

Lost Souls

Adventures in the Afterlife

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Chapter 1

Introduction

Journey To Limbo

The nagging sound of sirens still rings in your ears as you float down a long tunnel. The walls of the tunnel swirl around you like the clouds of a hurricane, yet there is no wind, only an unrelenting force that pulls you forward. A sense of unease builds in you, until a familiar figure steps out of the glow at the tunnel's end. It's your dear old granny! You're so pleased to see her that you only vaguely remember that she's been dead for ten years.

"Yummyums!" she shouts, greeting you with a childhood nickname you haven't heard in ages. You feel absurdly safe as she beckons you out of the tunnel and into a wide, white room. Soft clouds form over-stuffed chairs and low coffee tables. On the tables are old issues of *National Geographic* and *Boy's Life*.

Granny wears white robes and under one arm she carries a slate inscribed with numbers. "Now let's see if you've been behaving yourself." She peruses the column of figures. "Tsk, tsch, Yummyums. You've been rather slack in collecting Karma. In fact, at your current level, you'll be reincarnated as something between a worm and pond scum. I told your mother to keep an eye on you, but would she listen? Oh, no. She knew how to raise her child..."

Suddenly, it hits you—this is no dream! The last thing you remember is crossing the street against the light and a horrible screeching of brakes. Then the tunnel—the light—and your dear, departed grandmother. It all adds up to one terrible conclusion. You never made it across the road!

The Facts of Life & Death

Granny fondly pats your shoulder. "Don't worry, dear. You'll make wonderful pond scum, and the experience will do you good. I spent many incarnations as an intestinal parasite, and now look at me!"

You fall to your knees, blubbing that you didn't mean to cross the street against the light, but you were in a hurry, and everyone else was doing it. It isn't fair that you got nailed instead of someone who really deserved to die.

"You mean you perished in an accident?"

You nod weakly.

"I thought I sensed the Will to Live in you!" Quickly she consults the last row of figures. "I've made an awful mistake, Yummyums. I was so excited to see you that I forgot to check the schedule. You see dear, it wasn't your time. You aren't slated to visit us until they pay off the national debt."

Your heart fills with sudden hope. Why, if current politics are any indication, you might live forever! Now they'll have to send you back. You'll get a second chance to do good deeds, collect more Karma, and avoid being reborn as pond scum. What a golden opportunity!

A Last Chance

Granny shakes her head. "Now Yummyums, this isn't a Frank Capra movie. Dead is dead, and there's no going back to that used-up bag of bones you used to be. But you can still earn Karma.

"You see, you can't be reincarnated until your Will To Live is totally gone, and because you died so suddenly yours is still strong. You'd be surprised how often this happens. The afterlife is full of

people like you, lost souls unable to let go of their lives. Perhaps you can help one another.

“You must return now to the world of the living, and set right the unfinished business that still holds you to the earth. Only then can you grow and find peace.”

A Final Warning

Taking you by the hand, Granny leads you down a cloudy corridor. “Now, I can’t go with you, but I can give you some advice. Stay clear of evil spirits who have given up the search for Karma. They’ve grown powerful feeding off the Will To Live of others, and they no longer seek to be reincarnated. Some have been around for centuries; others have gone completely mad, and they’ll hurt you just for fun.

“Watch out for demons, too. They’ll try to trick you into rebirth before you’re ready, or else drive you insane. They might even trap you in another plane of eternal torment.”

Granny pauses beside a vast door. “I’m sending you back now, Yummyums. You’ll grow used to being a lost soul.” And with that the door opens and she gives you a mighty, ungranny-like shove. As you plummet wildly into the grainy darkness you hear her voice far above you: “Welcome to the afterlife!”

Overview

Welcome to **Lost Souls**. In most role playing games, the object is to avoid being killed; in **Lost Souls** it’s to avoid being reborn. Players take on the roles of spirits who roam the earth and other planes of existence, meet historical figures, and battle diabolical demons while striving to become Higher Beings.

People who like problem solving, puzzles, and role playing will particularly enjoy **Lost Souls**. It was designed to be as easy to play as possible, with a strong emphasis on player participation. As such, it is especially suited to “spontaneous” role playing, where the narrator runs a game with a minimum of advance preparation.

Requirements

To enjoy **Lost Souls**, you will need:

- The **Lost Souls** rulebook.
- Paper (graph paper is good for sketching maps).
- Pencils & erasers.
- Character sheets copied from the one provided in this book.
- Percentile dice (also called d100).
- At least one six-sided die (d6).

Dice

Die rolls help you determine exactly what happens to your character out of a range of possibilities. They provide uncertainty and excitement.

Percentile dice consist of two ten or twenty-sided dice, which you can purchase at most hobby or game stores. It’s usually best to have a pair for each player. Together, these two differently colored dice are used to generate numbers from 1 to 100. To do this, designate one color as high. Then roll both dice simultaneously, and read the high die first. If both dice show zero, the result is 100 (also called 00, or double zero).

Example: A player rolls a red and a white die, calling red as high. The red die rolls a 3, and the white die comes up 7. The result is 37.

Role Playing

Role playing games are unique. Instead of moving tokens around a board, play takes place solely within the imaginations of the participants. Like all role playing games, **Lost Souls** requires two or more players. One person takes on the role of the narrator and the others play ghostly characters.

Using an outline prepared beforehand, the narrator describes what happens in the game in response to the actions of the players. The narrator serves as the player’s senses, relating settings, situations, the passage of time, and all events that lie outside the players’ control. By employing dramatic and evocative language, a good narrator

will capture the players' interest and carry it through to the game's end.

The narrator also controls the characters the players meet. The narrator assumes new roles as needed, sometimes playing three or four characters at a time. These characters are known as non-player characters, or NPCs.

The players are impromptu actors within the scenes set up by the narrator. Each player portrays a single lost soul in the game, and reacts to people and events according to the personality of their role. The role taken on by a player is called a *lost soul* or a *character*.

The players' decisions directly affect the course of the story. They decide where to go and what to do, when to fight and how to solve problems. The narrator must keep up with the players wherever their decisions take the adventure, improvising new situations as required.

The narrator is responsible for describing the world around the lost souls, but the players get to control what their characters say and the actions they attempt. Typically the players will speak in first person. Most of the time they will stay together and work as a group to meet the challenges presented to them.

Background

All characters in *Lost Souls* begin the game after having died in some abrupt or accidental manner. Perhaps one character is a scientist who pulled the wrong lever, another a spy who was shot down by enemy agents. Whatever the mishap, their bodies are left far behind as they enter the Afterlife.

Because they died before their time, their Will to Live is so strong that they cannot be reborn. This is good, for their lack of Karma indicates that if they were reborn, their next incarnation would be very low.

Karma is the compilation of good and bad deeds in a person's life. The next incarnation of a character is based on how much Karma they have accumulated. With enough Karma, lost souls may become a Higher Beings. Only then can they escape the cycle of life and death and discover what lies beyond.

Since the characters didn't get a fair chance to collect Karma while alive, they now have the

opportunity to gain it in the afterlife by completing Ghostly Vows. The characters return to earth where they haunt familiar locations: their family homes, the scene of their deaths, and their final resting place.

The Afterlife

The newly departed may look whole and solid to themselves and other lost souls, but when they walk the streets of the living, no one can see, hear or sense them in any way. To the living, they do not exist. Lost souls can hear and see the living, but not vice versa. Communication with the living is impossible unless a lost soul uses a supernatural power to interact with them.

Since most people who die are instantly reborn, there are fewer lost souls in the world than living people. Characters will meet an occasional lost soul, a spirit like themselves seeking to climb the karmic ladder. But they are not the only incorporeal beings roaming the afterlife. Demons, evil spirits and supernatural entities all inhabit the world of the dead, and many of the them are hostile and dangerous.

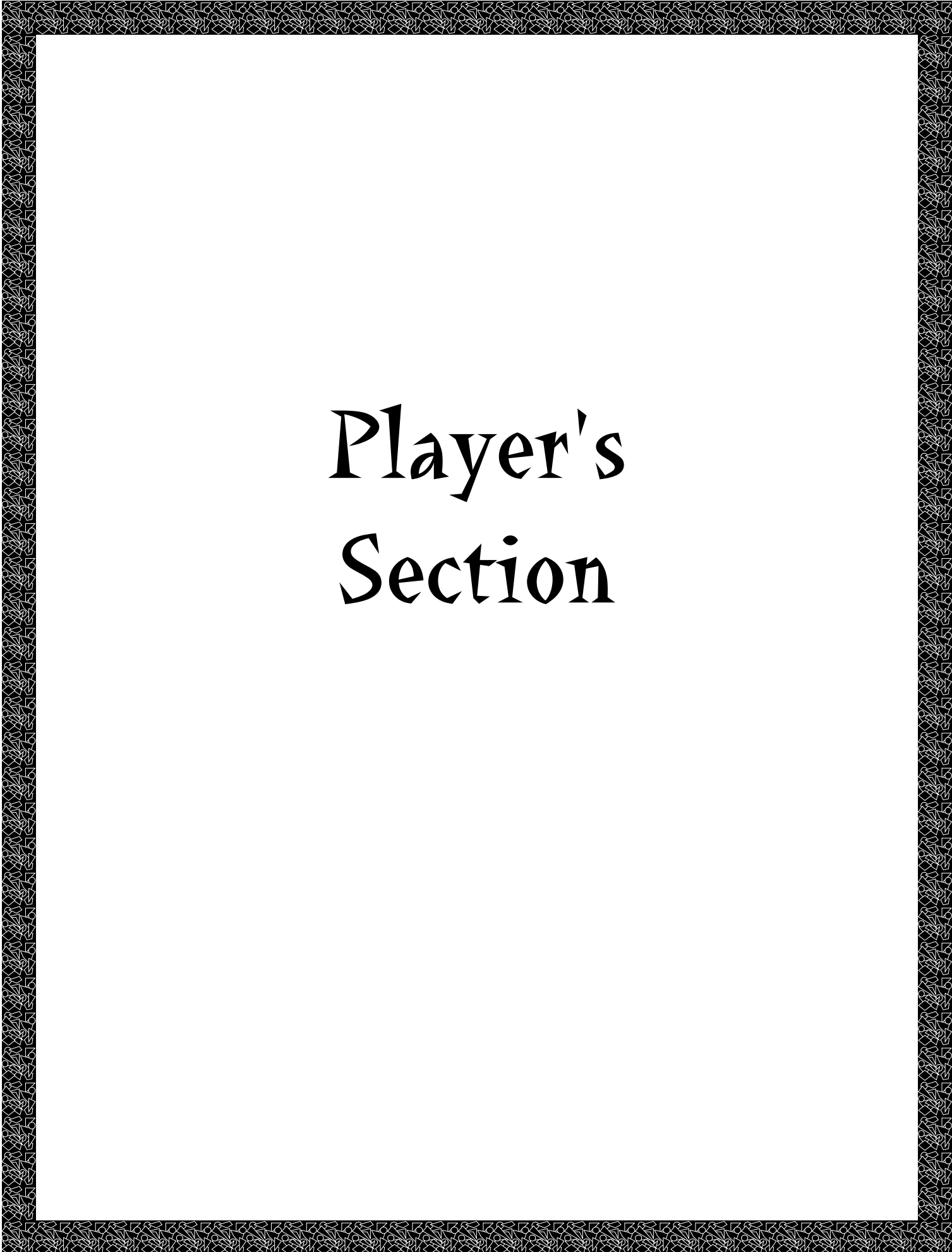
Many lost souls are content to exist forever in the physical world. Some are afraid of what they'll be reincarnated as, others simply enjoy their current incarnation. Most have unfinished business on Earth that prevents them from finding peace.

Using This Rulebook

This manual is divided into two sections, one for the players and one for the narrator. Players should only read the first section; perusing the narrator's Section will reveal secrets they aren't supposed to know, and diminish the game's air of mystery.

The narrator has the daunting challenge of reading both sections before attempting to run an adventure. If the narrator is a seasoned role player, with a good grasp on common gaming techniques, they can easily teach the rules to the players during the course of their first adventure.

Players should begin by generating a character, as explained in **Chapter 2: Character Creation**.



Player's Section

Chapter 2

Character Creation

Outline of Character Creation

Roll or choose a profession
Roll or choose a lost soul type
Calculate attributes based on profession and type
Calculate Defense
Calculate Will to Live
Calculate Carrying Capacity
Fill in specialties for profession
Note standard gear for profession
Roll cause of death for profession
Fill in specialties for cause of death
Note additional gear for cause of death
Note starting Karma for cause of death
Note talent for profession
Fill in specialties for type
Note consistency for lost soul type
Note visage for lost soul type
Note supernatural powers for type
Choose additional powers if available
Choose a Sanctum
Roll or choose a sex
Roll or choose an age
Roll or choose a height
Roll or choose a weight
Roll or choose an eye color
Roll or choose a hair color
Roll or choose a hair style
Roll or choose a key feature
Roll or choose two traits
Choose four free specialties (interests)
Calculate non-specialties
Roll Unfinished Business
Roll six times on Life & Death table
Name your character

You are now ready to play!

Profession

To create a character, you must first decide on the profession the character followed in life. The professions are fully described in **Chapter 3: Professions**. Turn to that chapter now and select a profession for your character, or simply roll on the **Profession During Life** table.

Look up your character's profession in **Chapter 3: Professions** to learn more about the personality and motives of your role. Remember, individuals can be totally different from the archetypes depicted in this manual. Not all Guinea Pigs are gullible, nor are all Pilots self-confident. You have the final decision on how you will play your character.

Profession During Life

d100	Profession
01-04	Arcane Scholar
05-08	Artist
09-12	Athlete
13-16	Average Joe or Josie
17-20	Blue Collar Worker
21-24	Civil Servant
25-28	Commando
29-32	Cop
33-36	Doctor
37-40	Eccentric
41-44	Explorer
45-48	Gangster
49-52	Guinea Pig
53-56	Hunter
57-60	Inventor
61-64	Journalist
65-68	Musician
69-72	Performer
73-76	Pilot
77-80	Private Eye
81-84	Scientist
85-88	Spy
89-92	Thief
93-96	Tourist
97-00	Transient

Lost Soul Type

You may choose or roll your type on the **Lost Soul Type** table. Refer to **Chapter 4: Lost Soul Types** to find out more about the character you will be playing.

Lost Soul Type

d100	Type
01-05	Apparition
06-10	Banshee
11-13	Doppelganger
14-15	Ghast
18-22	Ghost
23-25	Grim
26-28	Guide
29-33	Harbinger
34-38	Haunt
39-40	Manes
41-42	Phantasm
43-47	Phantom
48-51	Poltergeist
52-55	Remnant
56-58	Revenant
59-60	Rusalka
61-65	Shade
66-70	Shadow
71-75	Specter
76-80	Spirit
81-85	Spook
86-90	Vapour
91-95	Wight
96-00	Wraith

Abilities

Characters have different strengths and weaknesses, just like real people. Strong characters might decide to fight their way past a demon. Charming characters might try to convince someone else to fight for them. Cunning characters may try to bluff their way past, while agile characters might try to dodge around the demon. In the same way, different characters with different abilities will try different methods to accomplish the same task.

In the middle of your character sheet is a list of the 60 skills and attributes used in the game, starting with Agility and ending with Ride. All of these abilities will be given a rating between 2 (which is really awful) to 19 (which is nearly

superhuman). When we say a character has a Strength of 19, we mean the character is incredibly strong. On the other hand, a character with an Agility of 3 is very clumsy.

Your abilities determine your chance to perform related actions. A character with an ability score of ten has a 50% chance of using that ability successfully on an average task. For this reason, ten is considered normal for a typical character. If your character has an ability above ten, it is above average; below ten, it is below average. Each point of difference will change the chance of success.

Attributes & Skills

There are two kinds of abilities in the game: attributes and skills. The twelve attributes are: Agility, Alertness, Charm, Cunning, Dexterity, Fate, Intelligence, Knowledge, Mechanical, Nature, Stamina and Strength. Starting scores are determined by your character's profession and ghost type.

Skills range from Aim to Will, and every character has all 48. Initially, a skill equals half the attribute listed above it on the character sheet.

Specialties are skills that a character excels at using. A specialty equals the attribute listed above it on the character sheet — not half like non-specialties.

After character creation, attributes, skills and specialties are all treated the same, and may change independently during play.

Explanation of Attributes

The twelve attributes are briefly explained below. You'll find a more detailed description in **Chapter 6: Abilities**.

Agility indicates your character's balance, grace, and physical flexibility.

Alertness is your character's vision and ability to notice things.

Charm is your character's appearance, charisma, manners, and style. It's the impression you make on others.

Cunning measures how devious and sly your character is. It's used when cheating, scheming, and performing acts of trickery.

Dexterity rates your character's manual dexterity. It's your ability to work with your hands. It's used when tying or untying knots, juggling, catching, and sewing.

Fate measures your character's luck and destiny. It shows whether he was born under a lucky star, or an ill-fated comet.

Intelligence is your character's swiftness of thought and ability to understand new ideas.

Knowledge indicates how much your character has learned.

Mechanical covers your character's ability to operate and repair machines.

Nature indicates how well your character understands and interacts with nature. It's your ability to predict tomorrow's weather and identify plants.

Stamina is your character's health, endurance, and ability to withstand adverse conditions.

Strength is your character's brawn. Strength isn't so important since a lost soul cannot physically affect material objects. Still, it's helpful when dealing with other incorporeal beings.

Determining Attributes

Chapter 3: Professions shows the starting scores for each attribute of your character, depending on your profession. To this score for your profession, add the modifier for your lost soul type, as listed in **Chapter 4: Lost Soul Types**. Write the values of your character's attributes on your character sheet.

***Example:** Lisa decides to create a Cop character, who has died and become a Specter. Cops have an Agility of 10, while Specters have an Agility of +3. Since $10 + 3 = 13$, she writes 13 next to Agility on her character sheet. Lisa repeats this procedure for each of her remaining attributes.*

Specialties

Specialties are skills that your character is particularly adept at. A specialty equals the attribute listed above it on the character sheet.

The listings in **Chapter 3: Professions** include the eight specialties you receive for your profession, as well as two more specialties based on your cause of death.

Additionally, the description of your type in **Chapter 4: Lost Soul Types** gives you two more specialties. If a type specialty duplicates a specialty you already have, you receive a free specialty instead. You may apply it to any skill that is not already a specialty.

To round out your character, you receive an additional **four free specialties** that you may apply to any skills that are not already specialties. To give your character more depth, you may wish to associate each free specialty that you take with one of the interests shown on the Skills table.

***Example:** Perkins is creating an Arcane Scholar. They have the following specialties due to their professional training: Conceal, Unlock, Occult, Sanity, Folklore, Languages, Religion, Faith Heal. Looking at his character sheet, Perkins sees that Conceal is located underneath the attribute Cunning. He has a Cunning of 5, so he puts a 5 in the space next to Conceal. Next, he locates Unlock under the attribute Dexterity. His character has a Dexterity of 16, so he puts a 16 in the space next to Unlock. This procedure is repeated for each specialty.*

Non-Specialties

All skills that are not specialties equal one half the attribute listed above them on the character sheet. Round all fractions down.

