	Book	Last Will
Cure	Map	Chemical
Information	Animal	Egg/Infant
Key	Weapon	Gizmo/Invention
Recipe/Formula	Location	Virus/Bacteria
Tool	Secret	Lost Civilisation



> About that MacGuffin...

This particular MacGuffin ... Roll d4/d6.

Everybody wants it.
Everybody wants to get rid of it.
It is in pieces and must be found or assembled.
It will eventually transform something else.
It is evil.
It is secretly evil.

It isn't the real MacGuffin.
Its value is purely sentimental.
It is an illusion. There is no MacGuffin.
It is famous.
It is magical/supernatural.
It never actually existed.

It is the last in a series of MacGuffins.
It needs protection.
It's not worth the trouble.
It is very dangerous.
It is a stolen item.
It is disguised as something else.

It needs to be destroyed.
It is indestructible.
It is extra-terrestrial.
It is thought to have been destroyed.
It is "cursed."
It has a will of its own.

> Monsters, Villains, Baddies, & Nasty Groups

Who is causing all the trouble? Roll d6/d6.

Aliens/Robots
Androids
Animals with Heightened Intelligence
Clones
Corporation
Crime Syndicate

Engineered Humans/Animals
Foreign Agents
Fundamentalists
Ghosts
Half-Human/Half-Animal
Hypnotist

Occultists/Coven
Psychic
Sea Monster
Secret Society
Serial Killer
Slaver Traders

Crooked Cop
Crooked Politician
Cult/Cult Leader
Dinosaurs
Drug Cartel
Eccentric Millionaire

Lost Civilisation
Masses/Mass Hysteria
Military Man
Modified Humans/Animals
Mutants
Newly Discovered Species

Street Gang
Supremacists
Terrorists
Trans-Dimensional Monsters
Unstable Scientist
Zombies



> Motives

Why are they doing it? What are they seeking? Roll d3/d4/d6.

<p>Achievement Ambition/Advancement Anger Angst/Anxiety Approval Attention</p>	<p>Authority Belief/Ideal Boredom Change Chaos Coercion/Debt</p>	<p>Comfort Community Control Curiosity Destiny Destruction</p>
<p>Discovery Disgust Dream/Vision Duty/Responsibility Empathy/Sympathy Envy/Jealousy</p>	<p>Escape Fame/Glory Fear Forgiveness/Reconciliation Friendship/Loyalty Grief/Loss</p>	<p>Happiness Hatred/Contempt Health/Illness Honour Hope Inspiration</p>
<p>Justice Knowledge/Enlightenment Legacy Liberation/Equality Loneliness Love/Affection</p>	<p>Lust Meaning Nostalgia Promise/Oath Order Pain</p>	<p>Passion/Zeal Peace Bigotry/Persecution Pity Pleasure Power</p>
<p>Prevention/Deterrence Pride/Vanity Rebellion/Resistance Recognition/Prestige Redemption Regret</p>	<p>Religion/Faith Respect Reunion Revenge/Punishment Sacrifice Sadness</p>	<p>Self-discovery Shame/Guilt Spiritualism Survival Truth Wealth/Greed</p>



> Inspirational Elements

Close your eyes and point. Or drop a coin on the page. Add an item or two from near that spot. Maybe just scan for ideas.

