



Fields of Vision. Normally, a character can see anything directly in front of him, as the accompanying diagrams show. As the diagrams illustrate, a character may turn during movement, thus seeing something he or she could not see before.

Characters can inform the CM that they are "watching behind" as they move, increasing their field of vision to 360 degrees (full circle). Those who do this are essentially moving ahead one or two steps, turning around and looking, then moving ahead a few more steps, etc. Characters watching behind must deduct 10 feet from the distance they can walk, and are not allowed to run. Allow "watching behind" only when the characters (not just the players) have reason to keep a careful watch on their surroundings. Use a general Perception check to resolve any question about whether a character has reason to keep a careful watch on the environment.

CURRENT WILLPOWER (POW x5)

Willpower is a pool of points based on the characters POW characteristic x5, and like hit points can be depleted and regenerated during game play.

When a character is afraid, he loses Willpower. The character may eventually regain the lost points, but the characteristic value will never rise above his original base score.

The term "current" is used before "Willpower" to refer to the up-to-date Ability score. Do not confuse current value with the base value. Current Willpower does not affect

skill scores. Please note, however, that whenever you make a check for Willpower, you must use the current Ability score.

Keep track of current Willpower in the place especially marked for it on the character sheet. Do not keep track of a current score by erasing the base score, which you should have recorded on top, next to the other Basic Abilities.

FEAR CHECKS

A fear check is a resistance roll required of both player characters and NPCs when they meet or sense creatures of the Unknown. In some cases, characters must also make a fear check when they meet animals. Fear checks are always a resistance roll comparing the character's POW with the Fear Rating of the situation or creature. A fear check must be made at the instant it is required, regardless of the Sequence of Play. If a character is moving, he or she must halt until the fear check is resolved.

A character must make a fear check instantly when:

1. The character sees or otherwise definitely senses the presence of a creature or potentially hostile animal. For purposes of this rule, animals are not considered potentially hostile as long as they present no threat to the characters. A squirrel will not normally cause a character any alarm; a snarling wolf will cause a character to make a fear check.

2. The character (or player) reacts fearfully to some unexpected or dangerous circumstance in the game. This check is entirely at the CM's option. For example, a player that screams in fright during an encounter might have to make a fear check for his or her character. Or if the CM mentions that a door creaks upstairs in a haunted house, and the player reacts with fear, he or she might have to make a fear check for the character.

Be careful not to abuse this last rule. Don't require a fear check when there is no indication that the players or their characters are concerned.

Characters are required to make a fear check only once during an encounter for seeing or sensing a specific type of creature.

Animals do not make fear checks; instead, roll their reactions as normal animal reactions (explained in PART V).

How do you make a Fear Check?

When a character must check for fear after seeing a creature or hostile animal, consult the creature write-up to find its Fear characteristic. (See the *Horrors from the Unknown* booklet.) Resolve fear checks of unknown origins (such as when a player reacts to a mysterious noise or odor, not recognizing the source of that noise or odor) as Fear level 6.

When characters encounter more than one type of creature at the same instant, the characters make their fear check based on the creature with the highest Fear characteristic.

The number of identical creatures or hostile animals may demand a column adjustment when making a fear check ("the more the scarier," I always say). Consult the table below when characters make fear checks involving large numbers of creatures or animals. These modifiers only apply if there are sufficient numbers of the same type of creatures: large numbers of creatures which are not similar to each other have no effect on fear checks.

No. of Creatures

Less than 2x the number of party members: Unmodified

2x the number of party members or greater: Increase fear level by 2.

3x the number of party members or greater: Increase fear level by 3.

4x the number of party members or greater: Increase fear level by 4.

Etc.

Characters receive helpful modifiers when they make fear checks against creatures they have encountered before. If a character has encountered a creature already, he or she may lower the creature's Fear characteristic by 2.

A character does not need to make a fear check when facing a type of creature he or she has helped destroy or drive off.

On the back of their character sheets, players should record the creatures they have encountered, and which of those creatures they have defeated.

the character must flee for the rest of his or her movement. The character must flee at sprinting speed (MOV x5) if possible. In some cases (if a character is trapped in a room or on a rooftop), the CM may decide a character would more logically hide or take some other action. After one round, the character may act as the player desires. Willpower lost to fear check failure is regenerated normally as explained later under "Damage and Healing."

Failure (Scared): The character loses 1d10 points of Willpower but does not flee.

Success (Unfazed): The character



Fear Check Results

Fumble (Terrified): The character immediately loses 2d10 points of current Willpower and flees in panic. This loss is recorded by adjusting the "current Willpower" on the character sheet. The character must flee immediately; if the character fails a fear check during movement,

holds his ground and suffers no adverse result from the fear check.

Special (Steadfast): The character gains a +10% bonus to actions this combat round.

Critical (Courageous): As per Special above, but those within 20' may increase the results of their fear check by one level due to the results of your courageous stand.

SURPRISE CHECKS

A *surprise check* is a general Perception check using either Spot, Listen, or Sense, as determined by the CM to determine whether a character can respond immediately to an unexpected attack or situation. When a surprise check is required, the character must make it immediately. If the check is required during movement, the movement must be halted until the surprise check is resolved. *A character must make a surprise check the instant...*

1. The character sees or otherwise senses the immediate presence of a character, animal, or creature he or she did not expect. (See "Multiple Checks" below.)