***Example:** Perkins' character has a Stamina of 8. Since his Run skill is not a specialty, it equals $8/2 = 4$.*

Defense

Your Defense equals the average of your Agility and Stamina, rounded down. Defense is a combination of your character's resistance to injury and ability to avoid harm. Defense, while calculated in a unique way, is treated like any other ability.

***Example:** Perkins' character has an Agility of 7 and a Stamina of 8. Since $8 + 7 = 15$, and $15 - 2 = 7.5$. Perkins' character has a Defense of 7.*

Skills

Skill	Sample Interests
Aim	Archer, darts, target shooting
Animals	Fishing, farming
Artistry	Painting, poetry, needlepoint
Athletics	Sports, gymnastics
Bargain	Shopping
Brawling	Martial arts, wrestling, football
Bully	Body building, neighborhood activist
Caves	Geology, spelunking
Climb	Mountain climbing
Conceal	Slight-of-hand tricks
Customs	Anthropology, travel
Danger Sense	Skydiving, bungee jumping
Direction	Hitchhiking
Disguise	Acting, miming
Dodge	Dodgeball, racquetball, laser tag
Drive	Cars, boating, motorcycles
Electronics	Computers, ham radio
Empathy	Volunteer work
Entertain	Watching TV, musical instrument
Faith Heal	Inspirational reading
Filch	Shoplifting
Folklore	Watching old movies, museums, reading
Forgery	Calligraphy
Interrogate	Philosophy
Jump	Acrobatics, ballet
Languages	Travel
Lie	Poker
Listen	Music lover
Medical	Blood donor
Memory	Reading, video games, collecting
Mimic	Singing
Occult	Astrology, fortune-telling, tarot cards
Persuade	Politics, debate
Quickness	Gymnastics, tennis
Religion	Religious activities
Repair	Model building, tinkering
Ride	Horseback riding
Run	Jogging, track, soccer
Sanity	Therapy, self help books
Science	Astronomy, chemistry, physics
Search	Sightseeing, bird watching
Stealth	Housebreaking
Tame	Raising pets
Track	Hunting
Unlock	Petty thievery
Traps	Hunting
Will	Meditation

Other Information

Will to Live

Will to Live (WTL) equals your character's Stamina plus Fate.

Will to Live is the driving force in all living creatures. It helps them survive against all odds, keeps them from succumbing to the ravages of disease, and gives them the strength to endure injury. Without the Will to Live, a person will die and be reborn. Because player characters have died in an abrupt manner, their WTL is still intact.

Though they are no longer vulnerable to starvation, temperature changes, fatigue, and illness, they can lose their Will to Live in other ways. Madness and injury to their ectoplasmic bodies are just two examples. Demons and evil entities may also deplete a ghost's WTL, and a powerful exorcism can destroy it altogether. Sunlight is also quite harmful.

As a player, you must keep careful track of how much WTL your character has at any time. See **Chapter 5: How to Play** for more information on taking damage and healing.

Carrying Capacity

Your character's Carrying Capacity equals your Strength divided by four, rounded down.

Each item carried fills a slot in the Gear section of your character sheet. You can wear up to 5 items, and have 2 items at hand (or one two-handed item). The number of additional items your character can carry is equal to your Carrying Capacity. Characters who insist on carrying more than their limit are encumbered, and suffer a -1 column on all actions. Characters cannot carry more than twice the number of items allowable by their Strength.

Standard Gear

To make the afterlife easier, lost souls create familiar objects from ectoplasm. They make duplicates of whatever they had with them at the

time of death. As lost souls learn to manipulate ectoplasm, they can create any item they require. This is important since lost souls cannot easily use material objects.

Chapter 3: Professions lists the equipment your character starts the game with. Note your equipment in the Gear section of your character sheet. You may choose whether to carry an item at hand, in pocket, or worn.

Gear that is “At Hand” can be used immediately. Gear that is “Carried” may take a turn or more to be readied for use.

All gear (except clothing) must be listed on your character sheet. If it isn’t on your sheet, your character doesn’t have it. The only exception is that characters are assumed to have clothing appropriate for their profession and sex. Typical clothing (pants, shirt, dress, underwear, etc.) does not need to be written down on your character sheet. Unusual apparel (pith helmets, backpacks and the like) must be noted.

Gear is explained fully in **Chapter 8: Gear**.

Cause of Death

To determine your character’s cause of death, roll d100 on the appropriate **Cause of Death** table for your profession. The **Cause of Death** tables are included in **Chapter 3: Professions**. The table will give you a brief description of the character’s death, two additional specialties, and a list of gear that you brought with you to the afterlife. Note the specialties on your character sheet. If a type specialty duplicates a specialty you already have, you receive a free specialty instead. Apply it to any skill that is not already a specialty.

Example: *Dave’s character is a Guinea Pig. Rolling 37 on the Guinea Pig’s Cause of Death Table, he discovers that his character died on death row while taking part in an experiment. He gains Conceal and Lie as specialties, and he adds the following gear to his character sheet: a file, tin cup, handcuffs, lock pick, a gun carved from soap, a pack of cards, and mug shots.*

Starting Karma

Your character’s cause of death also determines how much Karma you start the game with. Note your Karma in the appropriate space on your character sheet. The more equipment your character begins with, the lower your starting Karma. Conversely, the higher your Karma the more supernatural powers you will possess. Characters strive to acquire enough Karma to be reincarnated as humans.

Consistency

Your type description in **Chapter 4: Lost Soul Types** will dictate whether your character appears solid-looking, translucent, luminous, or vaporous. These classifications are explained below. It is important to remember that these descriptions apply only to other ectoplasmic beings. All lost souls are invisible to most living people (unless supernatural powers are employed). Incorporeal beings can always see and interact with each other no matter what their consistencies.

A character’s consistency does not grant any special advantages. A vaporous ghost cannot pass through a grating, nor can a solid-looking ghost manipulate a material object. The different types of ectoplasm merely add a touch of the macabre to your adventures, and helps the characters identify fellow lost souls.

Solid-looking: To other ectoplasmic beings, a solid character appears to be completely material, and he may be mistaken for a living person.

Translucent: Translucent characters have firm outlines, but their colors are washed out and objects show through them.

Luminous: A luminous character appears to be made from light. A soft glow radiates from him, and his outline quivers and shimmers with the eerie radiance. You may select the color of the glow.

Vaporous: Vaporous characters appear wispy, as though made from white smoke. Tendrils of mist swirl after them, and their limbs, while fully functional, may trail into mist.

Vaporous characters seem to float rather than walk.

Visage

A lost soul's visage is how the character appears in the afterlife. Your visage depends upon your lost soul type.

Alive: You appear as you did when alive.

Haggard: Death has left you gaunt and stricken. Despite your sickly appearance, you can easily pass for a living person.

Cadaverous: You appear as you did at the shortly after death, with pallid skin and dark shadows beneath your eyes. The wounds of your death may be visible to those who look closely.

Decayed: You look like a moldering corpse, with the wounds of your death clearly visible. The amount of decay depends upon the lost soul type. Some lost souls are withered, their flesh like brown parchment that clings loosely to the underlying bones. Others have rotted away entirely, leaving the face of a skull and the body of a skeleton. Decayed lost souls are most gruesome and disturbing.

Powers

Dark Vision

All lost souls have dark vision, which allows them to see in darkness as well as daylight. When using dark vision, a lost soul cannot see into areas of bright light.

Graveyard Shift

Another power shared by all lost souls, Graveyard Shift allows you to transport yourself and up to six incorporeal beings you are touching to the location of your remains, the location of your death, the place where you lived, or your Sanctum. Those you take along must be willing to

go. In order to work, this power requires fifteen minutes of unbroken concentration.

Groups of lost souls often are buried in the same cemetery. This power allows them to return to their resting place between adventures. It also allows them to take their companions on adventures to places that were important to them.

This power does not work across different planes of existence (unless that plane is also the lost soul's Sanctum). A character in Hades, for example, could not use this power to get out.

Talent

Each profession has a Talent listed in its description in **Chapter 3: Professions**. This is something only members of that profession can do. For instance, only journalists can "Scrutinize." Many Talents require a die roll against an ability. Making ability rolls is fully explained in **Chapter 5: How to Play**.

Note your Talent on the bottom line of the Supernatural Power section of your character sheet, along with the number of times per day you can use it. Each time you use your Talent, you must check off one of the uses.

Supernatural Powers

Characters receive an assortment of supernatural powers to aid them in their quest for Karma. This is fortunate, for as lost souls, they will find many of the tasks they could easily perform when alive are now nearly impossible. Without a supernatural power, just opening a door can prove daunting.

The listings in **Chapter 4: Lost Soul Types** assigns your character four supernatural powers, which are explained in **Chapter 7: Supernatural Powers**. Copy your powers and uses per day to your character sheet. Each time you use a power, you must check off one of its uses.

As your Karma increases, so does the number of powers your character possesses. Look up your Karma on the **Supernatural Powers** table to determine how many powers your character should have, including the four for your ghost type. If your Karma is five or more,

select any additional powers from those listed in Chapter 7. You may even choose the same power multiple times, thereby increasing its uses per day.

Supernatural Powers

Karma	Powers
1-4	4
5-9	5
10-14	6
15-19	7
20-24	8
25-29	9
30-34	10
35-39	11
40-44	12
45-49	13
50-54	14
55-59	15

Sanctum

Between adventures, a lost soul must return to its Sanctum to recover lost WTL, gain powers, increase abilities, and make items. This sanctum can be a domain, an heirloom or Limbo.

- A domain is a private area in the cemetery where the character's remains lie.
- An heirloom is a material item inhabited by a lost soul.
- Limbo is a cloudlike, serene realm run by Mentors, who send their charges on missions to promote karmic growth.

During game play you may discover other places, called Realms, that can serve as your Sanctum. But for now you must pick one of the three options above. It's simplest for beginning players to all agree upon the same type of Sanctum.

Domains

A domain is a small, otherworldly area created by a lost soul. This pocket dimension, folded tightly in on itself, connects to the physical world at the site of the lost soul's resting place. Only at this point can the lost soul travel between

its domain and the world of the living. The domain itself is outside the normal universe.

The size of your domain depends on your Karma as determined by this formula:

$$\text{Size of area} = \text{Karma} \times \text{Karma} \times 5 \text{ square feet}$$

The appearance of your domain must relate to your character's personality and background. Lost souls long for the familiar trappings of life. It keeps their Will to Live strong, and helps them recover when their vitality has been sapped by the rigors of an adventure. When creating a domain, you should consider what is important to the character. What setting summarizes the character's life? In what setting would your character feel most alive?

The domain may also reflect psychological fixations or obsessions. Lost souls who love their families may create domains that look like their rooms when they were children. Other characters who felt truly alive only when at work (this is a horror game, after all) might craft domains that look like comforting office cubicles.

The key to creating a domain is to make it appropriate and personal. Cemeteries are filled with such pocket worlds, hidden behind the headstones and in mausoleums, each a twisted reflection of its inhabitant.

You can prevent other lost souls with lower Karma from entering your domain. You have no special control over what happens in your domain, so be careful who you let in. Once you admit someone, you have no special means of expelling the visitor.

If the players decide to use domains, then they may all be residents of the same graveyard. This makes it easy for their characters to meet. A typical cemetery is filled with other lost souls, each with unfinished business that can serve as the start of an adventure.

Heirlooms

When a people die, their life force may retreat into an object that held great significance to them in life. It doesn't have to be nearby; the soul will teleport to the item no matter where it is.

Using Graveyard Shift, you may freely enter and exit your heirloom. However, no other lost soul may enter your heirloom because it's not so much a place as an elemental bonding. When you are "in" your heirloom you aren't anywhere. You *are* the object.

When you are not in your heirloom, it is just an ordinary object. Some sensitives may feel a particular aura about it, but it does not have any special powers on its own. If your heirloom is broken while you are not in it, it becomes useless. You must develop another heirloom by locating a memento that was important to you in life, and spending ten days near the relic, never traveling more than a half mile from it. During the time you do not have an heirloom, you cannot regain Will to Live, powers or make items. Once the bond to the new heirloom is formed, you are free to travel as far away as you like. Many lost souls remain close to their heirlooms to protect them from harm.

When you are in your heirloom, it shares your WTL. Any damage done to your heirloom comes off your WTL. It doesn't matter if your heirloom is a mirror or an iron statue, it will be equally hard to destroy while you are in it. Once you are out of WTL, your heirloom is destroyed and you are immediately expelled from the object with 0 WTL. Your character will be incapacitated and you will be reincarnated within ten minutes unless someone heals you. Note that you can leave your heirloom at any time, so if the first blow doesn't destroy your heirloom you may leave it to defend it.

Heirlooms are the root of many legends about haunted objects such as cursed locket and portraits. A haunted house may contain a lost soul's heirloom, and the manifestations in the house are attempts to keep the living away.

If players choose heirlooms for their Sanctums then all their heirlooms should be located in the same place. They could be in a musty antique shop that never seems to do any business. Or they might be in a haunted house that they must protect from unscrupulous developers, vandals who want to trash the place, and the ever-dreaded junkman who thinks the heirlooms are all garbage.

Limbo

Not all lost souls are called to Limbo, but those that are find it impossible to resist. A character's journey to Limbo begins a few seconds after death. The lost soul has only an instant to stare at its vacated corporeal body before a swirling tunnel of light envelops it. They are drawn slowly toward a circle of light, and before they know it, they have entered Limbo.

Limbo always appears familiar and comfortable to its inhabitants. Since Limbo is a sort of "cosmic waiting room" it often appears as just that, with couches to sit on and magazines to leaf through. The whole place has a vaporous, ethereal quality and is peopled by white-robed Mentors who offer guidance and moral support. Mentors often appear as departed loved ones.

On your initial trip to Limbo, you will find yourself in a waiting room with the other characters, who have also recently died. Your Mentor soon appears to explain the situation and send you on your first mission. Adventures begin and end in Limbo, but they rarely occur there.

Choosing Limbo as your Sanctum makes setting up adventures easy. The characters all have the same Mentor, who claims they are soul mates bound to help one another. The Mentor can brief the characters and send them out on missions, plunking them down wherever they need to be. However, the regimentation of eternity in Limbo may not appeal everyone. Some lost souls will want to break away and inhabit an heirloom or domain instead.

Character Background

Appearance

Now that you know your character's abilities, it's time to get an idea of what your character looked like in life. Record this data in the appearance section of your character sheet. Your lost soul type will affect your appearance in the afterlife.

You may either design your character's appearance yourself, or roll on the five tables on

the next two pages. All rolls are made on d100. If you aren't comfortable with what you roll, feel free to roll again, or, for that matter, make up anything you like. These tables are meant to inspire you, not replace your own creativity. You should never feel trapped into playing a character you don't like.

A character's appearance consists of:

Sex: These rules make no distinction between males and females.

Age: Decide the age at which your character died. Your appearance as a lost soul will be consistent with your age at the time of death.

Height: The average male is about 5' 9". The average female is 5' 4".

Weight: This is how much your character weighed during life. It also dictates a lost soul's apparent weight. The average male weighs between 135 to 170 pounds. The average female weighs from 108 to 138 pounds.

Eye color, hair color: If you roll a combination you deem unlikely, feel free to roll again.

Hair style: This is really a matter of personal choice. You are free to change your hair style as you desire.

Key Feature: Every character has some kind of distinctive mark, or key feature. Be certain that you are comfortable with your character's feature before you begin play. If the feature consists of a piece of clothing, like sunglasses or neon sneakers, add it to the gear list found in the lower right hand corner of your character sheet.

Personality Traits: Your character has two emotional traits to serve as a guideline for role playing.

Unfinished Business

All lost souls have some piece of unfinished business that ties them to the earth. Roll your character's motivation on the **Unfinished Business** table at the end of this chapter.

Life & Death Table

The **Life & Death** table is used to determine what happened to your character during life.

Roll d100 on the **Life & Death** table six times, and write the results on the back of your character sheet. If a result is written in ALL CAPITALS, go to that sub-table and roll d100 again for more details. The sub-tables can be found on the two pages following the **Life & Death** table.

Spend a few minutes deciding how these events are interrelated, and how they might still have an influence on your character's behavior. The events need not to have occurred in the order that you rolled them. On the back of your character sheet, you may wish to write a brief biography for your character.

Character Name

Make up an appropriate name for your character, one that reflects the character's heritage, profession, or abilities. For example, a name such as Gerald Snodgrass denotes a bookish type, while Consuela Martinez is certainly of Spanish descent.

Character Personality

By now, your character sheet must be full of numbers and notes describing your character's skills, traits, and gear. Yet a character is more than just numbers on a piece of paper.

It's up to you to flesh out the skeletal personality you have created. Only a rough idea of the character's personality is needed at first - about as much as you have already created. Your character will soon develop nuances on its own, based on its abilities, and your own whims. Once a character's personality has been established, it will tend to resurface whenever that character is played.

Congratulations!

Your character is now ready to play!