Lost Artefact • Microdot • Hypnotism • Locked Chest • Apparition • Monastery/Convent • Special Ops • Mass Hysteria • Ouija Board • Deserted Ship • Oracle Fumes Vent • River • Doll • Bank • Government Agency • Hideout • Garbage Dump • Grocery Store • Prison • Coven • Train • Treasure • Laundromat • Serial Killer • Main Street • Bus Stop • Tomb • Occult Tome • Space Program • Scroll • Necklace • Train Station • Fugitive • Solar Activity • Frightening Neighbour • Visions • Carcasses • Museum • Ruins • Elixir • Hotel • Demonology • Cryptocurrency • Empty • Jungle Island • Forest Markings • The Border • Business District • Swamp • Church • Corporation • Map • Lost City • Commune • Jail • Tunnel • Abandoned House • Industrial Complex • Poltergeist • Library • Restaurant • Ring • Alchemy • Bridge • Post Office • Odd Relative • Big City • Ghost City • Forest/Woods • Hardware Store • Locked Safe • Stranger • Trance • Cult • School • Toxic Waste • Pyramid • Occult War • Catacombs • Necromicon • Haunting • Tracks & Spoor • Letter • Disputed Will • Masonic Lodge • Cinema • Doctor's Office • Reservation • Hot Springs • Abandoned Mine • Murder • Corpse • Residential Subdivision • Door • Highway • Codebook • Public Park • Locked Trapdoor • Black Magic • Curse • Stolen Artwork • Runes/Sigils • Hidden Entrance • Ankh • Kidnapping • Science Experiment • Research Complex • Manuscript • Voodoo • Water Treatment Plant • Camp • Wealthy Patron • Canyon • Ghost Story • Skeleton • Castle • Poison • Encoded Letter • Church • EVP • Alien Technology • Crop Field • Automatic Writing • Missing Person • Assassination • Extra-terrestrials • Land Office • Book Shop • Law Office • Guru • Courthouse • Burial Mounds • Statue/Idol • Mirror • Cudgel • Farmhouse • Conspiracy/Cabal • Subway Tunnels • Artist Commune • Seal of Solomon • Telescope Observatory • Barber Shop • Art Gallery • Weapon System • Diner • Bandit Hideout • Aquarium • Clones • Unquenchable Greed • Municipal Well • Particle Accelerator • Vicious Envy • Old Army Fort • Nuclear Reactor • Caves • Property Deed • Zoo • Exorcism • Unintelligible Transmission • Demonic Possession • Cosmetic Surgery • Religious Text • Gun Shop • Mansion • Temple • Quicksand • Cemetery/Graveyard • Number Station • Pub • Slaughterhouse • Train Trestle • Reservoir • Secret Identity • Police Station • Voodoo • Book • Rough Neighbourhood • Old Quarry • Slaughterhouse • Apartment Building • Space Program • Ranch • Theatre • Coffee Shop • Newspaper • Mountains • Ghost Town • Water Tower • River Dam • Cryptozoology • Troglodytes • Government Building • Pharmaceutical Company • Morgue • Missing Evidence • Mind Control • Artificial Intelligence • Volcano • Genetic Mutation • Corner Shop •

Bestiary & NPCs

Populate adventures with these people, beasts, and monsters.

Abbreviations used in the following tables are:

Stats: For ease of play, we recommend that NPC dice always succeed on 5 or 6. Grant NPCs Advantage and Disadvantage to modify their rolls as usual. For GMs who like more detailed play, NPC stats are presented in order **STR/DEX/INT/PRE** and may be used to determine their roll outcomes.

HP: Health Points

TT: To Target. This is based upon the NPC's size and speed, and represents how easy or difficult this creature is to hit. If the creature is **HARD** to hit, the attacker rolls with Disadvantage. If the creature is **EASY** to hit, the attacker rolls with Advantage.

AV: Armour Value, the amount by which damage against this enemy is reduced because of its armour. Armour will not reduce damage below 0 (i.e. – armour will not **HEAL** a creature by making damage negative).

Damage: Unless otherwise specified, all successful enemy attacks roll 1d6 for damage.

> Humans

These are basic, general use people. Customise them to fit your needs. Adjust their Attributes, equip them with armour, give them professions and skills, etc. More important NPCs can be created the same way you would make a Character.



Name STR/DEX/INT/PRE	Description
Civilian 3/3/3/3 HP: 3 TT: - AV: 0	Normal Jane or Joe.
Henchman 4/3/2/2 HP: 3 TT: - AV: 0	Generic weak henchman. General use. Lowest of the low. Easily beaten or scared away. Adjust stats where appropriate.
Tough 4/4/3/3 HP: 6 TT: - AV: 0	A soldier, guard, police officer, beat cop, bandit, etc. Basic fighting skills.
Veteran Soldier 5/5/3/4 HP: 20 TT: - AV: 0	Seasoned veteran soldier, gang member, police detective, etc. A good shot. Skills: Deadeye
Cultist 3/3/2/3 HP: 3 TT: - AV: 0	Devoted to strange belief and/or charismatic leader.

Cult Leader

3/3/5/5 HP: 25
TT: - AV: 0

Evil, tough, smart, and charismatic.

Thug

5/4/2/3 HP: 16
TT: - AV: 0

A baddie's captain. Stronger and tougher than they are smart.

Crime Boss

5/5/5/5 HP: 30
TT: - AV: 0

Generic Boss. Smart, tough, and in charge.

Spy

4/5/4/5 HP: 14
TT: - AV: 0

A basic espionage agent. Quick, tough, smart, and confident.
Skills: Disguise, Stealthy

Assassin

4/6/4/3 HP: 39
TT: - AV: 0

Specialised killer. Brought in by a boss when they need heavy lifting.
Skills: Stealthy, Deadeye

> Animals & Beasts

Animal intelligence is not rated in their attributes. They fall on a different scale and are not comparable in this system.

> Animals

For common animals, use these generic stats and add what you need.

