

# SAVAGE HELLBOY



A Selection Of Reference Cards For Savage Worlds Showdown!

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# HELLBOY



**ATTRIBUTES:** Agility: D10 Smarts: D8  
Strength: D12+4 Vigour: D12+1 Spirit: D10

**SKILLS:** Fighting: D12 Investigation: D8  
Shooting: D8 Notice: D8 Intimidation: D8

**PACE:** 8 **PARRY:** 9 **TOUGHNESS:** 9 (12)

**ABILITIES:** Resistant to Fire – *Hellboy takes no damage from the following categories of attacks: Heat (Including Lasers and Radiation), Fire (Including Hellfire and Lava Flows), Electricity (Including that from Magical sources), and Explosions.* Fearless – *Now, come on. Hellboy doesn't get scared now does he!* Champion – *Hellboy is a Champion for Good, and so receives the following bonuses when fighting Evil Supernatural Creatures. +2 to all damage inflicted upon them, in either ranged or close combat. +2 Toughness VS all damage inflicted upon him by such Creatures.* Mighty Blow – *This applies to damage inflicted with the 'HAND OF DOOM' only.* Armoured Skin – *Hellboy's tough red skin gives him an Armour Value of 3 (factored in his profile).* Regeneration – *Hellboy Regenerates, albeit very slowly. In game terms this means that he cannot be permanently killed for the purposes of campaign play, and will always recover in time to vanquish evil in the next scenario.* Guardian – *Hellboy has the 'Guardian' ability (see page 76 of the Rippers Rulebook) if Liz Sherman is present on the battlefield.*

Weapon	Range	Damage	ROF	Notes
The Samaritan	12/24/36	3D6	2	ROF of 1 for others.
Hand Of Doom	N/A	D12+8	N/A	-4 Parry Penalty

**Organization:** BPRD? **Allowance:** Unique **Points:** 225

**CARD FRONT.**

## Background:

*Hellboy possesses both superhuman strength and superhuman resistance to damage. His right hand is encased in a mystic artefact, a stone glove known as The Right Hand of Doom. Hellboy was technically conceived in 1853, the year that his human mother mated with a demon. However life on Earth began for Hellboy on December 23rd, 1944, the day he was summoned from the pits of hell by a group of Nazis. Unfortunately for them however, another ceremony being performed in Scotland diverted the young demon's point of arrival to a small Scottish island in Allied territory. Hellboy grew up to work for the Bureau for Paranormal Research and Defence based in Fairfield, CT, travelling the world as an occult investigator and paranormal detective, and battling creatures of myth and folklore. He recently quit the Bureau and struck out on his own. . . .*

**CARD BACK.**

# **B.P.R.D**

## **SUPPRESSION TEAM**



**ATTRIBUTES:** Agility: D8 Smarts: D8  
 Strength: D6 Vigour: D8 Spirit: D6

**SKILLS:** Guts: D10 Fighting: D6  
 Shooting: D8 Notice: D8 Investigation: D8

**PACE:** 6 **PARRY:** 7 (8) **TOUGHNESS:** 6 (8)

**ABILITIES:** Block – Parry +1 (already included in the profile). Brave – +2 to Guts rolls. Independent – Although Agents are purchased in groups of 2 to 4 models, they operate independently on the battlefield. All BPRD Agents wear Kevlar Vests when working in the Field (AR2, already included in the profile). Suppression Team Agents are armed and equipped quite heavily, to enable them to deal with relatively severe threats. They are supplied with four Grenades each.

Weapon	Range	Damage	ROF	Notes
Assault Rifle	24/48/96	2D8	3	AP: 2
Side Arm	12/24/48	2D6	2	AP: 1
Grenade	5/10/20	3D6	1	Medium Blast Template
Combat Knife	N/A	Str+1	N/A	-2 Parry Penalty

**Organization:** BPRD **Allowance:** 2–4 Agents **Points:** 68pts/Agent

**CARD FRONT.**

### Background:

*The Bureau is based out of Fairfield, Connecticut, UCAS. The BPRD is similar to the United State's NSA (National Security Agency) in that it's a publicly known secret agency. Other organizations such as the FBI, CIA, and other intelligence and law enforcement organizations would know of its existence (though not necessarily its mandate or field of investigation), but the average man in the street does not.*