Sex

d100	Sex
01-50	Male
51-00	Female

Age at Death

d100	Age
01-10	16 + d6
11-30	22 + d6
31-55	28 + d6
56-70	34 + d6
71-90	40 + d6
81-90	46 + d6
91-95	52 + d6
96-00	58 + d6

Height

d100	Height
01-15	Very Short
16-35	Short
36-65	Average
66-85	Tall
86-00	Very Tall

Weight

d100	Weight
01-15	Very Thin
16-35	Thin
36-65	Average
66-85	Heavy
86-00	Very Heavy

Eye Color

d100	Eye Color
01-10	Light blue
11-20	Black
21-30	Gray
31-40	Green
41-50	Hazel
51-60	Violet
61-70	Dark blue
71-80	Light brown
81-95	Dark brown
96-97	Amber
98	Silver
99	Golden
00	Roll once for each eye

Hair Color

d100	Hair Color
01-10	Dark brown
11-20	Light brown
21-30	Sandy
31-40	Black
41-50	Golden
51-55	Red
56-60	Strawberry blonde
61-70	Auburn
71-75	Gray
76-80	White
81-95	Blonde
96-00	Bald

Hair Style

d100	Hair Style
01	Mohawk
02	Spiked
03-04	Shaved
05	Dreadlocks
06-10	Braided
11-16	Crew Cut
17-22	Long & flowing
23-28	Long & ratty
29-37	Short & wavy
38-46	Long & wavy
47-55	Short & straight
56-64	Long & straight
65-73	Short & frizzy
74-82	Long & frizzy
83-91	Short & curly
92-00	Long & curly

Key Feature

d100	Feature
01-02	Sunglasses
03-05	Distinctive scar
06-07	Tattoo
08-09	Buck teeth
10-12	Pierced nose or ear
13-15	Odd hat
16-18	Cane or walking stick
19-20	Disfigurement
21-22	Long fingernails
23	Eye patch 50% chance of either eye
24-26	Wears one color
27-28	Neon sneakers
29-31	Birthmark
32-35	Facial hair
36-38	Bad breath
39-40	Wrinkles
41-42	Warts
43-44	Nasal voice
45-46	Leather boots
47-48	Unusual voice
49-51	Strong accent
52-61	Left-handed
62	Ambidextrous
63	Extra digit (50% hand, 50% foot)
64-65	Flashy scarf
66	Color blind
67	Double-jointed
68-69	Large nose
70-71	Small chin
72-73	Dimpled chin
74-76	Freckles
77-78	Missing teeth
79-80	Body odor
81	Speech impediment
82-83	Deep voice
84-85	Squeaky voice
86-87	Wears braces
88-89	Missing digit (50% hand, 50% foot)
90-91	Acne
92-93	Dimpled cheeks
94-95	Wears jewelry
96-97	Facial tic
98-99	Big feet
00	Albino

Personality Traits (roll 2)

d100	Trait
01-02	Shy
03-04	Rebellious
05-06	Violent
07-08	Arrogant
09-10	Aloof
11-12	Morose
13-14	Rash
15-16	Stubborn
17-18	Friendly
19-20	Fussy
21-22	Nervous
23-24	Serious
25-26	Patriotic
27-28	Sneaky
29-30	Miserly
31-32	Emotional
33-34	Detached
35-36	Indecisive
37-38	Trustworthy
39-40	Helpful
41-42	Cynical
43-44	Idealistic
45-46	Calculating
47-48	Cowardly
49-50	Brave
51-52	Egotistical
53-54	Humorous
55-56	Traditional
57-58	Innovative
59-60	Flippant
61-62	Jealous
63-64	Rude
65-66	Lecherous
67-68	Curious
69-70	Slovenly
71-72	Tardy
73-74	Spendthrift
75-76	Lying
77-78	Talkative
79-80	Trusting
81-82	Diplomatic
83-84	Honest
85-86	Calm
87-88	Patient
89-90	Gullible
91-92	Polite
93-94	Skeptical
95-96	Grim
97-98	Restless
99-00	Forgetful

Unfinished Business

d100	Unfinished Business
01-03	Adopted. Searching for biological mother.
04-06	Safety deposit box contains \$100,000 plus of a list of names, your share of the loot from the famous Wanamaker Bank heist. names are those of your trusting accomplices.
07-09	Buried in wrong grave. Hope to rectify mistake.
10-12	Death arranged by spouse. Seek revenge.
13-15	Will leaving all to your cat Fluffy has been suppressed by unscrupulous, cat-hating relative.
16-18	Have information proving high official is on the take.
19-21	Suspect mother of killing father; looking for proof.
22-24	You and your best friend promised each other that whoever died first would come back and appear before the other so that a photo could be taken, proving the existence of ghosts.
25-27	Professional rival steals your idea; seek revenge.
28-30	Your child is deathly ill and needs special, expensive medication.
31-33	Your great novel is hidden in an attic trunk; will it ever be published now?
34-36	Wish to warn family of impending danger.
37-39	Crucial government information, which only you know, must be told to the proper authorities.
40-42	Upon your death, Snookums, your pet hamster, was given to the horrible Hensley brats. Can you save Snookums from a fate worse than death?
43-45	Bigamously married. Hope to keep two spouses apart at all times.
46-48	You wish to confess to a crime so that an innocent person is not charged.
49-51	Want to inform spouse or lover that your old ashtray is really a priceless antique.
52-54	Death arranged by criminal group; seek revenge.
55-57	Death arrange by government group; seek revenge.
58-60	Child witnesses your death and blames self; you wish to calm child's fears.
61-63	Want to inform impoverished relative of secret trust fund in false name.
64-66	Fake will leaving all to your sister replaced true will leaving all to lover.
67-69	Gave child up at birth; want to inform child of his parentage.
70-72	Want to tell lover "I love you" one last time.
73-75	Ex-lover spread lies about you. Hope to force lover to retract statements.
76-78	Child turned over to psychotic ex-spouse after your death. Want to save child from dangerous situation.
79-81	You are trying to locate a twin separated at birth.
82-84	You've been estranged from your father for years, but now you want to tell him you're sorry.
85-87	You were unable to finish a book you just checked out from the library.
88-90	Compromising photos of you and an old lover are hidden in your home.
91-93	You want one last date with the Polanski twins.
94-96	Want to make certain your orphaned child finds a good home.
97-99	Want to tell your boss off once and for all.
00	Want to return to life.

Life & Death (roll 6 times)

d100	Event
01	Responsible for death of an ENEMY.
02	Secretly manipulated stock market for years with a criminal FRIEND.
03	Acquitted of murdering LOVER.
04	Acquitted of murdering ENEMY.
05	Remember past life.
06	RELATIVE died in horrible accident.
07	Haunted by a dark secret from the past.
08	HABIT.
09	Treasure a place.
10	Suffer painful flashbacks of death.
11	Responsible for the death of a FRIEND.
12	FRIEND is a former LOVER.
13	Pet accompanies you to afterlife.
14	FRIEND married criminal, you fear for friend's life.
15	RELATIVE responsible for your death.
16	FRIEND responsible for your death.
17	LOVER responsible for your death.
18	You and your LOVER lived together.
19	Treasure a piece of jewelry.
20	Avid conspiracy buff.
21	Best FRIEND killed by unknown parties.
22	Idolize a RELATIVE.
23	RELATIVE mysteriously murdered.
24	You owe a FRIEND a favor.
25	Employer responsible for your death.
26	RELATIVE murdered, seeking killer.
27	RELATIVE needs your financial support.
28	Idolize a criminal
29	Idolize a FRIEND.
30	Idolize a teacher.
31	Idolize a craftsman.
32	Idolize a movie star.
33	Idolize a musician.
34	Idolize a politician.
35	FRIEND idolizes you.
36	FRIEND wants to protect you.
37	Responsible for death of a RELATIVE.
38	FRIEND needs your protection.
39	FRIEND and you have a common ENEMY.
40	FRIEND and you have a common goal.
41	RELATIVE and you have a common ENEMY.
42	You saved FRIEND's life.
43	FRIEND saved your life.
44	PHOBIA.
45	FRIEND treats you like a child.
46	A stranger is responsible for your death.
47	Treasure a lucky piece.
48	Hid evidence that RELATIVE was a Nazi collaborator.
49	Treasure a garment.
50	Treasure a book.
51	Treasure a picture.
52	Treasure a letter.
53	Treasure a family heirloom.
54	Hid \$100,000 in your mattress.
55	Family killed when you were a baby.
56	Treasure a musical instrument.
57	You owe a RELATIVE a favor.
58	FRIEND and you have common interests.
59	FRIEND mysteriously murdered.
60	ENEMY works for the government.
61	Coworker responsible for your death.
62	You owe a FRIEND \$10,000.
63	FRIEND owes you a favor.
64	RELATIVE mentally ill; claims to see ghosts.
65	MENTAL ILLNESS.
66	Scandal caused family to be snubbed.
67	RELATIVE owes you a favor.
68	You owe a RELATIVE \$10,000.
69	RELATIVE needs your financial support.
70	RELATIVE idolizes you.
71	LOVER needs your financial support.
72	STRANGE BELIEFE.
73	Treasure a weapon.
74	You and your LOVER have common ENEMY.
75	FRIEND needs your financial support.
76	You dated a LOVER.
77	You married a LOVER.
78	You were engaged to a LOVER.
79	You and your LOVER were divorced.
80	You just got back together with your LOVER.
81	You and your LOVER were separated.
82	Responsible for death of LOVER.
83	Your enemy is an ex-FRIEND.
84	Your ENEMY is an ex-LOVER.
85	Your ENEMY is a RELATIVE.
86-89	Your ENEMY is deceased.
90-91	Your ENEMY is a stranger.
92-93	Your ENEMY is a coworker.
94-95	Your ENEMY is a medium.
96	ENEMY responsible for your death.
97-98	You ENEMY is a cultists.
99-00	LOVER murdered by ENEMY.

Lover

d100	Lover
01-03	Lover died of illness.
04-06	Lover died in an accident.
07-09	Lover committed suicide.
10-12	Lover betrothed to another.
13-15	You killed lover by accident.
16-18	Lover died giving birth to CHILD.
19-21	Lover murdered.
22-25	Lover's family drove you apart.
26-28	Your family drove lover away.
29-31	You were two-timing.
32-34	Lover was two-timing.
35-37	You argued constantly.
38-40	Lover vanished without a trace.
41-43	Lover was kidnapped.
44-46	Lover went insane.
47-50	Lover caused your death.
51-53	Split apart by personal goal.
54-56	Love was unrequited.
57-59	Rival stole lover's affections.
60-62	Lover imprisoned.
63-65	Your work drove you apart.
66-68	Lover's work drove you apart.
69-71	Lover's personal habits drove you away.
72-75	Grew apart, parted friends.
76-78	Driven apart by money problems.
79-81	You moved away.
82-84	Lover moved away.
85-87	Driven apart by sexual problems.
88-90	A happy relationship.
91-93	You have a son (roll CHILD INFO).
94-96	You have a daughter (roll CHILD INFO).
97-00	You have twins (roll CHILD INFO).

Child Information

d100	Child (Age = 2d6-1)
01-04	Child adopted.
05-08	Child born with birth defect.
09-12	Child sees dead people.
13-16	Child suffers from MENTAL ILLNESS.
17-20	Child from partner's previous relationship.
21-25	Child was especially close to you.
26-29	Child has genius IQ.
30-33	Child normal.
34-37	Child deathly ill.
38-41	Child kidnapped as infant; never found.
42-45	Child murder3ed.
46-50	Child died in accident.
51-54	Child is actually relative's offspring.
55-58	Child given up for adoption at birth.
59-62	Child was possessed by an evil entity.
63-66	Child was abused by a RELATIVE.
67-70	Child witnessed you death; blames self.
71-75	Child witnessed your death; regressed.
76-79	Child witnessed your death; ran away.
80-83	Child spoiled by your family.
84-87	Child spoiled by partner's family.
88-91	Child believes you are a sibling, not parent.
92-95	Child caused your death.
96-00	Child is actually spawn of evil.

Habit

d100	Habit
01-10	You have a favorite saying
11-20	You pick your teeth
21-30	You twist your hair around your finger.
31-40	You whistle at inopportune times.
41-50	You talk to yourself.
51-60	You clean compulsively.
61-70	You are fascinated by weapons.
71-80	You pace.
81-90	You love to gamble.
91-00	You crack your knuckles.

Enemy

d100	Enemy
01-05	You humiliated enemy.
6-10	Enemy humiliated you.
11-15	You stole enemy's lover.
16-20	Enemy stole your lover.
21-25	You betrayed enemy.
26-30	Enemy betrayed you.
31-35	You spurned enemy.
36-40	Enemy spurned you.
41-45	You caused enemy to be imprisoned.
46-50	Enemy caused you to be imprisoned.
51-55	You injured enemy.
56-60	Enemy injured you.
61-65	You stole from enemy.
66-70	Enemy stole from you.
71-75	Enemy killed your loved one.
76-80	You killed enemy's loved one.
81-85	You owe enemy \$10,000.
86-90	You are professional rivals.
91-95	Enemy is a former Lover.
96-00	You killed enemy.

Strange Belief

d100	Belief
01-10	You believe you are the child of aliens.
11-20	You're convinced the earth is flat.
21-30	You think you're still alive.
31-40	You believe all small animals are evil.
41-50	You think you're always right.
51-60	You believe you are the spirit of a famous person.
61-70	You think you're an angel.
71-80	You're certain all members of the opposite sex are attracted to you.
81-90	You are highly superstitious.
91-00	You're certain that strange men are following you everywhere you go.

Mental Illness

d100	Mental Illness
01-09	Schizophrenia
10-18	Compulsive lying
19-27	Paranoia
28-36	Hallucinations
37-45	Hysteria
46-54	Manic Depression
55-63	Suicidal
64-72	Neurotic
73-81	Megalomaniac
82-90	Compulsive Obsessive Behavior
91-00	Amnesia

Phobia

d100	Lover
01-07	Being alone
08-14	Animals
15-21	Theft
22-28	Fire
29-35	Water Open spaces
36-42	Heights
43-50	Darkness
51-57	Inspects
58-64	Spiders
65-71	Rats
72-78	Snakes
79-85	Enclosed places
86-92	Filth
93-00	Children

Relative

d100	Relative
01-05	Father
06-10	Mother
11-15	Step -father
16-20	Step-mother
21-25	Sister-in-law
26-30	Brother-in-law
31-35	Niece
36-40	Nephew
41-45	Uncle
46-50	Aunt
51-55	Great Uncle
56-60	Great Aunt
61-65	Grandfather
66-70	Grandmother
71-75	Cousin
76-80	Younger sister
81-85	Younger brother
86-90	Older sister
91-95	Older brother
96-00	Twin

Friend's Profession

d100	Profession
01-04	Arcane Scholar
05-08	Artist
09-12	Athlete
13-16	Average Joe or Josie
17-20	Blue Collar Worker
21-24	Civil Servant
25-28	Commando
29-32	Cop
33-36	Doctor
37-40	Eccentric
41-44	Explorer
45-48	Gangster
49-52	Guinea Pig
53-56	Hunter
57-60	Inventor
61-64	Journalist
65-68	Musician
69-72	Performer
73-76	Pilot
77-80	Private Eye
81-84	Scientist
85-88	Spy
89-92	Thief
93-96	Tourist
97-00	Transient

Chapter 3

Professions

Arcane Scholar

Whether she is a parapsychologist or simply an interested amateur, this dabbler in the dark arts has a better grasp of the afterlife than other characters; after all, it's been her life's work. She is likely to recognize other spirits and demons for what they are, and may even know some of their powers and capabilities.

The Arcane Scholar is fascinated by the afterlife and is thrilled to be a part of it. She is eager to explore and not afraid. Her confidence makes her a little foolhardy, and she may mistake a dangerous demon for a friendly spirit. The Arcane Scholar often keeps logs, maps and charts of her adventures. Such logs can be invaluable to newly arrived ghosts.

Agility	5
Alertness	10
Charm	4
Cunning	3
Dexterity	11
Fate	12
Intelligence	9
Knowledge	13
Mechanical	7
Nature	8
Stamina	6
Strength	2

Talent: Mythical Reference

Uses per day: Three

Duration: Immediate

Range: Self

Effects: The Arcane Scholar can remember up to (Passable vs Knowledge) pieces of information about a particular subject or item. The information must have occult references.

Specialties: Conceal, Faith Heal, Folklore, Languages, Occult, Religion, Sanity, Unlock.

Gear: Tweed jacket (+1 Defense), crystal amulet, pocket watch, pen knife (x1 damage, +5 Brawl), glasses.

Cause of Death

d100	Cause of Death
01-10	Died of a heart attack while vehemently defending your ideas on a late night talk show. Specialties: Entertain, Lie Gear: Amyl nitrate, Guide to Esoteric Symbols Karma: 14
11-20	Proved that astrology does work. Dropped dead of excitement. Specialties: Artistry, Science Gear: Paper, pencil, astrology guide, astrolabe Karma: 13
21-30	Touched glowing, green ooze seeping from strange meteor. Specialties: Danger Sense, Science Gear: Lantern, stick (x2 damage, +0 Brawl), sample of acidic green ooze in a test bottle, binoculars Karma: 10
31-40	Swallowed unknown elixir "to see what would happen." Specialties: Medical, Science Gear: Test tube, note book, pen, stop watch, lucky piece Karma: 13
41-50	Suffocated while exploring mysterious cave. Specialties: Cave, Direction Gear: Hard hat with light (+2 Defense), 30' rope, compass, pick (x4 damage, +1 Brawl), climbing shoes (+1 Defense) Karma: 4
51-60	Airplane crashed on way to Mayan tomb. Specialties: Drive, Search Gear: Air sickness bag, novel, tiny bottle of alcohol, parachute, survival kit with thermal blanket, compass and 20 bandages (heal 2 WTL each) Karma: 12

- 61-70 Furtively published rival's book under own name.
Murdered by rival.
Specialties: Lie, Mimic
Gear: Library card, umbrella (x1 damage, +2 Brawl)
Karma: 14
- 71-80 Translated ancient parchment aloud while standing in front of a mummy case. Strangled by an unknown party.
Specialties: Customs, Memory
Gear: Parchment, Guide to Esoteric Symbols, magnifying glass
Karma: 13
- 81-90 Visited old colleague in the insane asylum.
Specialties: Empathy, Interrogate
Gear: Strait jacket (+3 Defense when worn, but prohibits use of arms), magazine, flowers, syringe with tranquilizer, skeleton key
Karma: 8
- 91-00 Accidentally summoned a "Creature from Beyond."
Specialties: Bargain, Will
Gear: Old grimoire, incense, censer, black robe (+1 Defense), lighter
Karma: 9

Artist

The Artist may be a painter, sculptor, film student or any other profession considered artistic. They are generally avant-garde, and enjoy bizarre, new experiences. They tend to let their emotions guide them, but strangely enough, most have a strong monetary sense as well. They value themselves highly and are condescending to those who do not understand them and their work.

Artists often act before thinking. They manage to blunder through the afterlife because of their strong egos and high will powers.

Agility	4
Alertness	11
Charm	12
Cunning	9
Dexterity	13
Fate	5
Intelligence	7
Knowledge	6
Mechanical	2
Nature	3
Stamina	10
Strength	8

Talent: Discern

Uses per day: Four

Duration: (Passable vs Alertness) x 2 minutes

Range: Self

Effects: Long hours of staring at abstract artwork have given Artists the ability to perceive the true meaning behind what they see. The Artist can see through illusions, spot anyone (or any item) with supernatural powers, and detect if anyone near them is "being phony" (that is, lying or concealing something).

Specialties: Artistry, Customs, Disguise, Entertain, Forgery, Mimic, Persuade, Will.

Gear: Sketch pad, charcoal, beret, black turtle neck sweater.