Name STR/DEX/INT/PRE	Examples
Animal, Small 1/5/-/3 HP: 1 TT: Hard AV: 0	Bat, rat, big spider, frog, toad, raven, lizard, scorpion, cat, weasel, monkey, rattlesnake, etc. Hard to hit, but easy to kill. Bite hurts but causes no damage, unless poisonous. Adjust stats, if necessary, and give them the behaviour of their species.
Animal, Medium 3/5/-/3 HP: 3 TT: - AV: 0	Baboon, badger, goat, jackal, deer, seal, octopus, etc. Adjust stats, if necessary, and give them the behaviour of their species. Attacks cause 1d6-3 damage.
Animal, Large 5/4/-/3 HP: 8 TT: - AV: 0	Moose, elk, black bear, boar, hyena, bull, etc. Adjust stats, if necessary, and give them the behaviour of their species.
Animal, Swarm 2/6/-/2 HP: 20 TT: Hard AV: 0	Rats, insects, snakes, crows, fish, etc. They are all over you. They can attack every member of a party every turn.
Animal, Mount 6/4/-/3 HP: 7 TT: Easy AV: 0	Horse, camel, mule, etc. Can safely carry weight equivalent to two adults.

> Beasts

These animals are bigger and scarier.

Bear, Big

7/4/-/3 HP: 17
TT: - AV: 1

Grizzlies, polar bears, kodiaks, and the like. Extremely aggressive. Difficult to scare off.

Cat, Big

6/5/-/3 HP: 13
TT: - AV: 0

Lion, cougar, panther, etc. Skills: Stealthy

Crocodile

5/4/-/2 HP: 10
TT: Easy AV: 2

Biting power has STR 8. On successful strike, Danger Die 1 means bitten, held, and crushed for 2d6. Opposed STR check to break free.

Dog

3/5/-/3 HP: 3
TT: - AV: 0

Guard dogs, pet dogs, wild dogs, search dogs, police dogs, etc. Heightened smell.

Gorilla

7/5/-/2 HP: 10
TT: - AV: 0

Excellent climber, very strong.



Shark

6/5/-/3 HP: 23
TT: Easy AV: 0

Drawn to blood in water up to 1km away. Bite does 1d6+3 damage.

Snake, Constrictor

5/5/-/2 HP: 8
TT: - AV: 0

Python, boa, etc.... A big one. On a successful strike, Danger Die 1 means grabbed, held, and crushed for 1d6+2 per turn. Opposed STR check to break free.

Snake, Poisonous

1/6/-/2 HP: 2
TT: Hard AV

Cobra, rattler, cottonmouth, etc. Striking bite is a ranged attack. 1d6 poison damage per turn for 1-6 turns.

Wolf

4/5/-/3 HP: 6
TT: - AV

Pack hunter, usually found in groups of 1d6+1 wolves.

> Monsters & Cryptids

The team may have to figure out what these things are and why they're out there.

Name STR/DEX/INT/PRE	Description
Am Fear Liath Mòr 6/5/2/6 HP: 35 TT: - AV: 0	The Big Grey Man of Ben MacDhui said to inhabit the mountains of the Cairngorms in Scotland. Large (3m tall), humanoid with glowing eyes and a terrifying presence. Sightings of the creature have been reported for over a century, and many believe it to be a supernatural being or demon. Ambush predator. Psychic chameleon: When still, nearly invisible.
Beast of Bodmin 5/6/1/6 HP: 30 TT: - AV: 0	The Beast of Bodmin is a large, black panther-like beast said to inhabit the Bodmin Moor area in Cornwall. Sightings since the 1970s. Despite extensive searches and investigations, no concrete evidence of the creature's existence has ever been found.

Dobhar-chú

4/5/0/3 HP: 20

TT: - AV: 0

Dobhar-chú is a cryptid of Irish folklore said to inhabit the lakes and rivers of Ireland. It is described as a large, otter-like creature with a dog-like head and webbed feet. The creature is known for its aggressive nature and is said to be fiercely protective of its territory. Legend has it that the creature is responsible for the deaths of humans who venture too close to its habitat. While there have been reports of sightings of the Dobhar-chú over the years, there is no concrete evidence to support its existence.



Gaunt

4/5/0/3 HP: 20

TT: - AV: 0

Tall, faceless, unthinking. All-black etherdevils with long tails. They come when you're sleeping. Gaunts heal themselves for half of whatever damage they do to others and can teleport up to 3m away every third turn.