*BRPD Agents are individually picked from other Government Organizations, either for their past record of 'strange' encounters, or because of something 'odd' about their profile that makes them suitable candidates.*

*The purview of the Bureau is to investigate magical threats and resolve them. While this poses some considerable overlap in jurisdiction for cases that deal with local police (who, in some cities, are actually corporations like Knight Errant or Lone Star), the Bureau doesn't waste resources on apprehending magicians wanted for burglary. Rather, the BPRD would send a field agent out on missions that range from stopping a serial killer mage to investigating magical artefacts to uncovering occult plots for world domination.*

*It is a 'Suppression Teams' job to 'clear' an area of any immediate threat before the investigation Team moves in to sweep the area for information.*

*Often 'Suppression Teams' are called in as backup when the dangerous nature of a case calls for it.*

**CARD BACK.**

# RASPUTIN



**ATTRIBUTES:** Agility: D8 Smarts: D10  
 Strength: D8 Vigour: D10 Spirit: D12+1

**SKILLS:** Fighting: D4 Guts: D10  
 Intimidation: D8 Notice: D10 Sorcery: D12+1

**PACE: 6 PARRY: 4 TOUGHNESS: 7 | POWER: 60**

**ABILITIES:** **Revenant** – Although Rasputin is actually a disembodied spirit, his powerful will and obsessive loyalty to the Ogdru Jahad keep him tethered to the mortal plane. He has the ability to assume a physical form, but his arrogance and vanity means it will always be his original appearance. In game terms it means that he **CANNOT** be permanently killed for the purposes of campaign play, he will always return for the next scenario. **Undead** – +2 Toughness, +2 to recover from being shaken. **Rasputin ignores wound penalties and is immune to poison, disease, and gas.** **Arcane Background** – Allows access to supernatural powers. **Ethereal** – by making successful Spirit Test VS the Armour Value of an object, Rasputin may pass through it at half pace. A failed roll means Rasputin may not achieve Ethereal form, and must wait a turn before trying again. Once Ethereal, Rasputin may stay that way indefinitely; though he may not influence the physical world whilst in that state. **Power Surge** – gain 2D6 Power Points when dealt a Joker. **Improved Tough as Nails** – +2 Toughness. **Wizard** – ‘-1’ Power Point Cost Per Raise.

Weapon	Range	Damage	ROF	Notes
Quarterstaff	N/A	Str+1	N/A	-
<b>Organization: Evil/Nazi</b>	<b>Allowance: Unique</b>			<b>Points: 155</b>

**CARD FRONT.**

## Spells:

**Barrier** – **Cost:** 1/3" section; **Range:** Smarts; **Dur:** '3'. (1/3" section/round). Barrier creates a solid, immobile wall to protect the user against attack or to entrap an opponent. Regardless of what the barrier is made of (ice, thorns, stone, energy, etc.), it has a Toughness of 10. Every Power Point creates a 1" wide section of wall. The wall varies in thickness depending on what it's made from, but is usually as thin as a brick wall. The exact placement of each section is defined by the caster, but each section must be connected to at least one other section after the first. When the spell expires or a section is broken, it crumbles to dust and is removed. Each section of the barrier may be destroyed by an attack that exceeds its Toughness of 10. Hitting the wall is automatic with a Fighting attack (ranged attacks must roll to hit as usual). Raises on the attack roll do not grant bonus damage. Opponents may climb the barrier by sacrificing 4" of movement. Fire versions of the barrier do not block movement but cause 2d4 damage to figures that move through it.

**Bolt** – **Cost:** 1-6; **Range:** 12/24/48; **Dur:** 'Instant'. Bolt is the standard attack power of spellcasters, and can also be used for bursts of energy, streaks of holy light, and other ranged attacks. The damage of the bolt is 2d6. **Additional Bolts:** The character may cast up to 3 bolts by spending a like amount of Power Points. This must be decided before the power is cast. The bolts may be spread among targets as the character chooses. Firing the additional bolts does not incur any attack penalties. **Additional Damage:** The character may also increase the damage to 3d6 by doubling the Power Point cost per bolt. This may be combined with the additional bolts, so firing 3 bolts of 3d6 damage costs 6 Power Points.