Cause of Death

d100	Cause of Death
01-10	Tripped while ascending stairs because nose was too far up in the air. Specialties: Athletics, Climb Gear: Artist Magazine featuring a favorable review, vanity mirror Karma: 19
11-20	Jumped from 12th story window in spectacular performance art masterpiece. Specialties: Jump, Quickness Gear: Broken bungee cord Karma: 19
21-30	Accidentally stabbed self while carving masterpiece. Specialties: Aim, Forgery Gear: Sculptor's chisel (x2 damage, -2 Brawl), hammer (x2 damage, +3 Brawl) Karma: 16
31-40	Tripped into a vat of plaster of Paris. Specialties: Climb, Swimming Gear: Pound of powdered plaster Karma: 19
41-50	Gargoyle fell on head while touring European museums Specialties: Jump, Search Gear: Guide to World Museums, plane tickets to Berlin, Paris, Greece and London Karma: 19
51-60	Film died at the box office. So did you. Specialties: Bargain, Electronics Gear: Reel of film wrapped around neck, newspaper containing bad review, letter from backer's attorney, shoebox of unpaid bills Karma: 20
61-70	Giant metal sculpture collapsed while welding finishing touches Specialties: Climb, Repair Gear: Blow torch (x3 damage, +0 Brawl), tinted welder's helmet (+2 Defense, +1 column vs Sunlight) Karma: 12
71-80	Answered help wanted ad for a model. End up as a display in local wax museum. Specialties: Aim, Conceal Gear: Swimsuit Karma: 20
81-90	Fell into swimming pool while video taping cousin's wedding. Drowned. Specialties: Folklore, Track Gear: Video camber Karma: 16
91-00	Spouse realized that value of painting will go up after death. Killed by brother-in-law. Specialties: Empathy, Traps Gear: Paintbrush, bottle of turpentine Karma: 18

Athlete

These characters range from the small town football hero to the Olympic champion. Their lives are focused on the well-being of their physical bodies. More than anything else they want to achieve physical perfection. Since being dead precludes this, they are rather disappointed to find themselves in the afterlife.

Nonetheless, Athletes are not quitters, and will work to maintain their ectoplasmic bodies. They are lithe, strong, and quick.

Agility	11
Alertness	9
Charm	8
Cunning	4
Dexterity	10
Fate	7
Intelligence	6
Knowledge	5
Mechanical	2
Nature	3
Stamina	13
Strength	12

Talent: Tumble

Uses per day: Six

Duration: Immediate

Range: Self

Effects: An Athlete can tumble out of danger. On the turn that he tumbles, he cannot be hit by anything except area effect weapons. He must end his tumble within thirty feet of where he started. This allows him to roll completely out of combat if he wishes.

Specialties: Swimming, Athletics, Brawling, Climb, Entertain, Jump, Quickness, Run.

Gear: Running shoes, shorts, sweatband, stopwatch.

Cause of Death

d100	Cause of Death
1-10	Caught in dog leash while jogging through park. Strangled. Specialties: Animals, Tame Gear: Fanny pack, walkman, pulse meter, dog on leash Karma: 14
11-20	Buried in sand after spectacular long jump Specialties: Conceal, Will Gear: Towel Karma: 19
21-30	Ate too much before swimming English Channel. Died of cramps. Specialties: Direction, Will Gear: Jar of oil, goggles (+1 Defense), swimming cap Karma: 16
31-40	Pole breaks during vault. Specialties: Direction, Medical Gear: Two pieces of pole (x1 damage, +4 Brawl) Karma: 17
41-50	Forgot to wear helmet while playing football. Skull crushed. Specialties: Aim, Bully Gear: Football padding (+5 Defense), shoes with cleats (kicking does x3 damage, -4 Brawl) Karma: 8
51-60	Convinced by promoter into boxing outside of weight class. Beaten to death. Specialties: Dodge, Will Gear: Boxing gloves (+2 Defense) Karma: 16
61-70	Hosted aerobics show. Sweated to death. Specialties: Lie, Persuade Gear: Towel, portable CD player with peppy music Karma: 18
71-80	Win soccer championship. Crushed by fans. Specialties: Aim, Direction Gear: Soccer ball, bent trophy Karma: 18
81-90	Hit in head with hockey puck. Specialties: Aim, Dodge Gear: Hockey stick (x2 damage, +2 Brawl), skates, padded clothing (+5 Defense) Karma: 7
91-00	Found out the hard way that pro wrestling isn't fake. Specialties: Artistry, Bully Gear: Championship belt with heavy buckle, gaudy costume, razor blade hidden in wristband (x2 damage, -4 Brawl) Karma: 17

Average Joe or Josie

This bewildered character remembers crossing a street against a light or falling down a flight of stairs. Most Average Joes and Josies are office workers, with strong attachments to their families. They tend to rely on their intuition, which is actually safer than relying on rational thought when in the afterlife.

An Average Joe is quick to join up with a band of fellow ghosts. He feels socially awkward in the afterlife, and never knows what to do with his hands. He prefers to be a follower, but if pressed, he will reluctantly take charge.

Agility	6
Alertness	4
Charm	12
Cunning	2
Dexterity	11
Fate	5
Intelligence	9
Knowledge	3
Mechanical	10
Nature	7
Stamina	13
Strength	8

Talent: Intuition

Uses per day: Three

Duration: Immediate

Range: Self

Effects: The Average Joe poses a question about a problem currently facing him. The narrator must give him a clue to answer his question. The player makes a Fate roll; the better the roll, the more explicit the hint. If the roll is failed, the narrator is free to lie.

Specialties: Dodge, Empathy, Filch, Folklore, Lie, Repair, Run, Customs.

Gear: Wallet or purse (contains \$7.74, 2 movie ticket stubs, 3 credit cards, pictures of loved ones), cigarettes and lighter, pocket comb, People Magazine, 10 aspirin (restore 1 WTL each).

Cause of Death

d100	Cause of Death
1-9	Swallowed beer tab while watching TV. Choked to death. Specialties: Electronics, Listen Gear: Beer can, remote control (affects material TVs on a Passable Electronics roll) Karma: 12
10-18	Run over by bus while jaywalking. Specialties: Direction, Quickness Gear: Windbreaker (+1 Defense), bus schedule, sun glasses Karma: 14
19-27	Beaned on the head by little league fly ball. Specialties: Athletics, Jump Gear: Baseball bat (x3 damage, +3 Brawl), cap, uniform, catcher's mask (+3 Defense) Karma: 8
28-36	Took too many kinds of diet pills at the same time Specialties: Medical, Memory Gear: Several bottles of diet pills, sweat suit, low calorie candy Karma: 16
37-45	Allergic reaction to bee sting Specialties: Animals, Medial Gear: Fly swatter, bug spray (kills any insect sprayed, 20 applications) Karma: 14
46-54	Tried to repair defective toaster Specialties: Electronics, Repair Gear: Knife (x2 damage, +2 Brawl), Home Appliance Repair Made Easy, screwdriver, jar of jam Karma: 13
55-63	Saved money by not taking car in for a tune-up. Breaks failed. Specialties: Drive, Quickness Gear: City map, fluffy dice, steering wheel (x2 damage, -4 Brawl) Karma: 14
64-72	Dropped radio into bathtub while soaking Specialties: Electronics, Listen Gear: Towel, radio, bar of soap, shampoo, and no clothes! Karma: 16
73-81	Ate too quickly at fast food joint. Specialties: Medical, Quickness Gear: Tray, napkin dispenser, 5 seltzer tablets (restores 1 WTL per tablet) Karma: 15
82-90	Fell down an escalator at the mall. Neck broken. Specialties: Climb, Jump Gear: Bag with a new outfit, credit card, designer watch Karma: 16
91-00	Your mother warned you not to pick up hitchhikers. Stabbed to death. Specialties: Danger Sense, Persuade Gear: Sunglasses, automobile tool kit, 4 flares (x3 damage, +0 Brawl) Karma: 8

Blue Collar Worker

Found in every community, the Blue Collar Worker labors arduously at simple tasks for union scale. Occupations vary from construction worker to garage mechanic. Whatever the reason for his death, the Blue Collar Worker is always eager to lay the blame on higher authorities. The Blue Collar Worker views death not as an inevitable end, but as a wrongful termination. He might seek restitution from his boss, society or the government.

Agility	8
Alertness	6
Charm	9
Cunning	7
Dexterity	12
Fate	2
Intelligence	5
Knowledge	4
Mechanical	13
Nature	3
Stamina	11
Strength	10

Talent: Toolbox

Uses per day: Four

Duration: (Passable vs Mechanical) x 2 minutes

Range: Self

Effects: The Blue Collar Worker can affect inanimate material objects using the screwdrivers, wrenches, and hammer in his toolbox. The Worker's training precludes him from misusing his tools. For instance, a screwdriver can only be used to remove or tighten screws, it cannot be used as a chisel or scraper. If the Blue Collar Worker loses his toolbox, he may create a new one at a cost of 2 Karma.

Specialties: Dodge, Jump, Bargain, Drive, Electronics, Repair, Traps, Climb.

Gear: Overalls, toolbox, wrench (x2 damage, +0 Brawl), flannel shirt, blue jeans, boots, hard hat (+2 Defense).

Cause of Death

d100	Cause of Death
01-10	Gust of wind knocked you from thirty story construction frame. Specialties: Quickness, Danger Sense Gear: Lunch box, paperback: <i>Gone with the Wind</i> Karma: 16
11-20	Flattened by runaway forklift. Specialties: Listen, Run Gear: Baseball cap, Dodgers tickets Karma: 14
21-30	Fell in fast drying cement. Immortalized in central LA. Specialties: Track, Conceal Gear: Shovel (x3 damage, +0 Brawl) Karma: 14
31-40	Trampled after tripping over barricade in union protest march. Specialties: Empathy, Persuade Gear: Protest sign, air horn, union patch Karma: 16
41-50	Inhaled toxic chemicals at work site. Body donated to local university medical department. Specialties: Faith Heal, Medical Gear: Gas mask (unused), goggles (+1 Defense), rubber gloves. (+1 Defense) Karma: 11
51-60	Fell into molten steel at metal refinery. Incinerated instantly. Specialties: Entertain, Swimming Gear: Scorched asbestos suit (+3 Defense) Karma: 10
61-70	Went looking for lost wallet in condemned building 30 seconds before demolition crew set off explosives. Specialties: Search, Direction Gear: Wallet, blueprints Karma: 16
71-80	Cleaning city sewer system when cloudburst flooded them. Drowned in sewer water. Specialties: Caves, Swimming Gear: Wetsuit (+1 Defense), flashlight, plunger Karma: 13
81-90	Crushed in garbage truck's compactor unit while scavenging old Walkman. Specialties: Search, Filch Gear: Broken Walkman, driver's license, heavy gloves (+1 Defense) Karma: 12
91-00	Died in espresso machine boiler explosion. Specialties: Entertain, Customs Gear: Chocolate-coated coffee beans, coffee mug, apron Karma: 16

Civil Servant

Overworked and underpaid, Civil Servants doggedly serve the public. On a daily basis, in their own paper-pushing way, they make our world a better, albeit more annoying, place to live.

Civil Servants generally perform a repetitive task for 30 years before retiring in middle-class comfort. Many of them hate their jobs, but the promise of future security is too great to ignore.

Agility	2
Alertness	10
Charm	6
Cunning	8
Dexterity	9
Fate	7
Intelligence	13
Knowledge	11
Mechanical	5
Nature	3
Stamina	12
Strength	4

Talent: Drone

Uses per day: Four

Duration: (victim's Sanity vs user's Will) x 2 turns

Range: Thrown

Effects: The Civil Servant can immediately recite, from memory, one of the many tomes of rules and regulations that are used by Civil Servants. All those within range, friend and foe alike, are stupefied into inaction for the duration (roll once for the user and once for each victim). If the Civil Servant rolls Catastrophic on his Will, he must immediately attack his companions, preferably with a semi-automatic weapon, for (Sanity vs Awesome) x 2 turns.

Specialties: Listen, Interrogate, Persuade, Forgery, Memory, Customs, Languages, Bully.

Gear: Glasses, bow tie or hair net, Directory of Government Offices, one dozen well-sharpened pencils (x2 damage, -2 Brawl, breaks on a Brawling roll of Feeble or less), clip board.

Cause of Death

d100	Cause of Death
01-10	Cheated on civil servant exam. Accidentally assigned to bomb squad. Specialties: Science, Electronics Gear: Four sticks of dynamite (x5 damage, area effect), goggles (+1 Defense), flak jacket (+2 Defense) Karma: 1
11-20	Caught in fellow postal worker's crossfire. Specialties: Dodge, Quickness Gear: Postal worker's uniform, mail bag with mail Karma: 15
21-30	Went to find birth certificate in maze of filing cabinets beneath city hall. Body never recovered. Specialties: Search, Unlock Gear: Files, huge ring of keys (make a Great Fate roll to unlock any given lock) Karma: 11
31-40	Died mysteriously while auditing state books. Specialties: Search, Conceal Gear: Columnar pad, calculator, empty brief case Karma: 15
41-50	Gave driving test to a five time loser. Died in head on collision. Specialties: Drive, Direction Gear: Seat belt (x2 damage, +0 Aim) Karma: 14
51-60	Sampled "Grade A" beef during inspection tour. Partner changes grade after your death. Specialties: Medical, Animals Gear: White coat, hard hat (+2 Defense), FDA approval stamp, clipboard Karma: 11
61-70	Swamped at unemployment line. Smothered to death. Specialties: Dodge, Run Gear: Name tag Karma: 15
71-80	Accepted bribe to ignore code violations during inspection of landmark building. Fell through floor on way out door. Specialties: Jump, Search Gear: Hard hat (+2 Defense), envelope containing \$2,000 Karma: 11
81-90	Ex-con didn't appreciate your constructive criticism about his body odor. Specialties: Empathy, Disguise Gear: Silk suit, regulation book for parole officers Karma: 12
91-00	Tripped on hose while putting out three alarm fire. Specialties: Jump, Aim Gear: Fire fighter's hat (+2 Defense), slicker, boots (+1 defense), fire axe (x5 damage, -3 Brawl) Karma: 6

Commando

A Commando is fascinated by the military, particularly on covert operations. He may be a soldier, weekend warrior, or (more likely) just a guy who looks good in khaki and has a thing for weapons. The Commando combines an athletic body with a clever mind. He is adept at out-thinking his opponent and is clear headed during battle. The Commando believes in the chain-of-command, and will acquiesce to those who seem in the know. However, he has no patience for ignorance or stupidity.

The Commando is always the first to volunteer for a dangerous mission. He enjoys the camaraderie of his buddies, and is highly protective of his party.

Agility	6
Alertness	12
Charm	3
Cunning	9
Dexterity	7
Fate	2
Intelligence	4
Knowledge	5
Mechanical	8
Nature	11
Stamina	10
Strength	13

Talent: Ambush

Uses per day: Four

Duration: 1 combat turn

Range: Self

Effects: Commandos are masters of the sneak attack. If the Commando is not already engaged in a fight, he can use his Ambush talent to receive an extra (Passable vs Stamina) combat actions which must all be used on the same turn. The first action must always be an attack.

Specialties: Aim, Brawling, Conceal, Danger Sense, Direction, Stealth, Traps, Will.

Gear: Fatigues (+1 Defense), knife (x2 damage, +2 Brawl).

Cause of Death

d100	Cause of Death
1-10	While in boot camp, wandered onto firing range in search of latrine. Specialties: Dodge, Search Gear: Compass, 9mm pistol (x3 damage, +1 Aim) Karma: 11
11-20	Ate field rations. Specialties: Medical, Track Gear: Toxic rations, canteen, helmet (+2 Defense) Karma: 11
21-30	Stabbed self with swagger stick while screaming at green recruits. Specialties: Persuade, Bully Gear: Swagger stick (x1 damage, +4 Brawl), dark glasses Karma: 12
31-40	Separated from buddies while training in bayou. Drowned in quicksand. Specialties: Quickness, Swimming Gear: Compass, map of Mississippi, .223 assault rifle (x6 damage, -1 Aim) Karma: 1
41-50	Hired by government to kidnap dictator of small country. Upon successful completion, terminated by federal agents. Specialties: Electronics, Filch Gear: 30' rope, listening device, 9mm submachine gun (x3 damage, -2 Aim) Karma: 3
51-60	Convinced that not all of our boys made it home and some are still imprisoned. caught in booby trap while trying to set them free. Specialties: Languages, Search Gear: Binoculars, compass, book of useful phrases in Cambodian, .38 submachine gun (x4 damage, -2 Aim) Karma: 2
61-70	Always did throw like a girl. Blown to bits when grenade lands just ten feet away. Specialties: Jump, Quickness Gear: 3 grenades (x7 damage, +0 Aim), .357 magnum revolver (x6 damage, -4 Aim) Karma: 3
71-80	Hired by eccentric billionaire to safeguard his fortress home. Attacked by trained dogs. Specialties: Animals, Run Gear: Walkie-talkie, doggie treats, .30-30 rifle (x5 damage, +1 Aim) Karma: 6
81-90	Discover that your Latin American boss is importing drugs, not coffee beans. Heroically ditch plane into ocean. Specialties: Drive, Swimming Gear: Tinted aviator glasses, map of Central America, 9mm pistol (x3 damage, +1 Aim) Karma: 11
91-00	Stalked by alien predator. Specialties: Bully, Folklore Gear: Torn clothing, mud smeared on body, camouflage greasepaint, .12 gauge shotgun (x5 damage, +4 Aim) Karma: 6

Cop

Caught in the cross-fire, this character died while doing her duty. Cops are generally eager to get the creep who plugged them. They'll do anything they can to see their deaths avenged. Cops tend to be calm and cool in times of danger, and their interest in justice makes them sympathetic to murder victims.

Cops like to follow the rules, and it's hard for them to adjust to a world that makes little sense to them. This sometimes causes them to be a bit belligerent. They often pair up with one other person in the party. This person is usually their physical or temperamental opposite - a Mutt and Jeff team.

Agility	10
Alertness	13
Charm	4
Cunning	6
Dexterity	11
Fate	3
Intelligence	7
Knowledge	5
Mechanical	9
Nature	2
Stamina	12
Strength	8

Talent: Contacts
Uses per day: Four
Duration: Immediate
Range: Self

Effects: A Cop may use this power to locate a hit man, fence, loan shark, or paramilitary outfit. It also allows him to know of any illegal activity in the area. Lastly, it can be used to gain information from law enforcement agencies.

Specialties: Aim, Brawling, Danger Sense, Drive, Interrogate, Search, Stealth, Track.

Gear: Mirrored sunglasses, handcuffs, .38 revolver (x5 damage, +0 Aim), ticket book, badge, baton (x2 damage, +5 Brawl).