Loch Ness Monster

8/2/0/2 HP: 60

TT: - AV: 0

"Nessie" may be in Loch Ness in Scotland. Described as a long-necked creature with a hump-like body. Monster? Robot? Submarine? Despite numerous attempts to capture photographic evidence of the creature, no conclusive proof of Nessie's existence has ever been found. Bite attack does 2d6 damage. Danger die 6 means victim is held in mouth.

Lycanthrope,

Beast Form

7/4/3/4 HP: 35

TT: - AV: 0

Werewolf, Werebear, Wererat, Weretiger. Transforms into half human/half animal. Regenerates 1d6 HP per turn, even after death, unless damaged by silver weapons, magic, or magical weapons. On successful attack, if danger die shows a 1, victim contracts lycanthropy. PCs who become lycanthropes must make a PRE check after every transformation. Failure means they have no control over their actions and will attack anyone nearby.

Owl Man of Mawnan

5/6/1/1 HP: 20

TT: - AV: 0

Large, owl-like humanoid said to inhabit the woods near Mawnan, Cornwall. Glowing eyes and large wings. Sightings of the creature have been reported since the 1970s, and many believe it to be a harbinger of doom. When in flight, attacks twice per turn with clawed hands.

Skunk Ape

5/6/1/1 HP: 20

TT: - AV: 0

Smaller, quicker, very foul-smelling swamp Sasquatch. Frenzied. Will attack instantly. Encountered in small groups.

Yeti

6/5/1/1 HP: 26

TT: - AV: 0

The abominable snowman. Like Sasquatch, but more aggressive and in cold places. Found in groups.

> Constructs

Constructs are beings created by someone with technical or magical expertise.

Name STR/DEX/INT/PRE	Description
Android 6/6/6/3 HP: 15 TT: - AV: 1	A sentient robot that looks human, is capable of high-speed calculation, and has instant access to massive amounts of information.
Golem, Flesh 7/3/2/2 HP: 47 TT: - AV: 0	Huge creature cobbled together from various body parts and brought to life.
Robot, Giant 8/4/0/0 HP: 80 TT: Easy AV: 2	Three story tall robot with laser eyes and smashing fists. All attacks 3d6 damage. Someone is controlling it...

> Aliens

Aliens have access to high-tech devices, and may be armed with ray guns and so on.

Name STR/DEX/INT/PRE	Description
Grey 2/4/6/1 HP: 5 TT: - AV: 0	Waist tall, big eyes, and a slit mouth. Standard extraterrestrial.
Grey Boss 3/5/6/3 HP: 10 TT: - AV: 0	Slightly smaller Grey, with bigger head. Has telepathy. Skills: Telepathy
Reptilian 6/3/2/1 HP: 10 TT: - AV: 0	Clumsy, garrulous, strong. Alligator skin. Can squeeze through shockingly small openings.
Reptilian Officer 7/3/4/3 HP: 15 TT: AV: 0	A bigger, meaner Reptilian.
Reptilian (human form) 6/3/2/1 HP: 4 TT: - AV: 0	Reptilians have a genetic splicer that can make them look human. Unstable: if badly injured or killed, will return to original form.
Tall 2/4/6/1 HP: 7 TT: - AV: 0	Taller and thinner than a human. Almond eyes. Sadistic. 5m vertical leap.
Tall Supervisor 3/5/6/4 HP: 12 TT: - AV: 0	Leader of a group of Talls. 5m vertical leap and Telepathy. Skills: Telepathy



> Dinosaurs & Prehistoric Stuff

For all your time traveling needs.

Name STR/DEX/INT/PRE	Description
Allosaurus 7/5/0/2 HP: 26 TT: Easy AV: 0	Smaller and quicker than the T-Rex.
Ankylosaurus 7/4/0/2 HP: 34 TT: Easy AV: 3	Hard shell armour, and a clubbed or spiked tail.
Axe Beak 5/4/-/2 HP: 10 TT: Easy AV: 0	Like an extra big ostrich with a square, sharp beak.
Caveman 6/3/1/3 HP: 8 TT: - AV: 0	Just like in the movies. Specials: Heightened Smell
Plesiosaurus 6/5/0/2 HP: 34 TT: Easy AV: 0	Aquatic, long neck, fins.
Pterodactyl 7/5/0/3 HP: 7 TT: - AV: 0	Flying carnivore. Able to lift up a human-sized victim.
Sabre-Toothed Tiger 6/5/-/3 HP: 26 TT: Easy AV: 0	Huge cat with 18cm fangs.
Triceratops 8/3/0/2 HP: 48 TT: Easy AV: 2	Herbivorous, but very dangerous. Three big horns and a frill shield.
Tyrannosaurus Rex 9/4/0/3 HP: 68 TT: Easy AV: 0	4m – 6m tall. Huge teeth. Always hungry.
Woolly Mammoth 8/3/-/2 HP: 63 TT: Easy AV: 0	3.5m tall elephant covered with hair.



