

# CRYPTID RULEBOOK

## THE BASICS:

In the world of CRYPTID, cryptids are not simply mysterious animals, but creatures of supernatural power. Player characters in CRYPTID are cryptids who are able to take human and semi-human forms. There are many different types of cryptids, each with its own subtypes, special abilities, and more. Every cryptid is different, with even cryptids of the same type having a distinct look.

Each type of cryptid has two specialities, represented by the classes. The classes of cryptid are:

**MYSTIC** cryptids tap much more into their supernatural nature than their kin. Rather than just using it to support their aberrant bodies, **MYSTICs** use it to produce supernatural effects and see into the future. **MYSTICs** are typically very guarded and untrustworthy of outsiders, and typically have secretive tests of character which they pass on to all they meet.

**SEEKER** cryptids are always searching for something, whether it be food, company, resources, or a place to call home. Wanderers at heart, **SEEKERs** are masters of movement, being supernaturally quick and agile. **SEEKERs** suffer from constant boredom and typically must constantly seek new experiences in order to be satisfied with living in one place.

**MAULER** cryptids are embodiments of strength. **MAULERs** use their strength and endurance to take down even the toughest prey. Despite the most famous **MAULERs** being monsters who rampage around country sides, most **MAULERs** are simply hot-headed, using hunting trips into the wilderness to cool down.

**WEIRD** cryptids' incredibly weird anatomy makes them hard to identify and even harder to know how to kill. Often having unique abilities and defences from their physiology, **WEIRDs** can often shake off blows that would kill most other forms of life. **WEIRDs** tend to have as weird psychology as physiology, leaving their social skills somewhat lacking.

**PRIMAL** cryptids channel the past and present of nature. Resembling giant beasts or throwbacks to bygone times, **PRIMALs** combine resilience with adaptation, being almost unstoppable once they get going. **PRIMALs**, however, sometimes relate more to nature than people, and tend to act only after considering all of their actions carefully.

**TRENCH** cryptids are some of the most mysterious cryptids out there. Living in remote jungles and the abyss of the deep sea, **TRENCHs** hide under the radar of most out there. Based on

their remote location, **TRENCHs** are not the most knowledgeable cryptids and can often miss stuff that is right in front of them.

## LEVELS, TIERS, AND PROGRESSION:

Over the course of the game, your character will gain levels as they get stronger and learn more skills. The game has 5 tiers with 2 levels each (Tier I is 1-2, Tier II is 3-4, Tier III is 5-6, etc.). When you gain a level, you gain two skills, +1 to two different actions, and (I haven't decided yet).

## THE ACTIONS:

### **INTIMIDATE** (Exploration/Combat)

*To be added*

Time: 1 Action

Effect: You attempt to scare a target using threats, gestures, or just your imposing figure. The opponent must attempt to save against a DC equal to 10 + your INTIMIDATE, adding their WILL bonus to their roll. You have an advantage on the INTIMIDATE effect (equal to a +2 bonus to DC) if you are in cryptid form, larger than the target, or holding a weapon. If the target fails their roll, the target gains the scared condition for 1 minute (out of combat) or 1 round (in combat) plus . If you are out of combat, the target will follow any reasonable order from you for This action may be used at any time.

### **ATTACK** (Combat)

*To be added*

Time: 1 Action

Effect: You lash out using a weapon, claw, arm, tentacle, mouth, or other source of damage. You strike one target in range of your attack. You must succeed in an ATTACK attempt with a DC equal to 10 + the target's BLOCK modifier (Other defensive actions may also apply instead). You add your ATTACK modifier to the roll. Most cryptids have a natural weapon as a trait, but others do not. If you are in cryptid form and have no natural attack, or if you are in human form, your attack does 1 damage + your ATTACK modifier.

### **BLOCK** (Combat)

Time: 1 Action

Effect: You adjust your stance to one that repels oncoming attacks. For all attacks next round, you add your BLOCK modifier to all DCs to strike you with a physical attack. While blocking, you

half all physical damage you receive. However, you must exit a block state in order to move or attack, so you must block every single turn you use any other actions.

### **DODGE** (Combat)

Time: 1 Reaction

Effect: You lunge out of the way of an attack. When you are attacked, you may do a DODGE attempt to negate all damage. The DC for this attempt is equal to the attack roll of the attacker. If you successfully dodge, you move 5 ft in a direction of your choice.

## UNIVERSAL SKILLS:

This section covers the skills, unlockable abilities which you can choose for your character whenever you gain a level. What cryptid you choose also gives you unique skills, but the skills in this section can be chosen by any character of a given class of cryptid, if any is given.

The skills here are divided by both tier required and required class, starting with those skills with no class requirement.

### UNIVERSAL SKILLS

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II

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III

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IV

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V  
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## MYSTIC SKILLS

I  
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II  
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III  
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IV  
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V  
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## SEEKER SKILLS

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II  
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III  
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IV  
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V  
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## MAULER SKILLS

I  
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II  
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III  
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IV  
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V  
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## WEIRD SKILLS

I  
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II  
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III

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IV

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V

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## PRIMAL SKILLS

I

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II

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III

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IV

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V

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## TRENCH SKILLS

I

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II

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III

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IV

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V

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## THE CRYPTIDS:

This section shows all currently playable cryptids in CRYPTID in no particular order.

Mothman (Mystic/Seeker)

*Famous for the sightings in Point Pleasant, West Virginia, Mothmen are migratory cryptids capable of gazing into the structure of fate itself. Mothmen follow the current of fate, being lead to events of great importance. Mothmen can use their ability to see fate, along with their limited control of it, to support their allies in every situation, all the while watching them to make sure they aren't up to no good.*

**Traits:** Flight: *Mothmen are able to fly over 60 mph using their wings, even being capable of moving 100 mph in short bursts of speed.* You can fly at a fast speed and walk at normal speed. Climate Acclimation: *Mothmen are covered in dark-colored fur which, strangely, allows them to be comfortable in nearly every climate.* You ignore all effects of climate.

Frightening Visage: *The sight of a mothman is said to be enough to frighten even those with those normally unable to be scared.* Any target within line of sight of you must run away from you at max speed for as long as they are scared. In addition, you may use your GAZE action on one target whenever you first become visible or audible in your cryptid form.

Fatumphagy: *Mothmen are able to partially sustain themselves by absorbing the energy of events linked with fate.* You require less energy to sustain yourself. If you are present at a particularly momentous occasion (GM's perview), you may not need to eat or drink for a few days.

**Actions:**

**SCRY** (Exploration)

*It's never the vision that's wrong. It's the interpretation. - Kathy Fey, Mothman diplomat*

Time: 10-20 minutes

Effect: You look into the annals of fate to learn the secrets of those around you. You gain one clue regarding something you are aware of chosen by the GM. The more clues you possess for a set, the more likely you are to get a clue from that set.

**GAZE** (Combat)

*SCREEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE - Typical Mothman battlecry*

Time: 1 Action

Effect: You ruffle your fur, beat your wings, emit an ear piercing screech, or simply stare at your target. This action is a gaze attack, but it can affect blind targets if they can hear. This attack can target up to 3 targets, and you add your Intimidate and GAZE bonus to your attack attempt. If a target is hit, they take 1 psychic damage + your GAZE bonus, and your targets must attempt a save in order to avoid being scared for 3 rounds.

**Skills:**

I

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FORESIGHT

*To be added*

Whenever you are asked to make a choice, you may ask the GM to describe the outcomes of two of the available options in limited detail. The detail of the response increases when you reach tier 2 and 3.