Cause of Death

d100	Cause of Death
1-9	Fell out of tree while trying to rescue Fluffy the cat. Specialties: Animals, Climb Gear: Can of cat food, mouse toy, cat nip (3 doses, intoxicates any feline on a Passable Tame roll) Karma: 8
10-18	Hit in head with a purse while escorting a little old lady across the street. Specialties: Dodge, Persuade Gear: Purse containing a brick (x2 damage, +0 Brawl) Karma: 7
19-27	Rammed by teenager taking 64th driving test. Specialties: Dodge, Jump Gear: 6 flares (x3 damage, +1 Brawl) Karma: 3
28-36	Mauled by bear while searching for lost toddler in woods. Specialties: Animals, Run Gear: Bullhorn, flashlight (x1 damage, +3 Brawl), heavy jacket (+1 Defense) Karma: 5
37-45	Transferred to bomb detail. Dog failed to detect explosives at airport. Specialties: Science, Tame Gear: Dog, wire cutters, 2 grenades (x7 damage, +0 Aim) Karma: 1
46-54	Accidentally uncovered political dirty linen. Dispatched by hit man. Specialties: Bargain, Customs Gear: Letter to president, police policy rulebook, whistle Karma: 9
55-63	Ran out of bullets in fierce gang shoot out. Specialties: Dodge, Medical Gear: Riot shield (+4 Defense), bullhorn Karma: 4
64-72	Cover blown, killed by drug lord. Specialties: Disguise, Mimic Gear: Sunglasses, mini-recorder, tie-dye shirt, kilogram of cocaine, attaché case, \$50,000 Karma: 2
73-81	Refused to take bribes. Killed by dirty cops. Specialties: Customs, Empathy Gear: Police policy rulebook Karma: 9
82-90	Hunted down and killed by psycho you arrested 10 years previously. Specialties: Empathy, Persuade Gear: Knife in ribs (x2 damage, +2 Brawl), prayer book Karma: 6
91-00	Posthumously cited for protecting the President from an assassin's bullet. Specialties: Bully, Quickness Gear: 9mm submachine gun (x3 damage, +1 Aim) Karma: 1

Doctor

The Doctor profession encompasses anyone fascinated with healing. They are experts in anatomy, physiology and may know a smattering of psychology. Although Doctors are humane, they are also quite practical, and may appear brusque, money-grubbing or uncaring to others. They always seem in a hurry, and rarely take the time to simply enjoy life (or the afterlife, as the case may be). Though judgmental, a Doctor's advice is usually sound and imminently practical.

In the afterlife, a Doctor may meet some of her former patients. Such reunions are rarely friendly, with accusations and emotions often escalating to violence.

Agility	4
Alertness	9
Charm	8
Cunning	2
Dexterity	11
Fate	7
Intelligence	13
Knowledge	12
Mechanical	3
Nature	10
Stamina	6
Strength	5

Talent: Placebo

Uses per day: Four

Duration: Immediate

Range: Touch

Effects: By creating an ectoplasmic placebo in the form of a pill, powder or syrup (at no Karma cost) and giving it to a wounded lost soul, the Doctor can heal (Passable vs Medical) x 2 WTL. This is not effective on the Doctor.

Specialties: Quickness, Empathy, Bargain, Interrogate, Medical, Sanity, Science, Languages.

Gear: Prescription pad and pen, medical bag (+1 column on Medical rolls, does not contain scalpel), white lab coat, stethoscope.

Cause of Death

d100	Cause of Death
01-10	Nipped by Farmer Brown's prized hog. Died of rabies. Specialties: Animals, Ride Gear: Handbook of Veterinary Sciences Karma: 16
11-20	Hit wrong spot while practicing for acupuncture class. Specialties: Aim, Folklore Gear: Packet of six acupuncture needles (x2 damage, +0 Brawl) Karma: 10
21-30	Assistant turned x-ray machine up too high. Specialties: Dodge, Electronics Gear: Exposed x ray plates, lead-lined apron (+4 Defense) Karma: 8
31-40	Six year old patient bit down during exam. Died of gangrene. Specialties: Persuade, Repair Gear: Dental mirror, dentist's pick (x2 damage, +0 Brawl), drill (x3 damage, +0 Brawl) Karma: 14
41-50	Mistook bacteria culture for wife's tuna casserole. Specialties: Disguise, Will Gear: bacteria culture, spoon Karma: 16
51-60	After long bout of surgery, fell asleep on a gurney. Mistaken for transplant donor. Specialties: Disguise, Drive Gear: Scalpel (x2 damage, +2 Brawl) Karma: 15
61-70	Forgot to renew malpractice insurance. Died of a heart attack while reading judge's verdict. Specialties: Lie, Customs Gear: Verdict, three piece suit, Rolex watch Karma: 16
71-80	Morgue door locked behind you. Froze to death. Specialties: Listen, Unlock Gear: Jar of formaldehyde, toe tags, body bag Karma: 16
81-90	As famed "Diet Doctor of the Stars," you took your own advice and starved to death. Specialties: Entertain, Persuade Gear: Who's Who handbook, tickets to Vegas show, Book: Be a Winner! Be Thinner! Karma: 16
91-00	Responsible for "Scarface" Mozelli's nickname. Rubbed out. Specialties: Conceal, Mimic Gear: Syringe with silicon solution, scalpel (x2 damage, +2 Brawl) Karma: 14

Eccentric

An Eccentric may be a doddering old woman with a zillion cats or a famous pop singer with a fondness for small boys. Many of them are wealthy individuals who spend their inheritance on crackpot studies or donations to unscrupulous hucksters. A few maintain only the feeblest grip on reality.

In the afterlife, the Eccentric continues to march to the tune of a different drummer. His passionate defense of his wacky hobby or life-style can be disturbing to his mainstream companions. Though some might view the Eccentric as crazy, he considers himself knowing and wise. He is usually cordial enough, and rarely violent.

Agility	7
Alertness	10
Charm	6
Cunning	11
Dexterity	8
Fate	13
Intelligence	2
Knowledge	9
Mechanical	3
Nature	12
Stamina	5
Strength	4

Talent: Shun

Uses per day: Four

Duration: (Passable vs Fate) x 2 turns

Range: Self

Effects: The Eccentric is shunned for the length of the duration. NPCs in the local area will completely ignore the Eccentric. The talent ends should the Eccentric attack or otherwise try to interfere an NPC.

Specialties: Empathy, Persuade, Faith Heal, Occult, Customs, Folklore, Religion, Animals.

Gear: Newspaper clipping on subject dear to the Eccentric, pocket diary and pen.

Cause of Death

d100	Cause of Death
01-10	Crushed by stacks of old magazines and newspapers piled high in your home. Specialties: Search, Climb Gear: Magazines, reading glasses Karma: 20
11-20	Cats turned on you when you ran out of Kitty Chow. Specialties: Tame, Run Gear: Empty box of cat food, catnip toy, ball of string Karma: 20
21-30	Died of heat prostration while building a landing pad for UFOs in the Mojave desert. Specialties: Science, Direction Gear: Shovel (x3 damage, +0 Brawl), Pick (x4 damage, +1 Brawl) Karma: 16
31-40	You always knew the CIA-Mason-Mafia connection would get you one day. Specialties: Listen, Electronics Gear: Conspiracies: Fact or Fiction?, bullet-proof vest (+6 Defense) Karma: 8
41-50	Cavorted naked on the dewy grass late at night in the name of the "Goddess." Died of exposure. Specialties: Jump, Athletics Gear: Incense, robe, talisman, rune stones, no clothes Karma: 20
51-60	Dived too deep hunting for the Loch Ness Monster. Specialties: Search, Swimming Gear: wet suit (+1 Defense), diving mask (+1 Defense), flippers, spear gun (x4 damage, +1 Aim), 12 spears Karma: 13
61-70	Tried to beam yourself aboard the Enterprise in homemade transporter. Specialties: Mimic, Electronics Gear: Star Trek uniform, toy phaser, Star Trek Episode guide Karma: 20
71-80	Killed by rival collector who wanted your prized item. Specialties: Search, Bargain Gear: Most treasured collectible (a non-weapon item, such as a Troll doll or Disney plate), Price Guide for Popular Memorabilia, magnifying glass Karma: 20
81-90	Started Church of the Holy Gun. You would still be alive if it weren't for the pesky ATF Commission. Specialties: Aim, Bully Gear: 9mm pistol (x3 damage, +1 Aim), 9mm submachine gun (x3 damage, -2 Aim), .30 rifle (x4 damage, +2 Aim) Karma: 1
91-00	The RPG you designed is denounced by fringe group. Killed by fanatic. Specialties: Mimic, Artistry Gear: Dice, graph paper, sourcebook for game Karma: 20

Explorer

Even knowing the risks, an Explorer will gladly sacrificed personal safety in order to satisfy an overwhelming wanderlust. He is capable under pressure and is cautious when faced with the unknown. However, his eagerness to be the first sometimes outweighs practicality.

Explorers like to be well-equipped, and often pick up things here and there that may prove helpful in the future. They are friendly and try to communicate with the most sullen and unpredictable inhabitants of the afterlife. Surprisingly, they often make friends with surly demons and ghosts.

Agility	10
Alertness	9
Charm	4
Cunning	3
Dexterity	7
Fate	8
Intelligence	6
Knowledge	11
Mechanical	2
Nature	13
Stamina	12
Strength	5

Talent: Preparedness

Uses per day: Two

Duration: (Passable vs Knowledge) minutes

Range: Touch

Effects: Enables the Explorer to produce an item from his pack when it is needed, even if it isn't listed in his gear. The item must be small enough to fit inside a pack, and it must have a Karma cost of 5 or less. The Explorer can only create generic items, not specific ones. He could create a generic key, but it would not fit a specific lock. A gun produced in this fashion comes loaded. The item vanishes at the end of the duration. If an Explorer does not have a pack, he cannot use this power until he expends 2 Karma to create a new pack.

Specialties: Aim, Swimming, Caves, Climb, Customs, Direction, Languages, Search.

Gear: Flashlight (x1 damage, +2 Brawl), compass, knife (x2 damage, +6 Brawl), first aid kit (gives +1 column on Medical rolls, usable 4 times), matches, pack.

Cause of Death

d100	Cause of Death
1-10	Fell on basement steps on way to replace a fuse. Specialties: Electronics, Repair Gear: Fuse Karma: 15
11-20	Run over by bus while looking for a post office. Specialties: Dodge, Memory Gear: Letter, umbrella (x1 damage, +3 Brawl), glasses, Walkman Karma: 14
21-30	Sudden ice storm stopped expedition cold. Specialties: Danger Sense, Will Gear: Parka (+2 Defense), goggles (+1 Defense), pick (x4 damage, +1 Brawl) Karma: 7
31-40	Left to die by treacherous companions. Specialties: Bargain, Brawling Gear: 20' rope, roll of duct tape Karma: 14
41-50	Nipped by poisonous snake. Specialties: Animals, Medical Gear: Snake bite kit, tourniquet, .45 pistol (x5 damage, -3 Aim), trinkets for natives, native idol Karma: 8
51-60	Flashlight batteries died while spelunking. Couldn't find way out of cave. Specialties: Memory, Science Gear: Hard hat (+2 Defense), 50' rope, pick (x4 damage, +1 Brawl), parakeet Karma: 4
61-70	Ate unidentified mushrooms. Specialties: Medical, Science Gear: Poisonous mushrooms, map, water bottle, hiking boots (+1 Defense), walking stick (x2 damage, +0 Brawl) Karma: 11
71-80	Accidentally called tribal chief a dirty name. Specialties: Persuade, Religion Gear: Dictionary of root words, trinkets, compass, 20x20 mosquito net, .460 Weatherby (x7 damage, -4 Aim) Karma: 1
81-90	Air hose severed 500 fathoms under the sea. Specialties: Repair, Will Gear: Oxygen tank, goggles (+1 Defense), harpoon (x5 damage, -3 Brawl), wet suit (+2 Defense), flippers Karma: 8
91-00	Forgot to secure lifeline when leaving space shuttle. Specialties: Electronics, Science Gear: Space suit (+6 Defense), calculator, wrench (x2 damage, +2 Brawl) Karma: 1

Gangster

This shady character dedicated his life to a crime lord, usually a distant family member. He may wish to avenge his death, but for the most part the Gangster will shrug his ghostly shoulders. Them's the breaks, he says.

The Gangster never flinched from dirty deeds in life, though his dislike for trouble kept him from descending into violent action. He is strongly loyal and loving to his family and friends. Strangely enough, he is usually very religious. This dichotomy of behavior does not trouble him in the least.

Agility	6
Alertness	10
Charm	3
Cunning	13
Dexterity	12
Fate	4
Intelligence	7
Knowledge	5
Mechanical	8
Nature	2
Stamina	11
Strength	9

Talent: Intimidate
Uses per day: Three
Duration: Immediate
Range: Brawling

Effects: A Gangster has the ability to intimidate a person into doing a proposed action. The victim must be able to see and hear the Gangster. The victim will do what the Gangster tells him, provided it is not more dangerous than the Gangster himself. The action must be something that can be completed within a few turns. For instance, a Gangster could make a victim drop his weapon, hand over his wallet, or any other immediate action.

Specialties: Aim, Brawling, Bully, Filch, Lie, Persuade, Stealth, Unlock.

Gear: 9mm pistol (x4 damage, +2 Aim), silk suit, gold watch.

Cause of Death

d100	Cause of Death
1-10	Won big on the ponies. Suffered heart attack due to excitement. Specialties: Fate, Ride Gear: Winning ticket, binoculars Karma: 13
11-20	Caught rifling through mailbox. Shot by pensioner. Specialties: Forgery, Quickness Gear: Garrote, skeleton key, Social Security check Karma: 13
21-30	Severe indigestion after eating mom's linguini. Specialties: Danger Sense, Medical Gear: Book of Home Remedies, bottle of red wine, knife (x2 damage, +2 Brawl), fork Karma: 12
31-40	Gossiped with undercover cop. Boss fitted you with cement overshoes. Specialties: Memory, Swimming Gear: Chains (x2 damage, +4 Brawl) Karma: 13
41-50	Taken for a ride by rival gang. Specialties: Direction, Drive Gear: 20' rope, gag Karma: 14
51-60	Caught in police crossfire. Specialties: Dodge, Run Gear: Rosary, violin case with .12 gauge shotgun (x5 damage, +4 Aim) Karma: 5
61-70	Offered immunity for testifying against Crime Boss. "Committed suicide" by hanging from cell light fixture. Specialties: Bargain, Jump Gear: Blackjack (x1 damage, +5 Brawl), stretched tie Karma: 14
71-80	Betrayed by two-timing gun moll. Stabbed by rival. Specialties: Danger Sense, Empathy Gear: Switchblade (x2 damage, +2 Brawl), love letter, photo of sweetheart Karma: 13
81-90	Censured harshly by Father O'Malley. Die of shame and guilt. Specialties: Faith Heal, Religion Gear: Saint Christopher blessed by Pope, rosary, crucifix Karma: 14
91-00	Found guilty of masterminding Highland Bank robbery and sentenced to 40 years. Smothered while tunneling out of prison. Specialties: Caves, Direction Gear: Collapsible shovel (x3 damage, +0 Brawl), candles, matches, rat Karma: 11

Guinea Pig

The Guinea Pig is sometimes familiar with the Scientist, and in fact the two of them may have died together. The Guinea Pig may or may not know that he was part of a government-sponsored experiment, but in any case he will not be happy with the results. Guinea Pigs come from all walks of life. They may be soldiers, college kids, terminally ill patients, or long-term prisoners.

Agility	7
Alertness	6
Charm	13
Cunning	2
Dexterity	5
Fate	12
Intelligence	3
Knowledge	8
Mechanical	10
Nature	4
Stamina	11
Strength	9

Talent: Friends

Uses per day: Three

Duration: (Passable vs Charm) x 30 minutes

Range: Self

Effects: Due to his trusting nature, the Guinea Pig appears completely harmless to one foe. For the duration of the power the foe will not wish to harm the Guinea Pig because he feels so sorry for him.

Specialties: Bargain, Danger Sense, Empathy, Listen, Memory, Sanity, Science, Will.

Gear: Book: The Power of Positive Thinking, deed to swamp land.

Cause of Death

d100	Cause of Death
1-10	Signed up for Dr. Wagner's extra credit class. Specialties: Medical, Science Gear: Psychology textbook, sack lunch, Rolling Stone Magazine, class ring, calculator Karma: 18
11-20	Talked into tasting weird concoction at new restaurant. Specialties: Medical, Persuade Gear: Menu, bottle of wine Karma: 20
21-30	Pharmacist insisted that medication was the same, only cheaper. Specialties: Interrogate, Medical Gear: Bottle of pills, tissues, thermometer, hot water bottle Karma: 20
31-40	Volunteered for experiment while on death row. Specialties: Conceal, Lie Gear: File, tin cup, handcuffs, lock pick, gun carved from soap, pack of cards, mug shot Karma: 13
41-50	First passenger aboard new safety elevator. Specialties: Electronics, Jump Gear: Motion sickness pills Karma: 19
51-60	While in hospital for hemorrhoids, volunteered to test new miracle drug. Specialties: Faith Heal, Medical Gear: 20 pain killers (each restores 1 WTL), blood pressure cuff, dressing gown, get well card, bed pan (x2 damage, +0 Brawl) Karma: 15
61-70	Carried white flag toward menacing robot. Specialties: Persuade, Stealth Gear: White flag, helmet (+3 Defense), dog tags, .223 assault rifle (x6 damage, -1 Aim), pocket bible Karma: 1
71-80	Took part in government experiment at boot camp. Specialties: Aim, Bully Gear: .30 carbine (x4 damage, +2 Aim), canteen, dog tags, letter from mom, camouflage make-up, helmet (+3 Defense) Karma: 7
81-90	Tested FBI's latest bullet proof vest. Specialties: Dodge, Stealth Gear: Vest (+6 Defense), 9mm pistol (x3 damage, +1 Aim), FBI ID Badge, mirrored sunglasses, blue suit, earphone radio Karma: 1
91-00	Drank a bartender's special. Specialties: Entertain, Persuade Gear: Coaster, ash tray, peanuts, matches, candle, 20 aspirin (restore 1 WTL each) Karma: 16

Hunter

Hunters get the biggest thrill tracking down animals for sport or food. Some Hunters work as trappers, others are weekend sportsmen and a few make lucrative livings as bounty hunters. Hunters are usually male, and wear plaid shirts, short beards and are inordinately fond of leather. They are generally quiet-spoken, though some will loudly regal you with stories of the hunt if you get a few beers into them. All Hunters are trained in the use of weapons, usually favoring one over the rest.

Hunters are big on "sportsmanship." They like to give their victims a chance to die with dignity, or at least the hope of dodging their cross hairs for a short while.

Agility	8
Alertness	9
Charm	2
Cunning	5
Dexterity	12
Fate	7
Intelligence	4
Knowledge	6
Mechanical	3
Nature	10
Stamina	13
Strength	11

Talent: Quickfire

Uses per day: Seven

Duration: (Passable vs Quickness) x 2 turns

Range: Self

Effects: For the duration the Hunter is allowed two attacks per turn with any missile weapon.

Specialties: Quickness, Stealth, Track, Aim, Drive, Animals, Run, Brawling.

Gear: Pamphlet entitled The Greatest Hunting Sites and How To Get There, Swiss Army knife (x2 damage, +0 Brawl), small flask of whisky.