> More Foes

If you don't see the monster you want, find one of comparable strength to use as a template. Change it around a bit and make your own description.

> Xenoplanar Horrors

Beings from parallel universes. If they speak, they may speak in an extra-terrestrial, foreign, or dead human language. Many of them can use what seems like magic. They may interact with humans, attack them, or they completely ignore them as if they were insects. Mostly, their motives are very difficult to discern. No matter how they're behaving at the moment, all xenoplanars are vicious to the core and hate humans.

Select which of the basic horrors you need (Major, Minor, Minion) and use the following lists to generate its appearance, xenoplanar skills, and spells.



Name	Description
STR/DEX/INT/PRE Horror, Thrall 5/3/3/3 HP: 12 TT: - AV: 0	A human who has sworn allegiance to a xenoplanar horror, undergone transformation and is now stronger and weirder. May know 2 spells. Regenerates 3 HP per turn. May be hiding 1-3 surreal bits from list. Skills: Regeneration
Horror, Minion 3/6/2/3 HP: 10 TT: Hard AV: 0	1 - 2m tall. Xenoplanar peon. Has 1 special. Fast and hard to hit. Skills: 1 Random
Horror, Minor 6/4/4/4 HP: 75 TT: - AV: 0	5m tall. Usually pretty worked up. All attacks do 2d6 damage. Has 2 specials and knows at least 1 spell. Skills: 3 Random, 1 Spell
Horror, Major 9/4/6/6 HP: 150 TT: Easy AV: 0	Huge. 15m tall. Always angry. Always hungry. May command 2-12 minions. All attacks do 3d6 damage. Has 3 specials and knows at least 3 spells. Skills: 3 Random, 3 Spells

> Xenoplanar Basic Form

Determine what basic shape the horror has taken. d3/d6

Human
Amoeba
Octopus
Dog
Frog/Lizard
Fish

Spider/Beetle
Pig
Tree/Bush/Vine
Skeleton
Empty Skin
Gas Bag

Pile of Intestines
Big Brain
Slug
Bubbling Ooze
Sasquatch
Bat

> Xenoplanar Surreal Bits

Add 1-3 surreal bits to it. d6/d6

Too Many Eyes
Covered with Mouths
Too Many Teeth
Unrecognisable Color
Shifts In and Out of Focus
Only a Floating Torso

Extra Face in Abdomen
Head in Wrong Place
Covered with Tongues
Oozing Pus from Everywhere
Covered in Flies
Prehensile Tail

Head on Backwards
Radiates Cold
Maggots Drop from Skin
No Eyes
No Face
Smells of Ozone

Always in Shadow
Surrounded by Neon Effect
Crackles with Electricity
Strobes In and Out of Being
Exudes a Dry Fog
Throbs with a Low Vibration

Decomposing
Gives Off Death Odour
Melded to Second Aberration
Engulfed in Flame
Dismembered but Functional
Transparent Skin

Dark as a Black Hole
Body is Inside Out
1-6 Tusks
1-6 horns
Covered with Fingers
Sucks All Air/Dirt Towards It

> Xenoplanar Spells

Beings from other dimensions have strange powers that, to humans, seem like magic. Where the description calls for it, choose spells for the creature from the following list, or come up with your own. They may cast each of their spells once per day.



Lightning	Shoots a lightning bolt. 2d6 damage.
Swarm	Summons a swarm of flying insects under caster's control. Will blind and confuse target.
Command	Target creature obeys one single, three-word command that will not cause self-harm.
Conflagration	Enormous explosion of flame consumes a targeted area 15m in diameter. Anything in the area takes 6d6 fire damage.
Summon Horror	Summons a randomly generated Xenoplanar Horror Minion (see Bestiary section). The aberration is not under the spell caster's control
Fear	All nearby targeted enemies must make a PRE check. If they fail, they flee in terror.
Fog	A dense fog spreads out from the caster.
Suffer	Target is incapacitated by pain.
Plant Master	Nearby plants and trees gain the ability to move 2m per turn and will obey the caster.
Raise Corpse	Dead target rises as an undead being under control of the caster with HP matching those while alive.
Spider	Caster can climb surfaces like a spider.
Amputate	Any of the creature's body parts may be detached and reattached at will, without causing pain or damage. The creature can still control them.

> Xenoplanar Skills

Add as many skills as are indicated in the description.

