

THE CULT OF THE CRIMSON CIRCLE

AVERAGE CULTISTS:

The average cultist wears red robes with black trim. They are armed with their distinctive wavy-bladed daggers and luger P08 pistols. They are fanatical followers of the Red Death.

#	Level:	Hits:	Power:	Agility:	Move:	Damage		HTH:	Detect	Detect	XP
						Modifier:	Accuracy:		Hidden:	Danger:	
1	3	11	57	13	43"	+1	+1	d6	8%	12%	408
2	3	12	55	13	37"	+1	+1	d6	10%	14%	402
3	3	10	51	12	40"	+1	+1	d8	8%	12%	366
4	3	8	54	14	41"	+1	+2	d4	8%	12%	372
5	3	9	59	11	44"	–	+1	d6	10%	14%	408
6	3	17	58	9	46"	+1	+1	d6	8%	12%	450
7	3	10	51	12	40"	+1	+1	d8	10%	14%	366
8	3	10	47	14	39"	+1	+1	d6	8%	12%	342
9	4	7	46	10	33"	–	–	d4	10%	14%	424
10	4	7	49	11	34"	–	–	d3	12%	16%	448
11	4	8	47	13	37"	+1	+1	d4	8%	12%	440
12	4	13	60	15	43"	+2	+2	d6	12%	16%	584
13	4	7	48	14	37"	+1	+1	d4	8%	12%	440
14	4	13	51	15	40"	+2	+1	d6	12%	16%	512
15	4	9	52	11	36"	+1	–	d6	12%	16%	488
16	4	9	50	9	37"	–	–	d6	10%	14%	472
17	5	5	45	10	34"	–	–	d6	8%	12%	500
18	5	9	51	12	36"	+1	+1	d4	12%	16%	600
19	5	10	51	15	36"	+2	+2	d4	12%	16%	610
20	5	12	53	14	41"	+1	+1	d6	10%	14%	650

Weaknesses:

- Mook:** These are the nameless members that make up the rank and file of the cult. Their percentage chance of being knocked unconscious from hit point damage is quadrupled (i.e., for every point of damage, there is a 3% chance of the mook falling unconscious, normal wake-up rules apply).
- Prejudice:** Neither the law nor the criminal underworld trust cultists.

Weaponry:

Knife: +1 to hit, HTH + 1d2 damage; Thrown: +2 to hit, HTH + 1d2 damage, range: Ax3.

Revolver: +3 to hit, 1d8 damage, range: Ax6, ammo: 6 bullets.