Cause of Death

d100	Cause of Death
01-10	Mistaken for Bambi. Specialties: Dodge, Danger Sense Gear: .30-30 rifle (x5 damage, +1 Aim), orange vest and hat (+1 Defense), hunting license Karma: 8
11-20	Discovered that the cheetah is the fastest land animal. Specialties: Languages, Athletics Gear: .460 rifle (x7 damage, -4 Aim), pith helmet (+2 Defense), leather boots (+1 Defense) Karma: 2
21-30	Canoe trip with buddies turned sour. Never returned. Specialties: Swimming, Bully Gear: Composite bow (x3 damage, +2 Aim), quiver with 20 arrows, canoe paddle (x3 damage, +0 Brawl), banjo Karma: 12
31-40	Broke finger in mousetrap. Passed out from pain and fell down basement stairs. Specialties: Listen, Search Gear: Mousetrap, cheese, bathrobe, pajamas Karma: 18
41-50	Ordered by host to wrestle alligator for episode of Animal Kingdom. Specialties: Entertain, Danger Sense Gear: Khaki shorts and shirt Karma: 18
51-60	Got lost while duck hunting. Died of exposure. Specialties: Mimic, Direction Gear: .12 gauge shotgun (x5 damage, +4 Aim), duck call, decoy Karma: 7
61-70	King, your favorite retriever, got fed up with your "master/dog" relationship. Specialties: Tame, Bully Gear: Stick (x2 damage, +0 Aim), dog whistle, .30-.30 rifle (x5 damage, +1 Aim) Karma: 9
71-80	Guide warned you not to hunt the sacred white rhino. Killed by irate natives. Specialties: Bargain, Languages Gear: .30-06 rifle (x6 damage, -1 Aim), skinning knife (x2 damage, +2 Brawl), 6 arrows Karma: 8
81-90	Couldn't quite manage to "Bring 'em back alive!" Specialties: Entertain, Customs Gear: Net, tranquilizer dart gun with 6 darts (target passes out for (Defense vs Aim) x 2 turns), 30 feet of rope Karma: 10
91-00	Thwarted while hunting "the most dangerous game." Jumped from castle window to escape capture. Specialties: Bargain, Persuade Gear: Suave scarf, silver cigarette case, dagger (x2 damage, +2 Brawl), .45 pistol (x5 damage, +3 Aim), .30-30 rifle (x5 damage, +1 Aim) Karma: 2

Inventor

Wild-haired and wacky, the Inventor has dedicated his life to the creation of one item or chemical compound. He hopes to change the world with his new-found knowledge, finally achieving the recognition he deserves. He is particularly scornful of the academic world which scoffs at his work.

Often discounted as a crackpot, the Inventor is sensitive to comments about his mental health. His work has alienated him from his family, but when he remembers their existence, it is with warmth and love.

The Inventor is fascinated with ectoplasm. He enjoys creating things from it and performs many experiments to discover its powers and properties.

Agility	5
Alertness	3
Charm	4
Cunning	2
Dexterity	9
Fate	6
Intelligence	13
Knowledge	12
Mechanical	11
Nature	7
Stamina	10
Strength	8

Talent: Invent

Uses per day: Two

Duration: Immediate

Range: Touch

Effects: The Inventor can convert an ectoplasmic item of up to (Passable vs Science) x 2 Karma cost into another object of equal or less Karma cost. The possessor of the object does not incur any additional Karma loss (nor does he regain any if the new item has a lesser Karma value).

Specialties: Drive, Electronics, Forgery, Language, Memory, Repair, Science, Trap.

Gear: Tool kit, smock, thick glasses, calculator, notepad and pencil.

Cause of Death

d100	Cause of Death
1-10	Science fair project went awry. Mini-volcano exploded, scaling you to death with imitation lava. Specialties: Dodge, Entertain Gear: 1001 Science Projects, honorable mention ribbon Karma: 16
11-20	Tried to build a better mousetrap. Nibbled to death. Specialties: Animals, Tame Gear: Piece of cheese, mouse trap, mouse Karma: 16
21-30	Discovered way to make inexpensive gasoline substitute. Murdered by oil industry kingpin. Specialties: Bargain, Search Gear: Can of pseudo-gasoline, matches Karma: 16
31-40	Created rocket pack. Head crushed on ceiling when body rocketed skyward. Specialties: Direction, Jump Gear: Rocket pack (can make 3 jumps per day, up to 300 feet per jump. Must roll Passable on Drive to control it Karma: 11
41-50	Robot run amok. Specialties: Bully, Run Gear: Remote control device (affects material TVs on a Passable Electronics roll), pliers, 40' wire Karma: 12
51-60	Lost on way to patent office. Died of despair when rival got there first. Specialties: Direction, Quickness Gear: Atlas, compass, blueprints for invention Karma: 16
61-70	Squeezed to death before a TV audience by "New & Improved" juicer. Specialties: Bargain, Persuade Gear: Fresh fruits and vegetables, canteen Karma: 17
71-80	Teleportation booth still has a few bugs. Specialties: Direction, Ride Gear: Dr. Who episode guide Karma: 17
81-90	Notes stolen by unscrupulous partner. Died in car crash while speeding after thief. Specialties: Ride, Track Gear: Tire iron (x2 damage, +0 Brawl), 6 flares (x3 damage, +0 brawl) Karma: 15
91-00	Zapped by power surge while throwing the final lever. Specialties: Danger Sense, Jump Gear: 20' power cord Karma: 16

Journalist

The Journalist was working on the story of her life when she abruptly shrugged her mortal coil. Perhaps she was digging a little too deeply in a politician's background, or a drug lord decided to terminate her snooping. At any rate, the Journalist would love to file a report with her editor, and become the first Journalist reporting from the Afterworld - what a story!

Journalists are eager to explore the afterlife. This sometimes causes them to be incautious and foolhardy. Journalists often keep a notebook. While not as detailed as an explorer's log, it can be helpful to a newly arrived spirit.

Agility	5
Alertness	12
Charm	11
Cunning	13
Dexterity	10
Fate	4
Intelligence	8
Knowledge	9
Mechanical	6
Nature	3
Stamina	7
Strength	2

Talent: Scrutinize
Uses per day: Two
Duration: 5 minutes
Range: Touch

Effects: By closely examining an object a Journalist can deduce (Passable vs Alertness) newsworthy things about the object. It usually relates to who most recently used it and for what purpose.

Specialties: Customs, Forgery, Interrogate, Lie, Listen, Persuade, Stealth, Unlock.

Gear: Breath mints, caffeine pills, flask of whiskey, notebook and pen, press badge, address book.

Cause of Death

d100	Cause of Death
1-9	Fell off doorstep while delivering newspaper. Specialties: Aim, Memory Gear: Newspapers, bag for papers, receipt book, cap, customer list, bicycle Karma: 10
10-18	Accused of yellow journalism. Had stroke while denying it. Specialties: Conceal, Search Gear: Tabloid, horn rimmed glasses, incriminating photos of starlet Karma: 20
19-27	Electric shock from body mike while interviewing mobster. Specialties: Conceal, Electronics Gear: Body mike, tape recorder, horn-rimmed glasses Karma: 18
28-36	Caught in rock star's slamming door. Specialties: Dodge, Quickness Gear: Camera, intimate picture of rock star Karma: 17
37-45	Allergic reaction to new makeup while reporting evening news. Specialties: Disguise, Entertain Gear: Microphone, make up, pocket comb, cue cards, hair spray Karma: 19
46-54	Murdered by politician while investigating corruption story. Specialties: Aim, Search Gear: Tape recorder, files on politician, 9mm pistol (x3 damage, +1 Aim) Karma: 14
55-63	Researching drug trade. Murdered by thugs. Specialties: Run, Science Gear: Video camera, drug sample, video tape Karma: 15
64-72	Covering civil war in Latin America. Caught in cross fire. Specialties: Aim, Languages Gear: Camera, .45 pistol (x5 damage, -3 Aim), fatigues (+1 Defense), bug repellent Karma: 12
73-81	Disguised as homeless person for heart-warming Christmas story. Die of exposure. Specialties: Disguise, Empathy Gear: Shopping cart, dirty blanket, 3 garbage bags, filthy overcoat (+2 Defense), lice Karma: 16
82-90	Smashed computer when it erased important story for the third time. Glass from monitor severed an artery. Specialties: Electronics, Repair Gear: Notepad, clippings, broken computer Karma: 19
91-00	Long, weary research caused fatigue. Fell asleep in bathtub and drowned. Specialties: Swimming, Will Gear: Towel, bar of soap, shampoo, rubber ducky, scrub brush, no clothing! Karma: 20

Musician

In life, this character was a slightly unstable person who used the performance of music as a catharsis for life's woes. Whether a rock musician or a cellist in an orchestra, he will tend to be manic-depressive: one moment in full party-mode, the next contemplating the cesspool of humanity from the bottom.

As with the Performer, the Musician loves an audience. He is accustomed to crowds and entourages, and has no problem socializing — except when depressed. During those times he tends to brood upon his lot, but the musician can quickly snap out of this funk at anytime, often becoming enthusiastic about the very thing that made him blue. My existence as a lost soul is such a burden, I just want to be reincarnated as a slug or spineless jelly fish and get it over with. Hey, wait a minute.

I'm dead.
Cool.

Agility	10
Alertness	7
Charm	13
Cunning	9
Dexterity	3
Fate	12
Intelligence	5
Knowledge	6
Mechanical	11
Nature	2
Stamina	8
Strength	4

Talent: Soothe

Uses per day: Four

Duration: (Passable vs Charm) x 2 turns

Range: Thrown

Effects: While using this power, the Musician must concentrate on his music. He may not attack or speak, but he can move at a walk. This power only effects those who hear it. By playing, singing, humming or whistling a peaceful tune, the Musician prevents all combat in the local area.

Specialties: Empathy, Listen, Entertain, Persuade, Disguise, Mimic, Artistry, Repair.

Gear: Sunglasses, studded leather jacket or padded coat (+2 Defense).

Cause of Death

d100	Cause of Death
01-10	A jealous diva throws pipe bomb at rival singing Madame Butterfly. It lands in your French horn. Specialties: Dodge, Danger Sense Gear: Exploded French horn (x4 damage, -4 Brawl), tuxedo, short length of pipe (x3 damage, +0 Brawl, can be thrown), sheet music Karma: 9
11-20	Tour bus overturns en route to Kansas City. Specialties: Drive, Direction Gear: Road map of Kansas City, cigarettes, cheese sandwich, tire iron (x3 damage, +0 Brawl) Karma: 11
21-30	Ravaged by lovesick groupies. Specialties: Dodge, Lie Gear: Damp towel, cigarettes, bottle of mineral water (contains 10 "swigs," restoring 1 WTL each), condom (+1 Defense) Karma: 9
31-40	Private violin lessons out at the old Whitely estate turn bloody, as Mrs. Whitely is a vampire. Specialties: Occult, Run Gear: Violin (x3 damage, +0 Brawl, usable once), sheet music Karma: 12
41-50	Electrocuted during sound check. Specialties: Jump, Electronics Gear: Earplugs, cigarettes, electric guitar (x3 damage, -3 Brawl. Three times per day its power chords do (Attacker's Entertain vs Defender's Quickness) x3 damage to all incorporeal beings in the local area) Karma: 7
51-60	Did stage dive into center of the mosh pit — no one caught you. Specialties: Jump, Athletics Gear: Knit cap, Doc Martens (x2 damage, +0 Brawl) Karma: 12
61-70	Little Timmy played "Chopsticks" during piano recital. Died of embarrassment. Specialties: Bargain, Bully Gear: Copy of recital program, metronome Karma: 13
71-80	Fell asleep in Parisian bathtub. Specialties: Medical, Swimming Gear: Bottle of tranquilizers (10 left, drain 1 WTL each), cigarettes, empty wine bottle (x2 damage, +0 Brawl), bathrobe Karma: 11
81-90	Accidentally swallowed Kazoo. Specialties: Dodge, Bargain Gear: Regurgitated Kazoo Karma: 19
91-00	Spontaneously explode while playing drums. Specialties: Athletics, Will Gear: Drumsticks (x2 damage, +0 Brawl), cigarettes, muscle shirt Karma: 11

Performer

This person made her living by performing daredevil feats. She may have been an aerialist in the circus, a race car driver or a sky diver. She is very agile, confident and a bit of an egotist. Performers tend to be brazen and daring, but they are not fools.

Some Performers enjoy leadership qualities, but most of them prefer to let someone else make the decisions. All Performers strive to join a party - the desire for an audience is too strong for them to remain alone for long.

Agility	13
Alertness	5
Charm	10
Cunning	4
Dexterity	12
Fate	7
Intelligence	6
Knowledge	3
Mechanical	8
Nature	2
Stamina	9
Strength	11

Talent: Speed

Uses per day: Five

Duration: (Passable vs Agility) x 2 turns

Range: Self

Effects: The Performer can do twice as much per turn as he would be able to do otherwise.

Specialties: Aim, Climb, Disguise, Entertain, Jump, Quickness, Ride, Run.

Gear: 5 Bandages (heal 1 WTL each), insurance policy, fan letter.

Cause of Death

d100	Cause of Death
1-10	Slipped on high wire. Specialties: Quickness, Track Gear: balancing pole (x1 damage, +2 Brawl), slippers, 20 x 20 net, sash, 100' wire, leotard Karma: 15
11-20	Car tire blew out in the second race. Specialties: Drive, Repair Gear: Jump suit, helmet (+3 Defense), gearshift (x1 damage, +4 Brawl), goggles (+1 Defense) Karma: 10
21-30	The old "sawing the lady in half" trick didn't quite work this time. Specialties: Conceal, Stealth Gear: Saw (x2 damage, +2 Brawl), top hat, colorful scarves, wand, skimpy outfit Karma: 17
31-40	Lions became surly after the 300th performance. Specialties: Animals, Bully Gear: Whip (x2 damage, +3 Brawl), stool, boots (+1 Defense), .38 pistol loaded with blanks, lion treats, pith helmet (+2 Defense) Karma: 7
41-50	Someone slipped you toxic greasepaint. Died under the big top during matinee performance of children's benefit. Specialties: Dodge, Mimic Gear: Garish costume, gun that pops out "Bang," bicycle horn, floppy shoes (+1 Defense) Karma: 16
51-60	Attempted triple somersault with half-twist without a net. Specialties: Artistry, Will Gear: Leotard, slippers, 50' rope, spotlight, broken lucky charm Karma: 16
61-70	Gored by a bull at the rodeo. Specialties: Animals, Dodge Gear: Cowboy hat, chaps (+2 Defense), 20' rope, bowie knife (x2 damage, +2 Brawl), boots (+1 Defense), .38 revolver (x4 damage, +0 Aim) Karma: 6
71-80	Parachute unfolded too late. Specialties: Danger Sense, Will Gear: Jump suit, helmet (+3 Defense), parachute, goggles (+1 Defense) Karma: 11
81-90	Stunt person for disaster movie. Asbestos suit tore on a nail. Specialties: Artistry, Mimic Gear: Asbestos suit (+5 Defense), fire extinguisher, movie star mask, wig Karma: 8
91-00	Skateboard went out of control. Hit by VW. Specialties: Direction, Drive Gear: Skateboard, kneepads (+1 Defense), neon sneakers, wind breaker (+1 Defense), gum Karma: 13

Pilot

High in the blue skies is where the Pilot finds himself most at ease. Regardless of whether he flew for a commercial airline, the military, or as a stunt pilot for an air show, his passion for flying was always his greatest joy.

The Pilot is usually a charming individual with an outgoing, humorous, sometimes bold personality that some might mistake for an oversized ego. He is confident of his own abilities and will take enormous risks on “a gut feeling.”

Agility	6
Alertness	12
Charm	11
Cunning	3
Dexterity	8
Fate	4
Intelligence	7
Knowledge	10
Mechanical	13
Nature	2
Stamina	9
Strength	5

Talent: Flight

Uses per day: Four

Duration: (Passable vs Mechanical) minutes

Range: Self

Effects: The Pilot can fly (without a plane). Use the Pilot's Agility for determining speed and maneuverability. The Pilot must make a Strength roll to carry heavy objects while flying.

Specialties: Quickness, Customs, Languages, Religion, Drive, Repair, Direction, Will.

Gear: Padded leather flight jacket (+3 to Defense), white scarf, flight itinerary.

Cause of Death

d100	Cause of Death
01-10	Ran out of fuel attempting record-breaking flight across the Pacific. Specialties: Medical, Swimming Gear: Coffee thermos (empty), tuna fish sandwich, toothpicks Karma: 16
11-20	Crashed test-flying experimental plane for air force. Specialties: Danger Sense, Science Gear: Wrench set (x2 damage, +0 Brawl), flight manual Karma: 12
21-30	Attempted shortcut through the Bermuda Triangle. Specialties: Occult, Folklore Gear: Hawaiian shirt, Morse code book, broken walkie-talkie, damaged compass Karma: 14
31-40	Was not shot down in enemy territory while flying espionage mission for CIA. Nor did they ever send you on one. Nor have they ever heard of you. Specialties: Stealth, Brawling Gear: Combat knife (x2 damage, +2 Brawl), 9mm pistol (x3 damage, +1 Aim) Karma: 8
41-50	Crashed into flight-control tower while attempting quadruple twisting barrel-roll while blindfolded. Specialties: Entertain, Athletics Gear: Bandana, flight cap (+1 Defense), goggles (+1 Defense) Karma: 10
51-60	Chatting up flight-attendant when terrorist bomb exploded in cargo hull. Specialties: Persuade, Danger Sense Gear: Headphones, paper coffee cup, clipboard, matchbook with flight-attendant's telephone number Karma: 14
61-70	First-time passenger attempted to crack window for fresh air at 30,000 feet. Sucked from plane like pasta through a straw. Specialties: Jump, Unlock Gear: Captain's cap, flight schedule Karma: 14
71-80	Space shuttle overshoots salt flats. End up as part of metal sculpture in canyon wall. Specialties: Artistry, Science Gear: NASA coveralls, helmet (+2 Defense), broken joystick Karma: 10
81-90	While examining jet turbines, co-pilot performs test check. Not much left to cremate. Specialties: Electronics, Caves Gear: Flashlight, oscillator, test kit Karma: 12
91-00	Despite warnings, flew hot air balloon into wind-storm over Topeka. Not in Kansas anymore. Specialties: Science, Climb Gear: Flight cap (+1 Defense) Karma: 13

Private Eye

A cynical observer of human nature, the Private Eye isn't surprised to find himself in the Afterlife. It figures, he thinks. Between the corrupt police, drug lord and shady politicians, it was bound to happen.

The Private Eye met his death on the job. He has made a career out of bringing sleazy characters to justice. Though dedicated to the law, he does not always work within its confines; often the Private Eye will commit a minor crime in order to catch a big crook. For this reason, Private Eyes and Cops may not get along.

Private Eyes are sardonic, witty and observant. They have many acquaintances, but rarely form close attachments. They are naturally suspicious, but strangely naive, particularly when it comes to members of the opposite sex.

Agility	7
Alertness	13
Charm	8
Cunning	12
Dexterity	9
Fate	3
Intelligence	5
Knowledge	6
Mechanical	4
Nature	2
Stamina	11
Strength	10

Talent: Fast Talk

Uses per day: Four

Duration: (victim's Intelligence vs user's Charm) x 5 minutes

Range: Brawling

Effects: The Private Eye can confuse people with his rapid banter. This may allow him to walk past an armed security guard or convince a pretty girl that he's a Hollywood talent scout. The subject remains confused for the duration. Afterwards, the victim will realize the deception.