Acid Spit	Creature's saliva will corrode metal and causes 1d6-2 damage as an attack.
Chameleon Skin	Creature can change their skin tone to blend into patterned surroundings or disguise themselves: highlights, hair color, and eye color, etc. Advantage on stealth and disguise Checks.
Elasticity	Creature is like silly-putty and can stretch their head, neck, limbs, and torso up to 3 times normal length, flatten them, make them skinny, twist them, or change their shape.
Extra Body Parts	Creature has 1 - 3 fully functional extra body parts (specify).
Flight	Creature can fly without wings at twice as fast as a person can run.
Cryokinetic	Creature can lower the temperature of or freeze objects with their mind. GM determines strength.
Heightened Senses	Creature has better than average senses, and gains Advantage on PRE Checks related to detecting and noticing things.
Mind Blast	Creature blasts a mental attack that automatically hits for 1D6+2 damage. The victim is stunned 1d6 turns. Useable 2 times per combat.
Oversized Body Parts	Some aspect of the creature's body is beneficially oversized (specify).
Poisonous	Creature has a Poisonous Bite, Sting, or Skin (specify). Their venom deals 1d6 damage per turn for 1d6 turns. Useable twice per combat.
Psychic Vampire	On successful opposed PRE Check, target takes 1d6 damage, and mutant is healed by the same amount. Useable twice between long rests.
Pyrokinetic	Creature can create and manipulate fire with its mind: heat objects, cause objects to ignite. With continued focus, targets can be burned for 1d6 burning damage per turn.
Quills	Creature is covered with quills. Anyone coming into forceful contact with creature takes 1d6 piercing damage.
Shapeshift	Creature can shrink, grow, or transform into another animal or person.
Sticky Tongue	Creature has a sticky, 2m long tongue and can snatch things (or maybe people) with it on a successful DEX Check.
Tentacles	Creature has up to 8 prehensile tentacles as well as, or instead of, their normal limbs.
Regeneration	On its turn, the creature can heal itself for 1d6 HP instead of attacking.
Leap	Creature can leap 3m vertically or 5m horizontally.
Telepathy	Creature can transmit or receive thoughts psychically.
Telekinesis	Creature can manipulate objects with the mind: lift, bend, even break.
Breath Weapon	Creature can breathe fire, frost, or an acid cloud for 2d6 damage to all caught in it.

The Gruinard Inquiry

A starter adventure for one sitting. Expect 2 to 3 hours to play through.

Setup:

The players are employees of the Porton Down Labs. Their administrator is sending them to Laide, Scotland to investigate the disappearance of two fishermen near the restricted Gruinard Island. The men vanished one week apart, and both of their boats were found washed ashore. Gruinard Island is home to an old underground lab that Porton Down doesn't keep very close watch on. The administration wants to be sure the two disappearances are coincidental and unrelated.

The Reality:

Two scientists from the Porton Down Xenobiology Program have gone rogue on their own vacation time. They have quietly taken over the old underground lab on Gruinard Island and have cultured a pair creatures using alien DNA and mudskipper eggs. The two creatures have been allowed to escape into a cave complex below the island and have secretly laid an enormous number of eggs in one of the caverns. They have also captured two fishermen. One is dead and mostly eaten. The other is held captive, semi-conscious and partially buried in mud, for later consumption.

The Scientists:

Both scientists are aware of the abductions but disagree about a course of action. Neither has been into the cave system where the creatures are living.

Dr. Rebecca Riebe 3/3/6/5 HP: 6

- Motivations: knowledge, vanity

Project lead. Has lost sight of the big picture. Mentally unhinged, perhaps sociopathic. Will protect the creatures.

Dr. Alexander Stevenson 3/3/6/3 HP: 3

- Motivations: greed, fame

Starting to fear that they've made a mistake but doesn't know how to stop the experiment. Slightly afraid of Dr. Riebe.



The Creatures

Adult: 6/4/1/3 HP: 15 TT: - AV: 0

Adolescent: 4/3/1/2 HP: 7 TT: - AV: 0

7 feet tall, bipedal, amphibious. Able to use primitive tools. Willing to eat any organic matter. All attacks are with claws for d6 damage, bite for d6+2, or club for d6. They can regurgitate an enormous amount of mud-vomit on an enemy. The first time it happens, the person must make a PRE check or be flabbergasted and unable to act for two turns. Anyone who has seen this happen is immune to the effect. The creatures have a rudimentary intelligence and are very sneaky. They are reasonably docile when the researchers are present and will come to the lab entrance most days at dusk for food, but are becoming increasingly aggressive with the scientists.