2. The character is attacked from ambush or concealment.

3. Under any other circumstance the CM decides requires a surprise check, according to the CM.

Generally, players should check for surprise only in threatening circumstances. Characters shouldn't have to make surprise checks every time they see another character on the street!

Characters who pass the check may continue their declared actions for the round. Characters who fail the check may take no further action that round; they remain stationary for the rest of the round in the location at which they made the check. While surprise lasts, the character can make no other skill attempts, nor use the Art. A surprised character may still make defense rolls when attacked, however such rolls are *Difficult*. Fate Points may be used to modify a defense roll.

Note: creatures normally make surprise checks the same way and with the same results as characters.

MULTIPLE CHECKS

Often characters may have to make both a fear check and a surprise check. These checks may be made in any order the CM desires. *If a character fails both the fear and the surprise checks, he follows the effects of the fear check.*

Sensing the Unknown

Cost: N/A

Range: Self

POW x1%

Area: Varies*

Generally, all characters in the Chill game are aware that the **Art** exists—that's never a problem. However, it's not a sure thing that your character will know when the Art is present and is transmitting those energies nearby.

All characters have a limited ability to sense the use of the Art or presence of the Unknown in two situations: **1)** when an Unknown creature is present or has passed by, or **2)** when the Evil Way is being used or has been used nearby, or has been focused upon a specific object.

Because of their connection with the Unknown, creatures leave mysterious traces of energy behind them for an indefinite period of time (the CM may choose the length of time). These traces are only noticeable if a character successfully senses the Unknown.

The base chance for Sensing the Unknown is equal to your character's POW expressed as a percentage. For instance, Todd Copeland's POW is 14, so he has a base chance of 14% for Sensing the Unknown. When Todd's player rolls the dice to see if Todd senses the Unknown, the roll is made against this base chance.

As your character gains experience, his chance of Sensing the Unknown can also increase. Every time he is successful in Sensing the Unknown you may check the skill box. At the end of the adventure check to see if it increases as for other skills. If the successful, it increases by 1%.

Sensing the Unknown is different from most other uses of the Art in at least four respects. **1)** It costs no Power Points to attempt it. **2)** It's chance of success cannot be raised by spending Fate Points. **3)** All envoys automatically have it; it is not a "purchased ability"; and **4)** It's not identified with any School of the Art. In order to try to sense the presence of the Unknown, your character must stand still and concentrate on his objective for **1** round. As with other forms of the Art, your character begins an attempt at Sensing the Unknown in **1** round, during which he can do nothing else. This attempt is resolved at the same point in the next round. During that time, your character can do nothing else. He may move and act normally in the second round.

Let's suppose that Todd Copeland has found an old letter, and he wants to know whether it has been touched by the Unknown. Todd's player asks the CM whether Todd senses the Unknown on the letter. The CM knows that a betrayer has written this letter to a friend, saying that he will be out of town tomorrow night. Since the betrayer is a creature of the Unknown, this letter gives off an energy that Todd might be able to detect. The CM has Todd's player make a General Check against Todd's Sense the Unknown 14%. The player rolls a 36; Todd detects nothing unusual about the Letter.

Had Todd detected the presence of the Unknown, what kind of things might he have sensed? If your character succeeds in Sensing the Unknown, the CM *may* tell you the following:

1) Whether a creature is or has been nearby, and which direction it went (for instance: above, to the right, west, etc.).

2) Whether the Art is being used or has been used in an area or on an object. The CM should also give you an idea of how long ago that use took place and the strength of the Evil Way Discipline that was used. The CM should be mysterious about these things, using phrases like "not too long ago" and "a very powerful evil" rather than naming a precise time or a specific discipline. The CM should give clues, but he'll spoil the fun if he spells out the details for you.

Also, if Todd is sitting in New York, he probably won't be able to sense the Unknown somewhere in China. How far away can he sense it?

*On a successful roll, any envoy should be able to sense any creature or use of the Art within **30** feet and within **24** hours. Often, however, the flow of the game is best served by characters being able to sense the Unknown at greater ranges and over greater lengths of time. The stronger the creature or discipline being used, the farther away and the longer it might be detected. This use of Sensing the Unknown can be very useful in sparking or pushing along a scenario. For example, waking Todd in the middle of the night to tell him that he "suddenly feels a distant, sharp fear coming from many East Asian people, as they flee from a great evil," might convince Todd and his fellow envoys to travel to China; further hints of this sort will almost certainly do so.

When the Unknown is sensed over a great distance or length of time, the CM should give some clue as to the distance or length of time. For example, Todd is venturing into a hidden pyramid, and he tries Sensing the Unknown.

He is suddenly overwhelmed by the realization that evil displays of the Art have wrenched the very fabric of reality around him. The party is likely to flee in terror unless the CM also notes that these feelings flow from many years in the past.

Sensing the Unknown can be used to advance the Scenario, but it can also stall it if characters stop every ten feet or so to make an attempt. Take the case of an envoy who enters a haunted house and says, "I'm Sensing the Unknown." The CM has the player roll the check, and responds that the envoy senses nothing. The envoy decides to keep trying, and trying, and trying—forcing the CM to stop play every five seconds until the dice cooperate.

Checks for Sensing the Unknown are therefore limited to one check per PC per area, encounter, or situation. For example, if the party enters an allegedly haunted house, each envoy has a right to try Sensing the Unknown. If nothing is detected, the CM doesn't have to permit another attempt until the group enters another room of the house, until an Evil Way Discipline is used, or until a creature enters the same room.