Specialties: Aim, Direction, Disguise, Interrogate, Listen, Mimic, Search, Track.

Gear: .38 revolver (x5 damage, +0 Aim), fedora, trench coat (+1 Defense), PI badge, flask of scotch, pack of Lucky Strikes, matches, notepad and pen.

Cause of Death

d100	Cause of Death
1-10	Got lost while tracking missing person. Starved. Specialties: Stealth, Will Gear: Photo of missing person Karma: 12
11-20	Flash of camera tipped off married woman and lover. Pummeled to death. Specialties: Artistry, Conceal Gear: Camera Karma: 9
21-30	Intense feedback over listening device caused brain to hemorrhage. Specialties: Electronics, Languages Gear: Headphones that magnify sound Karma: 9
31-40	Ran out of bullets during shoot out with kidnappers. Specialties: Dodge, Quickness Gear: No bullets Karma: 12
41-50	Governor's wife promised you it would be an easy case. Machine-gunned down by angry Mafioso. Specialties: Customs, Danger Sense Gear: Client's diamond necklace, compromising photos of governor's wife Karma: 12
51-60	Betrayed by treacherous member of opposite sex. Specialties: Lie, Persuade Gear: Love letters, dozen roses, box of candy Karma: 12
61-70	Discovered town dentist is Nazi "Death Doctor." Tortured to death. Specialties: Medical, Sanity Gear: Hypodermic, straight-jacket (+3 Defense when worn, but prohibits use of arms) Karma: 8
71-80	Poked in eye while peering through keyhole. Died of resulting infection. Specialties: Conceal, Medical Gear: Eye patch, magnifying glass Karma: 11
81-90	Arch enemy puts poisonous snake in bed. Mistook it for bathrobe belt. Specialties: Animals, Tame Gear: Poisonous snake, pillow Karma: 8
91-00	Car heater failed while you were staking out criminal hideout in winter. Fell asleep and froze. Specialties: Will, Conceal Gear: Thermos of frozen coffee, ear muffs, gloves (+1 Defense), sweater Karma: 11

Scientist

The Scientist can be of the mad or sane variety. In any case, his last experiment backfired horribly, and the only thing he can remember is being immersed into a sensory deprivation chamber or a needle piercing his flesh. Scientists are masters of rational thought. They tend to pooh-pooh anything they can't explain, making them rash and vulnerable in a world of demons and unexplainable phenomena. A Scientist's greatest motivation is to find a rational explanation for the insanity around him.

Agility	5
Alertness	9
Charm	2
Cunning	7
Dexterity	11
Fate	3
Intelligence	13
Knowledge	10
Mechanical	8
Nature	12
Stamina	6
Strength	4

Talent: Disbelieve

Uses per day: Four

Duration: Immediate

Range: Thrown

Effects: Simply by disbelieving in the existence of a supernatural being, a Scientist can cause (Passable vs Intelligence) x 4 WTL damage to the target.

Specialties: Caves, Electronics, Medical, Memory, Repair, Science, Search, Traps.

Gear: Lab coat, lab notes, thick glasses, squeaky shoes, calculator, pocket protector, assorted pens and mechanical pencils.

Cause of Death

d100	Cause of Death
1-9	No mice available, injected self with new drug. Specialties: Animals, Danger Sense Gear: Test tube, stop watch, syringe, vial of poison Karma: 17
10-18	Pulled the wrong lever, resulting in total destruction of lab. Specialties: Memory, Will Gear: Bunsen burner, 3 vials of acid (x4 damage, +0 Aim), dark goggles (+1 Defense) Karma: 13
19-27	Disgruntled assistant threw microscope at you to get your attention. Specialties: Dodge, Quickness Gear: Microscope, stethoscope, tweezers, white mouse Karma: 14
28-36	Unidentified virus escaped airtight container. Specialties: Danger Sense, Quickness Gear: Not-so-airtight container with deadly virus, syringe, petri dish Karma: 15
37-45	Murdered by rival who coveted secret formula. Specialties: Conceal, Forgery Gear: Secret formula, 4 vials of acid (x4 damage, +0 Aim), magnifying glass Karma: 13
46-54	Murdered by government agents who never found notes. Specialties: Conceal, Lie Gear: Bunsen burner, test tube, cage of 12 white rats, secret notes Karma: 6
55-63	Spouse forgot to unlock sensory deprivation chamber. Specialties: Swimming, Unlock Gear: Swim suit, goggles (+1 Defense), wires, ear plugs Karma: 6
64-72	Accidentally swallowed deadly poison instead of lemonade. Specialties: Sanity, Will Gear: Glass of poison, glass of lemonade Karma: 16
73-81	Toxic fumes render everyone in your neighborhood unconscious. choke on your own vomit. Specialties: Quickness, Unlock Gear: Chemistry book, 3 stun grenades (x4 damage, +0 Aim) Karma: 13
82-90	Latest theory denounced by colleagues. Die of embarrassment. Specialties: Bargain, Persuade Gear: Essay, physics book, typewriter Karma: 17
91-00	Pet ape escaped and went on rampage. Specialties: Animals, Tame Gear: Bullwhip (x3 damage, +2 Brawl), banana, 5' chain (x2 damage, +4 Brawl), net Karma: 12

Spy

This fellow has important information that is vital to the survival of his country! Unfortunately, the bad guys zapped him before he could turn his information over to the good guys. He desperately wishes to communicate with the real world, not only to pass on the secret information he has gathered, but to offer his services. As a lost soul, he realizes that his special powers are invaluable.

Urbane and charming, the Spy keeps his true motives to himself, though he often attaches himself to a group for safety reasons. He is an excellent observer and is well-equipped to protect himself.

Agility	11
Alertness	13
Charm	9
Cunning	10
Dexterity	7
Fate	2
Intelligence	3
Knowledge	4
Mechanical	12
Nature	5
Stamina	6
Strength	8

Talent: Question

Uses per day: Four

Duration: (target's Intelligence vs user's Interrogation) x 2 turns

Range: Brawling

Effects: This power can only be used in a non-combat situation. Each turn, the Spy can ask the target one yes/no question which the target must answer to the best of his ability with full honesty. If the target does not know the answer, he must say so but it still takes a turn.

Specialties: Aim, Brawling, Conceal, Disguise, Listen, Persuade, Stealth, Unlock.

Gear: Code book, 9mm pistol (x4 damage, +2 Aim), 1 poison capsule, false ID, dinner jacket or gown.

Cause of Death

d100	Cause of Death
1-9	Accidentally swallowed cyanide capsule instead of aspirin. Specialties: Medical, Memory Gear: 20 aspirin (heal 1 WTL each), roll of microfilm, martini glass Karma: 10
10-18	Feet entangled in black belt during martial arts practice. Specialties: Dodge, Jump Gear: Robe, black belt, nunchaku (x2 damage, +4 Brawl), sandals Karma: 12
19-27	Betrayed by lover who secretly worked for the other side. Specialties: Bargain, Danger Sense Gear: Lock pick, glass cutter, squeakless shoes Karma: 7
28-36	Slipped while rappelling down from penthouse hideout. Specialties: Climb, Jump Gear: 40' rope, camouflage makeup, piton gun (x2 damage, +0 Aim), black sweater, cap and gloves (+1 Defense) Karma: 8
37-45	Started car rigged with bomb. Specialties: Drive, Electronics Gear: Mini-camera, sword cane (x3 damage, +1 Brawl), lock pick (+4 Unlock), steering wheel Karma: 4
46-54	Murdered by fellow agent for knowing too much. Specialties: Bargain, Lie Gear: Binoculars, mini-tape recorder, secret files Karma: 10
55-63	Tied to table and lasered to death by sadistic master criminal. Specialties: Electronics, Science Gear: Leather straps, boot knife (x2 damage, +2 Brawl), watch, radiation badge Karma: 11
64-72	Speedboat flipped over during high speed chase. Specialties: Drive, Swim Gear: Life preserver, sunglasses Karma: 11
73-81	Briefcase handcuffed to wrist detonates due to microwave in convenience store. Specialties: Bargain, Filch Gear: Briefcase, handcuffs, hot dog Karma: 12
82-90	Partner offers no support during raid. Killed by gunfire. Specialties: Danger Sense, Dodge Gear: Walkie-talkie, bullhorn, 9mm submachine gun (x3 damage, -2 Aim) Karma: 3
91-00	Dressed in cement overshoes by mobster and thrown into the sea. Specialties: Bargain, Swimming Gear: Knife (x2 damage, +2 Brawl), 20' rope, 50 pounds of cement Karma: 11

Thief

A Thief made his living by stealing from others, using subterfuge and daring. In the afterlife, a Thief's obsession for material goods will get him no where, though his desire for riches will continue to be a driving force.

Thieves try to maintain a low profile, but remain very alert to their surroundings. They always know the fastest way out of a bad situation and are willing to negotiate, barter or bend the rules. Thieves hate imprisonment above all conditions, and will do anything to avoid it.

Agility	11
Alertness	10
Charm	9
Cunning	13
Dexterity	12
Fate	2
Intelligence	6
Knowledge	7
Mechanical	8
Nature	3
Stamina	5
Strength	4

Talent: Pick Pocket

Uses per day: Three

Duration: (victim's Alertness vs user's Dexterity) minutes

Range: Touch

Effects: A Thief can use this power to remove a material item from the pocket of a living person. The Thief must be able to touch the victim, but not necessarily the item. The filched object becomes incorporeal for the duration of the power.

Specialties: Quickness, Stealth, Search, Lie, Filch, Unlock, Traps, Climb.

Gear: Gloves (+1 Defense), lock picks, ski-mask, black clothing.

Cause of Death

d100	Cause of Death
01-10	Armed shopkeeper caught you slipping pork chops into your pants. Specialties: Conceal, Run Gear: Pork chops, shopping cart, overcoat (+2 Defense) Karma: 10
11-20	Kidnapped millionaire from hospital bed. Contracted incurable disease. Specialties: Interrogate, Medical Gear: Bottle of 10 aspirin (heal 1 WTL each), bottle of chloroform, 20' rope, blindfold Karma: 10
21-30	Got stuck crawling into basement window. Mauled by Doberman guard dog. Specialties: Animals, Tame Gear: Dog biscuits, spiked dog collar, large sack Karma: 14
31-40	Tried to hijack truck full of cigarettes. Driver refused to stop. Specialties: Drive, Bully Gear: Flashlight (x2 damage, +0 Brawl), hood ornament, .12 gauge shotgun (x5 damage, +4 Aim) Karma: 1
41-50	Scarf stuck in printing press while counterfeiting twenty dollar bills. Specialties: Forgery, Artistry Gear: Sack of twenties, scarf, bottle of ink, printing plate (x2 damage, +0 Brawl) Karma: 13
51-60	Mailed incriminating photos to Senator with demand for payment. Murdered by federal agents. Specialties: Artistry, Customs Gear: Polaroid camera, magazine with letters cut from it Karma: 12
61-70	Running a "sting" operation looked so easy on 60 Minutes. Specialties: Bargain, Persuade Gear: Deed to swamp land, plastic gun, suitcase full of cut newspaper Karma: 18
71-80	Electrocuted while ripping stereo from dashboard. Specialties: Drive, Electronics Gear: Tire iron (x3 damage, +0 Brawl), car stereo Karma: 12
81-90	Helpless old lady was packing a .357 magnum. Specialties: Brawling, Bully Gear: Baseball bat (x3 damage, +3 Brawl) Karma: 12
91-00	Coke machine fell on you while you were digging for quarters. Specialties: Dodge, Repair Gear: Coat hanger (x2 damage, -2 Brawl), leather sack, two cans of Coke Karma: 15

Tourist

An insatiable geography/history buff, Tourists live to travel. Their greatest love is discovering new and interesting people and places, buying souvenirs and taking pictures. From the Alaskan tundra to the streets of urban Cairo, the Tourist is never without a trusty map and travel bag.

Despite their innate genius at picking up languages and customs, Tourists usually get involved in some sort of local trouble before their time is up in any given spot. A lifetime of American Express commercials has programmed them with an eternal vigilance where their property is concerned. Though sometimes pushy and obnoxious, Tourists love relating to people and can easily turn out to be useful allies just by their sheer knowledge of the world.

Agility	12
Alertness	11
Charm	9
Cunning	8
Dexterity	2
Fate	7
Intelligence	6
Knowledge	13
Mechanical	5
Nature	10
Stamina	4
Strength	3

Talent: Whereabouts

Uses per day: Three

Duration: (Passable vs Knowledge) hours

Range: Touch

Effects: The Tourist can cause his map to show the floor plans of a specific building or a map of a named area. He could ask for a map of Paris, circa 1820, or he could summon the floor plans of the building he currently occupies. If a Tourist loses his map, he may not use this power until he expends 1 Karma to create a new map.

Specialties: Bargain, Conceal, Memory, Customs, Folklore, Languages, Drive, Direction.

Gear: Map, Bermuda shorts, Hawaiian shirt, sunglasses, hat, travel bag (containing a towel, \$100 in Travelers Checks, and tour brochures).

Cause of Death

d100	Cause of Death
01-10	Drank the water. Specialties: Danger Sense, Medical Gear: Bottle of Anti-acid medicine (10 doses, restores 1 WTL each), empty glass Karma: 15
11-20	Fell into castle dungeon. Specialties: Occult, Caves Gear: Instant camera, castle tour brochure, long coat (+2 Defense) Karma: 11
21-30	Spouse backed over you in rental car. Specialties: Dodge, Danger Sense Gear: Polaroid camera, suitcase full of spouse's clothing Karma: 15
31-40	Posed for photo in iron maiden when door shut. Specialties: Unlock, Occult Gear: Souvenir beer mug Karma: 17
41-50	Dropped camera from top of Eiffel Tower — dove for it. Specialties: Jump, Repair Gear: Damaged Polaroid camera (must roll Good on Repair when attempting to use it), windbreaker (+1 Defense) Karma: 13
51-60	Provided main course for tribe of pygmies. Specialties: Entertain, Run Gear: 10' rope, box of matches Karma: 15
61-70	Alaskan tour-guide warned you not to use moose call during the mating season. Ravaged by lovesick moose. Specialties: Mimic, Animals Gear: Moose call, camouflage parka (+2 Defense), binoculars, hunting knife (x2 damage, +2 Brawl) Karma: 9
71-80	Hit on head by falling coconut. Specialties: Dodge, Medical Gear: Coconut (x2 damage, +0 Aim), bottle of sunscreen (15 doses, each dose protects one lost soul from sunlight for 1 hour), rum drink Karma: 11
81-90	Took nap while buried in sand. Tide came in. Specialties: Danger Sense, Swimming Gear: Swimsuit, pillow, paperback book, plastic pail and shovel (x2 damage, +0 Brawl) Karma: 15
91-95	Ate the fish special on the airplane. Should have had the chicken. Specialties: Quickness, Sanity Gear: Air sickness bag, ceramic knife (x2 damage, +2 Brawl), in-flight magazine, pillow Karma: 15
96-00	Mauled by shark while scuba-diving. Specialties: Animals, Swimming Gear: Wetsuit (+1 Defense), mask (+1 Defense), snorkel, fins, diving knife (x2 damage, +2 Brawl), oyster with pearl Karma: 14

Transient

The Transient may be a hobo by choice or a homeless person new to the streets. He can be found in the alleys and byways of nearly every city and town. Many of them are looking for a handout or a chance to become an active member of society again, though a few enjoy the freedom that living day to day brings them.

Agility	8
Alertness	10
Charm	5
Cunning	12
Dexterity	6
Fate	2
Intelligence	4
Knowledge	7
Mechanical	3
Nature	11
Stamina	13
Strength	9

Talent: Beg

Uses per day: Four

Duration: (target's Intelligence vs transient's Persuade) x 2 turns

Range: Brawling

Effects: By pleading, the Transient can convince a single target to give him a specific item. The object must be on the target's person. The target cannot try to reclaim the object for the duration of the power.

Specialties: Dodge, Bargain, Persuade, Conceal, Disguise, Lie, Filch, Will.

Gear: Tattered coat (+2 Defense), fingerless gloves, wool scarf, 29¢

Cause of Death

d100	Cause of Death
01-10	Ate turkey special at soup kitchen. Died of indigestion. Specialties: Medical, Brawling Gear: Turkey bones Karma: 16
11-20	Fell asleep at 4 a.m. while riding your motorcycle to Reno. Specialties: Drive, Brawling Gear: Leather biker jacket (+2 Defense), Harley motorcycle Karma: 1
21-30	Crawled into circus tent to sleep in the hay. Crushed by Jumbo the elephant. Specialties: Animals, Tame Gear: Bag of peanuts Karma: 16
31-40	Acted as official in fake wedding ceremony. Killed by unscrupulous "groom" to keep you from tipping off his unsuspecting "bride." Specialties: Mimic, Religion Gear: Robes, holy book, \$20 Karma: 16
41-50	Thought riding the rails was cool until boxcar uncoupled outside Denver. Eaten by bears. Specialties: Jump, Run Gear: Box of matches, blanket tied with 10 feet of rope Karma: 16
51-60	Passing millionaire left \$1,000 in your begging bowl. Died of excitement. Specialties: Brawling, Bully Gear: Bowl, \$1,007.52, spoon Karma: 16
61-70	Hired after standing by road with sign reading, "Will work for Food." Died of exhaustion. Specialties: Athletics, Repair Gear: Shovel (x3 damage, +0 Brawl), Pick (x4 damage, +1 Brawl) Karma: 12
71-80	Urinated on third rail. Electrocuted. Specialties: Danger Sense, Electronics Gear: Subway token Karma: 16
81-90	Went to sleep in cardboard box to stay warm. Mailed to Siberia. Specialties: Languages, Direction Gear: Cardboard box, shipping manifest Karma: 16
91-00	Moved into shanty town under a bridge. Bridge collapsed. Specialties: Empathy, Caves Gear: Stew pot, can of dog food, blanket Karma: 16

Chapter 4

Lost Soul Types

Apparition

Apparitions look much as they did in life, only remarkably vaporous. They are quite taciturn around strangers, preferring to glide about in silence, wispy tendrils swirling in their wake. Most are homebodies who can be found floating around family mansions or crypts. Their feet trail away into mist and they seem to float rather than walk.

Consistency: Vaporous

Visage: Alive

Specialties: Search, Stealth

Powers: Manifest, Appear, Pass, Allure

Agility	+6
Alertness	+5
Charm	+6
Cunning	+3
Dexterity	+4
Fate	+3
Intelligence	+5
Knowledge	+4
Mechanical	+1
Nature	+2
Stamina	+2
Strength	+1

Banshee

More than any other spirit, banshees bemoan their restless roaming. They think back upon their life with longing, and wail loudly when they learn of a dying loved one, for they pity anyone who is doomed to join them in the afterlife. The most vocal of all lost souls, banshees are likely to make their wants and needs known to anyone who will listen. They have pale, nearly translucent skin, matted hair, torn clothing, and eyes red-rimmed from crying. Long fingernails and jagged teeth give them a bedraggled countenance.