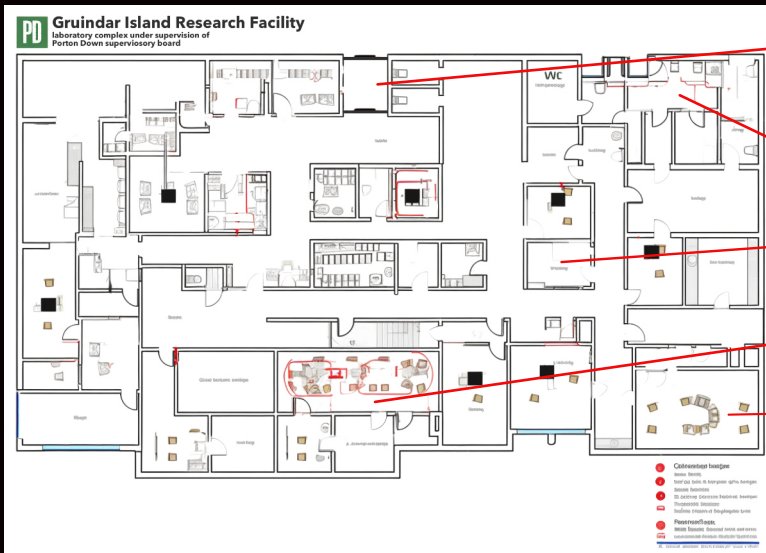
Laide, Scotland

- Population: 120

On Scotland's remote northern coast lies Laide. Besides various homes and buildings that dot the coast, Laide is the closest village to Gruinard Island. About 3 miles to the southwest over water from Gruinard, Laide has homes, a post office, a convenience store, 3 bed & breakfasts, a church, a school, and a campground. Outsiders come to Laide to camp and fish.

The Lab

Entered through a steel airlock in the hillside on the north of the island. A main living area including a kitchen, two small living quarters, several lab rooms, a strange enclosed habitat, and a holding cell (unoccupied). Power comes from the mainland via underwater cable.



Airlock Door/
Decontamination

Living Quarters

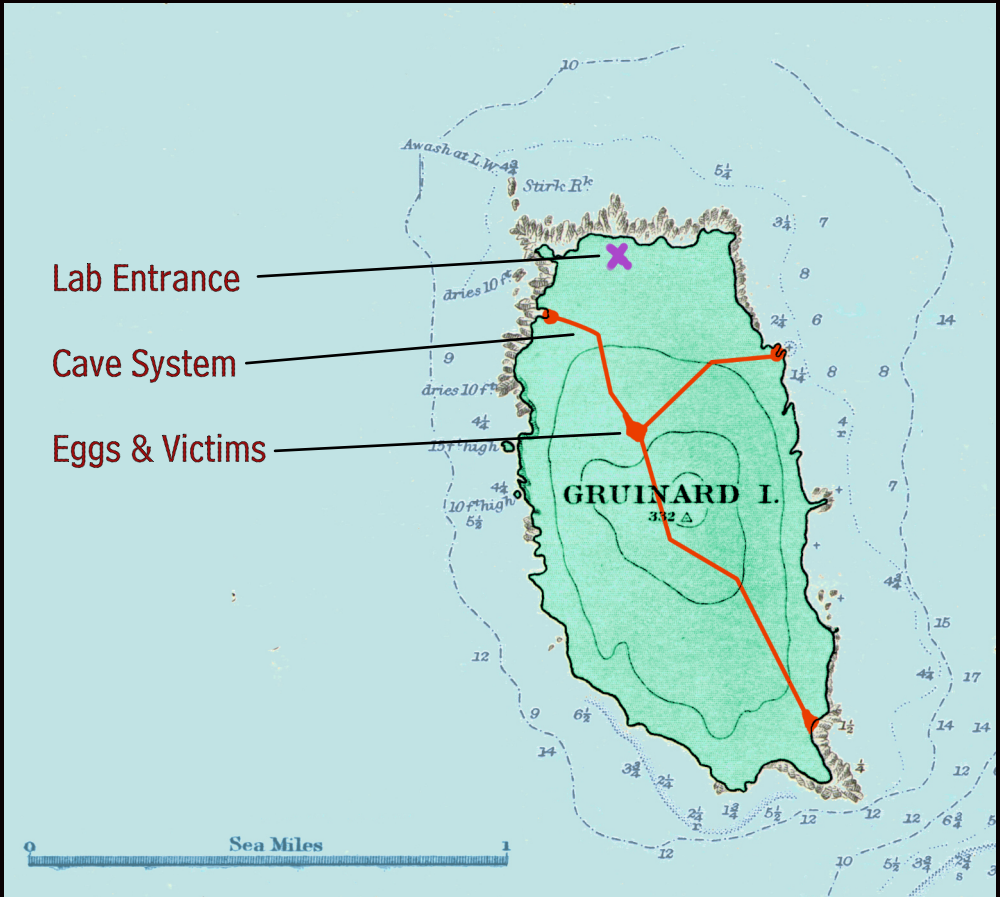
Holding Cell

Habitat

Mess

The Caves

There are three entrances to the cave system. The main tunnels connecting them are jagged and have many hiding places along them. The tunnels are waist deep in water in many places.



