

# TYPICAL ETERNAL CULTIST

**Typical Alignment:** Miscreant, Aberrant, or Diabolic

**Attributes:** The number of six-sided dice are designated: I.Q.

1D6 + 8, M.E. 2D6 + 8, M.A. 2D6 + 4, P.S. 2D6 + 6, P.P.

2D6 + 6, P.E. 2D6 + 8, P.B. 2D6 + 4, Spd. 2D6 + 6.

**Average Hit Points:** 29 (P.E. + 1D6 per level of experience).

**Average S.D.C.:** 15 (3D6 + 5, plus those gained from physical skills)

**Average P.P.E.:** 10 (3D6)

**Horror Factor:** 8

**Average Age:** 25 – 52 (22 + 3D10 for random roll).

**Average Height:** 5 ½ – 6 ½ feet (1.68 – 1.98 m)

**Average Weight:** 150 – 200 pounds (68 – 90.7 kg)

**Magic:** None

**Psychic Powers:** None

**Insanity:** Obsession. All cult members profess their devotion to the Eternal. They would die for the Eternal.

**Average Experience Level:** 3rd – 5th level (1D3 + 2)

**Natural Abilities:** All Eternal cult members have nightvision 90 ft / 27.4 m (can see in total darkness) as a "gift" from their god. The side-effect of this gift is blood bleeds from their eyes staining their faces. This gift is bestowed when one is initiated into the cult.

**Typical Scholastic Skills:** Concealment (+10%), Interrogation (+10%), Land Navigation (+10%), Lore: Cults & Secret Societies (+15%), Lore: Religion (+15%), Photography (+10%), Prowl (+10%), and Streetwise: Urban (+10%). One in three will have the W.P. Automatic Pistol skill. One in ten will have W.P. Automatic Pistol and the W.P. Rifle skills.

**Typical Attacks per Melee:** 2

**Typical Bonuses:** +2 to parry, +2 to dodge, +2 to strike, +2 to roll with punch/fall, +3 to save vs. horror factor.

**Other Abilities:** Trust/intimidate 15%, charm/impress 5%.

**Background:** This is a typical Eternal cultist that is based in the United States of America or Canada. For cult members from Mexico, simply swap out English for Spanish. The cult has fanatics in the capitals and major cities of each North American nation (and beyond; their primary power base is still in Europe).

**Special Equipment:** A typical Eternal cultist will carry a concealed knife or club of some kind (1D6 damage for either weapon). One in three cultists are armed with an automatic pistol (Range 165 ft. (50 m), 4D6 Damage, 7 round mag.). One in ten cultists will be armed with a shotgun (Range 100 ft. (30.5 m), 5D6 Damage (solid slug), 5 round tubular mag.).