**Deflection** – **Cost:** 2; **Range:** Touch; **Dur:** '3/1'.r Deflection misdirects incoming attacks from the user. With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This acts as Armor against area effect weapons as well.

**Dispel** – **Cost:** 3; **Range:** Smarts; **Dur:** 'Instant'. Dispel negates other powers already in effect, and can also be used to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action as usual. In either case, dispelling the opponent's power is an opposed roll of arcane skills. The dispelling character suffers a -2 modifier if the target power is of another type (magic vs. miracles, superpowers vs. mad science, etc.)

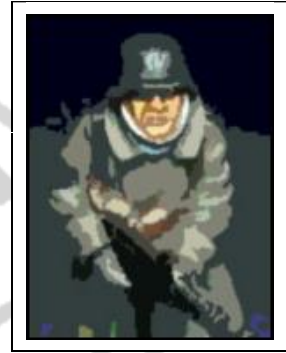
**Puppet** – **Cost:** 3; **Range:** Smarts; **Dur:** '3/1'.r Puppet allows a spellcaster to take complete control of a target figure. The figure must be a living creature of normal intelligence (not animal). This is an opposed roll of the character's arcane skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. After each attack against a friendly target, the victim gets a new opposed Spirit roll to break free and end the spell.

**Stun** – **Cost:** 2; **Range:** 12/24/48; **Dur:** 'Instant'. Stun shocks those within a Medium Burst Template with concussive force, sound, light, magical energy, or the like. If the arcane character scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2.

**Zombie** – **Cost:** 3/corpse; **Range:** Smarts; **Duration:** 'Special'. Zombie raises a number of undead specified by the character when he spends his Power Points. (See the Zombie Reference Card for more details).

**CARD BACK.**

# WAFFEN SS.



**ATTRIBUTES:** Agility: D8 Smarts: D6  
Strength: D8 Vigour: D8 Spirit: D6

**SKILLS:** Fighting: D6 Shooting: D8  
Guts: D8 Stealth: D8 Notice: D8

**PACE:** 6 **PARRY:** 5 **TOUGHNESS:** 7

**ABILITIES:** Fanaticism (Nazi Party) – *They are willing to die for their cause (or at least willing to make someone else die for it) and are therefore allowed to re-roll any failed Guts check once. Rock & Roll! – Full Auto Penalty drops to -1, instead of -2.*

Weapon	Range	Damage	ROF	Notes
MP41	12/24/48	2D6	3	AP: 2
MP44	12/24/48	2D6+1	3	AO: 2
Bayonet	N/A	Str+2	N/A	-2 Parry Penalty.
Grenade	5/10/20	3D6	1	Medium Blast Template

**Organization:** Nazi Only **Allowance:** 4-8 Troopers **Points:** 75pts/Trooper

**CARD FRONT.**

## NOTES:

*Waffen SS Troops must maintain normal squad coherency unless deployed in heavy or dense terrain, in which case they may maintain loose squad coherency (10" instead of 5").*

*They carry either an MP41 or MP44 as their main armament.*

*Waffen SS Troopers may be equipped with Grenades at a cost of 5 points per Grenade purchased for each man.*

## BACKGROUND:

*The Waffen-SS are favoured by such personalities as Professor/Doctor Karl Ruprect Kroenen, and General Klaus Werner Von Krupt, because of their unflinching tenacity in the face of even the most peculiar and dangerous mission.*

*Their higher standards of training and discipline are a useful tool to such individuals - whose ruthless natures demand unyielding excellence.*

**CARD BACK.**

# TYPICAL NAZI STOOSGE.



**ATTRIBUTES:** Agility: D8 Smarts: D6  
 Strength: D8 Vigour: D8 Spirit: D6  
**SKILLS:** Guts: D8 Fighting: D8  
 Shooting: D8 Notice: D6 Intimidation: D6  
**PACE:** 6 **PARRY:** 6 **TOUGHNESS:** 6

## ABILITIES:

Brave - +2 to all Guts rolls. Rock & Roll – Full Auto penalty is reduced to -1.

Modern followers of the Nazi movement are generally well equipped, and are supplied with four Grenades each.