The Brood

The central cave is muddy but above the water level. It contains 20,000 eggs, each the size of a chicken egg. The two fishermen are also here. The first is mostly eaten. The second is mostly buried in mud and only semi-conscious. Except during their dusk feeding time, one of the creatures will always be here to guard the eggs. The first time the PC enter the cave, there will not be any babies hatched. The second time they enter, there will be 1d6 that have hatched, each with a 2 in 6 chance of already being adolescent (they mature very quickly). The third time they enter, there will be an additional 2d6 hatched, and so on. When the creatures are babies, they are angry but can only nip. The adolescents are more dangerous. In two weeks time, all the eggs will hatch, and the new creatures will begin leaving the island.

Notes:

- There is no cell phone reception on Gruinard Island.
- Dr. Riebe uses a portable satellite internet dish for web connectivity.
- There is a tranquilliser pistol in a cabinet in the lab.
- There is a .45 automatic pistol in Dr. Riebe desk drawer.
- The nearest large town is Inverness, 75 miles by car (about an hour and a half drive).
- Local law enforcement: None. All calls from Laide are to regional constabulary in Inverness.
- Porton Down is chronically compartmentalised, underfunded, and disorganised. The players cannot expect rapid response to difficulties.



BREAKING INFINITY character sheet

Name:

HP

max

current

Profession:

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Languages:

STR	DEX	INT	PRE
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1, 2 = low stat
Success: 6

3, 4 = average stat
Success: 5 or 6

5, 6 high stat
Success: 4, 5, or 6

Skill

Description/Notes

Inventory Max:

1	7	13
2	8	14
3	9	15
4	10	16
5	11	17
6	12	18

Notes:

Reference

> Check Roll

The basic Check Roll works like this:

1. Determine which attribute is most responsible for the kind of action the PC is taking.
2. Roll 2 dice.
 - If the result shows any 5s or 6s, the attempted action succeeds (check attribute modifier, though).
 - If there are no 5s or 6s on either dice, the attempt fails, and something bad results.



There are possibly modifiers to this roll, though, as follow.

> Attribute Modifier

- If the attribute being tested is LOW (has a value of 1 or 2), the attempt succeeds only if at least one 6 is rolled.
- If the attribute being tested is HIGH (has a value of 5 or 6), the attempt succeeds if at least one 4, 5, or 6 is shown.
-

> Advantage/Disadvantage

- If the PC has any kind of Advantage due to better positioning, good planning, special equipment, or help, the PC has advantage and may roll 3 dice instead of 2.
- If the PC has any overall Disadvantage due to inferior positioning, poor timing, bad planning, broken or missing equipment, etc., the PC has Disadvantage and must make the roll with only 1 die instead of 2.
- Advantage and Disadvantage are determined by the GM by totalling up the number of advantages and disadvantages to figure out if they come out even, or tip one way or the other.

# of dice thrown	% chance of getting at least one...		
	6 Low Attribute	5 or 6 Average Attribute	4, 5, or 6 High Attribute
1d6 (Disadvantage)	16.6%	33.3%	50%
2d6 (normal roll)	30.5%	55.5%	75%
3d6 (advantage)	42%	70.3%	87.5%

- > There is a complex of labs that most people don't know exist.
 - >> But you know.

- > You don't know everything that goes on inside the labs.
 - >> And you fear no one does.

Breaking Infinity is a complete role-playing game and setting based on the fantastic film of the same name. This booklet contains all you need to take your friends on investigations and adventures in a covert world of science and conspiracy:

- All rules included, quick to learn.
- Full directions for character generation.
- Helpful tables for inspired adventure creation.
- A full bestiary of horrors and enemies for your games.
- A sample blank character sheet, with more available to download for free.
- Starter adventure included.

All you will need are some friends, a handful of regular old dice, pencils and paper, and something to hold on to.



[BaffleBoxGames.com](https://www.baffleboxgames.com)

This game setting is based on the fantastic film

[Breaking Infinity](https://www.breakinginfinityfilm.com)

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The rules and printable character sheets
may be downloaded for free at
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