Weapon	Range	Damage	ROF	Notes
Assault Rifle	24/48/96	2D8	3	AP: 2
Grenade	5/10/20	3D6	1	Medium Blast Template
Combat Knife	N/A	Str+1	N/A	-2 Parry Penalty

**Organization:** Nazi **Allowance:** 2–4 Troops **Points:** 55pts/Stooge

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## Background:

Whenever survivors of the original Nazi Party set up operations to achieve world domination once again, they hire modern Neo-Nazi's to do their dirty work for them.

Many are merely deluded racists with an over zealous obsession with Fascist ideals, and are ideal pawns for their Masters.

**CARD BACK.**

# ZOMBIES.

ATTRIBUTES: Agility: D4 Smarts: D4  
Strength: D8 Vigour: D8 Spirit: D6

SKILLS: Fighting: D6

PACE: 4 PARRY: 5 TOUGHNESS: 8 (10)



ABILITIES: Fearless – *Zombies never fail Guts checks, their guts are rotten anyway.* Undead – +2 Toughness (accounted for on the profile), +2 to recover from being shaken. *Zombies ignore wound penalties, and are immune to disease, poison and gas.* Fear – *This counts as Fear with a rating of +1 per 4 Zombies present.*

Weapon	Range	Damage	ROF	Notes
Zombie 'Claw'	N/A	Str+2	N/A	-2 Parry Penalty.

Organization: Any Evil Allowance: 4–8 Zombies Points: 35pts/Zombie

*NOTE: Zombies will ALWAYS move as fast as possible towards the nearest enemy living target, UNLESS there is a controlling force within 12" of them (Either a Sorcerer, an Undead Officer, or a Character with a powerful Artefact)..*

**CARD FRONT.**

Background:

*The Zombies in this profile represent those created with vile Unearthly Magic's, or by the insidious experiments of deranged Scientists on behalf of their Nazi Masters.*

*Brainless and expendable - there was no shortage of raw materials to produce these unholy monstrosities in their thousands during the World War 2.*

*Zombies are still in common usage today by Nazi agents, in fact many of the modern Zombie movies are B.P.R.D. sanctioned attempts at a 'cover up' of specific Zombie incidents (plausible deniability).*

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**CARD BACK.**

# 'WOLFMAN'

## LYCANTHROPE

**ATTRIBUTES:** Agility: D10 Smarts: D4  
Strength: D10 Vigour: D8 Spirit: D8

**SKILLS:** Guts: D8 Fighting: D8  
Stealth: D10 Notice: D8 Track: D10

**PACE:** 6 **PARRY:** 6 **TOUGHNESS:** 6



**ABILITIES:** Fleet Footed – *A Wolfman has a D10 Running Die instead of a D6.*  
Fear – *A Wolfmans Fear has a Rating of 1.* Improved Frenzy – *A Wolfman may make two Claw Attacks per Combat Round with no penalty to hit.* BITE - *A Wolfman may make a Bite Attack instead of his two Claw Attacks at a penalty of -2, the Bite Attack may NOT be used in the first Round of Combat.*

Weapon	Range	Damage	ROF	Notes
Claw	N/A	Str+2	N/A	Two Attacks per Round.
Bite	N/A	(Str+2)x2	N/A	One Attack, -2 to Hit.

**Organization:** Varies\* **Allowance:** 2–4 Wolfmen **Points:** 78pts/Wolfman

*\* Wolfmen may be attached to ANY non good Army List, and have been recruited by many powerful Evil Men throughout the ages to bolster their forces.*

**CARD FRONT.**

Background:

*Legends of Humans with the innate power to transform themselves into fearsome animals are found in virtually every corner of the world.*

*The most common myth is that of the Werewolf, a tough, dangerous predator – a vicious unyielding hunter with a craving for blood and flesh.*

*The most commonly sighted variant is the 'Wolfman'.*

*The human transforms into a furry, muscled, bipedal form with a fearsome Wolf head atop the powerful humanoid frame.*

*Though particularly cruel and vicious, the Wolfman has very poor manual dexterity and a very poor grip.*

*Please take note that even though a Wolfman is a very fast mover once it gets up to speed, it is slow to start and Agents should take advantage of this fact.*

**CARD BACK.**