Banshees have the power to create horrible sounds and to foretell doom.

Consistency: Translucent

Visage: Haggard

Specialties: Folklore, Quickness

Powers: Shriek, Foretell, Cackle, Howl

Agility	+4
Alertness	+2
Charm	+1
Cunning	+4
Dexterity	+6
Fate	+1
Intelligence	+2
Knowledge	+3
Mechanical	+3
Nature	+5
Stamina	+6
Strength	+5

Doppelganger

The soft, pale ectoplasm of a doppelganger is as smooth as the melted wax used by morticians to soften the appearance of the dearly departed in their caskets. Their waxy pallor gives them a peculiar, fixed expression.

Through mimicry, doppelgangers seek to regain a semblance of life. They are always eager to try new ideas and see the positive side of any situation.

If life, doppelgangers were always very adaptable. They enjoyed meeting new people and traveling. They seemed able to change their personality to blend in with any situation or group. Salespeople often become doppelgangers in the afterlife.

They specialize in the ability to change and transform themselves and the things around them.

Consistency: Translucent

Visage: Alive

Specialties: Disguise, Mimic

Powers: Imitate, Mutate Object, Duplicate Object, Transform

Agility	+6
Alertness	+2
Charm	+4
Cunning	+6
Dexterity	+1
Fate	+4
Intelligence	+1
Knowledge	+3
Mechanical	+5
Nature	+3
Stamina	+5
Strength	+2

Ghast

This frightening lost soul usually has the face of a moldering corpse. Rotting flesh hangs from its body, and it is surrounded by the smell of corruption. Often, they hide their macabre visage in the shadows of a sweeping cowl or slouched hat. When they speak, their voices are like echoes in a tomb. Ghosts dwell upon the aging process - the terminal cycle of decay that turns all things to bone and dust. Their pre-occupation with death is often viewed as morbidity by others, but ghosts are not malicious.

Consistency: Translucent

Visage: Decayed

Specialties: Bully, Lie

Powers: Revulsion, Molder, Corruption, Age

Agility	+3
Alertness	+2
Charm	+1
Cunning	+2
Dexterity	+3
Fate	+1
Intelligence	+6
Knowledge	+4
Mechanical	+4
Nature	+5
Stamina	+5
Strength	+6

Ghost

The most common inhabitant of the afterlife, ghosts appear much as they did in life. Their translucent consistency gives them a firm outline, but their colors are washed out and objects show through them.

Ghosts have powers that allow them to interact with the physical world.

Consistency: Translucent

Visage: Alive

Specialties: Conceal, Sanity

Powers: Write, Open Portal, Lock, Silence

Agility	+4
Alertness	+3
Charm	+6
Cunning	+1
Dexterity	+2
Fate	+5
Intelligence	+5
Knowledge	+6
Mechanical	+1
Nature	+2
Stamina	+3
Strength	+4

Grim

Brooding and aloof, Grims relish the angst of being lost souls. They appear as they did in the prime of life, with a solid-looking consistency that makes other lost souls easily mistake them for living beings. They like to wear black, not because it's the traditional color of the dead, but simply because they think they look cool in it. Despite their anti-social demeanor, they enjoy the company of others and feel especially vulnerable when alone. Grims envision themselves as young rebels, posing around coffee shop tables, smoking clove cigarettes and talking with their friends about the pointlessness of life.

Consistency: Solid-looking

Visage: Alive

Specialties: Stealth, Sanity

Powers: Eerie Music, Cloud Minds, Ghost Cycle, The Creeps

Agility	+1
Alertness	+6
Charm	+4
Cunning	+1
Dexterity	+4
Fate	+5
Intelligence	+2
Knowledge	+3
Mechanical	+5
Nature	+6
Stamina	+3
Strength	+2

Guide

Guides are good-hearted lost souls who wish to help and comfort the living. They work with mediums on a regular basis, and spend a lot of time passing messages between the living and the dead. Unable to break their link with life, guides still seek to communicate with the living.

In life, these do-gooders volunteered a great deal of their time to helping others. Some of them were a little on the kooky side and were drawn to fringe groups interested in UFOs, pagan practices, channeling or fortune telling. They might have lived in communes or trailer courts, sometimes eking a living off astrological charts or reading teal leaves.

Consistency: Vaporous

Visage: Alive

Specialties: Faith Heal, Occult

Powers: Ghostly knowledge, Write, Far Sight, Read Minds

Agility	+2
Alertness	+4
Charm	+2
Cunning	+1
Dexterity	+3
Fate	+6
Intelligence	+5
Knowledge	+6
Mechanical	+4
Nature	+5
Stamina	+3
Strength	+1

Harbinger

Harbingers are eternal pessimists, and often see only the dark side of things. Although gruff or abrupt in manner, their dire predictions can serve as important warnings to those who heed them. Harbingers favor black. Within their shadowy hoods, their faces are pale and devoid of emotion. They appear as they did at the time of their death, with pallid skin and dark shadows beneath their eyes. The wounds of their deaths are clearly visible on their eerie, diaphanous bodies.

Harbingers have the power to foresee the future.

Consistency: Translucent

Visage: Cadaverous

Specialties: Danger Sense, Interrogate

Powers: Precognition, Premonition, True Sight, Astral Walk

Agility	+1
Alertness	+6
Charm	+2
Cunning	+4
Dexterity	+5
Fate	+3
Intelligence	+1
Knowledge	+5
Mechanical	+2
Nature	+3
Stamina	+6
Strength	+4

Haunt

Haunts appear as they did on the post-mortem slab, with the wounds of their death clearly visible on their pallid skin. Shadows puddle under their eyes. They are vaporous, with restless wisps curling around them. Sentimentalists, they favor the places they loved when alive. They can't stand anyone in their space, and will try to drive away anyone who trespasses on their home.

Haunts have powers that allow them to frighten the living.

Consistency: Vaporous

Visage: Cadaverous

Specialties: Memory, Track

Powers: Haunt, Astral Double, Glimpse of Death, Message

Agility	+2
Alertness	+6
Charm	+4
Cunning	+4
Dexterity	+1
Fate	+6
Intelligence	+3
Knowledge	+5
Mechanical	+2
Nature	+1
Stamina	+5
Strength	+3

Manes

Pronounced mah-nez, this is the lost soul of a person who has led a generally virtuous life. People who had a strong interest in history may become a manes in the afterlife. Antiquarians at heart, they delight in old buildings and the conventions of the past. Traditions are especially important to manes, and they will go to all sorts of trouble to avoid breaking a cherished custom. On important holidays, manes can usually be found at their family homesteads, basking in the warmth and comfort of familiar rituals and old heirlooms.

Manes are revered by their surviving family members, and their memory may be honored for generations.

Consistency: Translucent

Visage: Alive

Specialties: Customs, Folklore

Powers: Object Reading, Headstone, Night Watchman, Conquering Worm

Agility	+4
Alertness	+6
Charm	+5
Cunning	+1
Dexterity	+2
Fate	+3
Intelligence	+2
Knowledge	+6
Mechanical	+1
Nature	+5
Stamina	+3
Strength	+4

Phantasm

Masters of illusion, phantasms control powerful visions that can affect both the living and the dead. They tend to be vain and manipulative.

In life, phantasms were unduly engrossed by image over substance, style of practicality. They might have been marketing specialists, television stars, or anyone who insisted on wearing only designer clothes.

Consistency: Luminous

Visage: Cadaverous

Specialties: Disguise, Entertain

Powers: Bedazzle, Image, Façade, Beguile

Agility	+5
Alertness	+4
Charm	+6
Cunning	+3
Dexterity	+3
Fate	+6
Intelligence	+4
Knowledge	+1
Mechanical	+2
Nature	+1
Stamina	+5
Strength	+2

Phantom

This brooding spirit is usually quite intelligent, but his brilliance is marred by cynicism. Phantoms appear as they did in life and are often very good looking, a deception augmented by a solid appearance. Charming and well spoken, they are the most urbane of lost souls. They pride themselves on their manners and sense of honor. In life, phantoms went to all the best parties. They had many acquaintances, but few friends. Phantoms did not get close to many people for fear of getting hurt. Their worldly bravado hides a certain amount of self-doubt.

Phantoms have powers that allow them to seduce the living.

Consistency: Solid-looking

Visage: Alive

Specialties: Languages, Persuade

Powers: Seduction, Materialize Object, Dematerialize, Speak to the Living

Agility	+5
Alertness	+1
Charm	+6
Cunning	+2
Dexterity	+3
Fate	+2
Intelligence	+6
Knowledge	+1
Mechanical	+3
Nature	+4
Stamina	+4
Strength	+5

Poltergeist

A mischievous spirit, the poltergeist enjoys chaos. They seem to glow with an internal light and have a young, healthy appearance. Poltergeists are very exuberant, and their excess energy is best directed towards meaningful goals. Unfortunately, they often become bored and entertain themselves by playing tricks or destroying items.

No matter how old a poltergeist was at death, it always appears to be a child or teenager, whatever age it was happiest and most carefree. It's only natural a poltergeist would focus its supernatural play around a child its own age. If a poltergeist becomes too attached to a "playmate" it may try to cause the child's death so that the child can join it in the afterlife.

Their powers allow them to manipulate physical objects.

Consistency: Luminous

Visage: Alive

Specialties: Aim, Unlock

Powers: Whirling Chaos, Mechanical Failure, Move Object, Telekinesis

Agility	+3
Alertness	+5
Charm	+2
Cunning	+6
Dexterity	+4
Fate	+1
Intelligence	+4
Knowledge	+3
Mechanical	+6
Nature	+5
Stamina	+1
Strength	+2

Remnant

Pathetic remnants of the living, this lost soul type has gaunt features and a hollow-eyed stare. They feebly glimmer as they shuffle through the afterlife. Wan faces and bony limbs give them a weak, mournful cast which instills a sense of pity in those who see them.

Failures in their lives, upon dying, their frustrations and stymied desires caused a piece of them to be left behind.

Most remnants are still haunted by their greatest failure, whether it be in business or romance. They often return to the site of defeat, reenacting their worst experience in a vain effort to make it turn out right. A remnant is always willing to join a group if he believes it will help him to be more successful in the afterlife than he was in life. Feelings of incompleteness and inadequacy make them dreary companions.

Consistency: Luminous

Visage: Haggard

Specialties: Empathy, Memory

Powers: Operate Contrivance, Cause Despair, Inhabit Object, Presence

Agility	+2
Alertness	+2
Charm	+5
Cunning	+3
Dexterity	+3
Fate	+6
Intelligence	+6
Knowledge	+1
Mechanical	+4
Nature	+1
Stamina	+5
Strength	+4

Revenant

Revenants are so tied to the world of the living that they might even realize they are dead. Of all the lost souls, they look the most solid and can easily fool those they appear before into thinking they are alive.

Revenants strive to maintain the illusion that they are alive, and are very proud of their vitality. They tend towards snobbishness, but can be very charming when they want to be.

In life, revenants were proud of their physical appearance. They were interested in physical fitness and nutrition.

Consistency: Solid

Visage: Alive

Specialties: Direction, Will

Powers: Return, Compel, Sleepwalk, Steal Memory

Agility	+5
Alertness	+4
Charm	+3
Cunning	+2
Dexterity	+1
Fate	+6
Intelligence	+2
Knowledge	+3
Mechanical	+1
Nature	+4
Stamina	+6
Strength	+5

Rusalka

(Females only). The most notable feature of these young women is their long green hair and sweet-faced beauty. Rusalki are the souls of women who dreamed of a better life. Often trapped in a routine of drudgery, or overlooked because of her plain appearance, the Rusalka found solace in her work, church or friends. She may have nursed children or volunteered to read to the blind, never expecting—or getting—any thanks. She hopes to obtain the status of a Higher Being so that she can continue to do good for others.

Rusalki were often victims of physical abuse and poverty. Their low self esteem did not allow them to see the injustice of this, and they accepted their fates stoically. However, they will not tolerate wanton cruelty toward others. Now that their deaths have given them power, they use it to protect the weak, especially women and children.

Rusalki are strangely attracted to water.

Consistency: Luminous

Visage: Alive

Specialties: Faith Heal, Swimming

Powers: Cohesion, Charon's Ferry, Lend, Water Whirlpool

Agility	+4
Alertness	+5
Charm	+6
Cunning	+1
Dexterity	+4
Fate	+5
Intelligence	+3
Knowledge	+2
Mechanical	+2
Nature	+6
Stamina	+1
Strength	+3

Shade

Often betrayed during life, shades mourn their crushed beliefs and are subject to moaning fits. Their sadness is so great that it often affects those around them (manifested through their supernatural powers). They were seduced and deserted, and then died as a consequence, either in childbirth, despair or through suicide. They blame themselves for being deluded, and vow never to let it happen again. Nevertheless, shades are romantic by nature, and cannot help repeating their mistakes.

Shades are often the lost souls of suicides, lovers and poets. They are intuitive and sympathetic with all creatures, even those that are potentially dangerous. Shades have a gray, nearly transparent pallor, and a gloomy expression to match. Rope burns scar their necks, or else their wrists gape with the bloodless smiles of razor slashes—eternal reminders of their deaths.

In life, shades were empathic and sensitive, easily hurt by the brutalities of life.

Consistency: Translucent

Visage: Cadaverous

Specialties: Empathy, Memory

Powers: Moan, Faint, Aura of Pain, Possession

Agility	+4
Alertness	+1
Charm	+5
Cunning	+6
Dexterity	+2
Fate	+3
Intelligence	+5
Knowledge	+6
Mechanical	+1
Nature	+4
Stamina	+2
Strength	+3

Shadow

Smoky and dark, shadows have a forbidding demeanor and dour personality. They tend to be taciturn, and their silence is often perceived as ominous. They travel from shadow to shadow, often eavesdropping in this fashion. Although they say little, they enjoy knowing as much as they can overhear. Whether it's earth-shaking news or idle gossip, they take it all in.

Consistency: Vaporous

Visage: Haggard

Specialties: Listen, Stealth

Powers: Steal Shadow, Blinding, Darkness, Black Hound

Agility	+1
Alertness	+1
Charm	+3
Cunning	+5
Dexterity	+3
Fate	+2
Intelligence	+2
Knowledge	+5
Mechanical	+4
Nature	+6
Stamina	+4
Strength	+6

Specter

Specters revel in decay and disease, and do not hesitate to spread the corruption of death. Angry at being dead, they take great pleasure in frightening the living. They resent their early demise and feel that the karmic system of rebirth is unfair. They are often found in old ruins, cemeteries and other unwholesome places.

A specter looks much like a bloated corpse that's been left in the sun too long.

Consistency: Solid-looking

Visage: Cadaverous

Specialties: Brawling, Bully

Powers: Charnel Breath, Stench, Putrefy, Fester

Agility	+3
Alertness	+3
Charm	+4
Cunning	+5
Dexterity	+6
Fate	+2
Intelligence	+4
Knowledge	+1
Mechanical	+6
Nature	+1
Stamina	+2
Strength	+5

Spirit

These stately lost souls are very gracious and pleasant, though they do not like to be disturbed for frivolous or thoughtless reasons. They are the aristocrats of the afterlife, and often take it upon themselves to mentor other lost souls. They ponder upon the spiritual aspects of death and try to prevent the living from discovering the existence of the afterlife.

Spirits have an ethereal beauty. They have idealized their appearance and boast a radiant shimmer becoming of their stature. One can almost imagine the tinkle of harp music following them. Their powers enable them to bring peace and harmony to others.

Consistency: Luminous

Visage: Alive

Specialties: Customs, Religion

Powers: Forget, Truth Tell, Aura of Good Cheer, Healing Hands

Agility	+2
Alertness	+5
Charm	+5
Cunning	+1
Dexterity	+1
Fate	+6
Intelligence	+4
Knowledge	+6
Mechanical	+3
Nature	+3
Stamina	+4
Strength	+2

Spook

Restless and energetic, spooks move very quickly. Their energy gives them a luminous glow that makes their cadaverous appearance all the more disturbing. Gauzy ectoplasm covers them like a transparent shroud of cobwebs. They are friendly, jolly spirits who enjoy a good scare, so long as they're the ones doing the scaring.

Spooks have powers that enable them to frighten the living without causing too much harm.

Consistency: Luminous

Visage: Cadaverous

Specialties: Dodge, Run

Powers: Boo, Frightful Visage, Make Noise, Fly

Agility	+5
Alertness	+6
Charm	+3
Cunning	+6
Dexterity	+2
Fate	+4
Intelligence	+1
Knowledge	+2
Mechanical	+5
Nature	+4
Stamina	+1
Strength	+3

Vapour

Vapours are appropriately vaporous. They are wispy, as though made from gray smoke, and other lost souls can see through them. Their limbs, though fully functional, seem to trail off into mist. The swirling of their ectoplasmic bodies helps to hide their cadaverous appearance and the unhealed wounds of their death.

Vapours strive to follow the ever-changing tide of their emotions, and can be quite unpredictable. A vapour can be mirthful one minute, and depressed the next. For this reason, vapours make interesting companions, but cannot always be counted on.

Vapours are moody, ranging from maudlin to violent. They make instant bonds with people, but any hint of betrayal will send them off in a rage or a crying jag. Their powers allow them to affect the emotions of others.

Consistency: Vaporous

Visage: Cadaverous

Specialties: Bargain, Persuade

Powers: Mood Swing, Reverse Intentions, Fog, Enslavement

Agility	+6
Alertness	+4
Charm	+4
Cunning	+2
Dexterity	+5
Fate	+5
Intelligence	+3
Knowledge	+2
Mechanical	+3
Nature	+6
Stamina	+1
Strength	+1

Wight

Born fighters, wights refuse to succumb to death. Their fascination with weapons manifests itself in the collection of armaments they enjoy carrying. Wights are very protective of their companions and will risk their own existence to save another. They resist any attacker with amazing ferocity. Wights prefer to dwell underground because barrow mounds and caves make ideal places for them to stash their arsenals. They appear solid to other lost souls, but have a haggard, scruffy appearance from spending too much time underground. They have the infamous thousand yard stare of veterans.

In life, wights depended on their bodies for a living, but tended to neglect their intellectual capacity. Their interests were simple: football, beer and guns. In the afterlife, their powers are limited. They are more comfortable using ectoplasmic weapons.

Consistency: Solid-looking

Visage: Haggard

Specialties: Brawling, Caves

Powers: Rise from Dead, Change Temperature, Slow, Freezing Touch

Agility	+5
Alertness	+4
Charm	+1
Cunning	+3
Dexterity	+5
Fate	+4
Intelligence	+1
Knowledge	+2
Mechanical	+2
Nature	+3
Stamina	+6
Strength	+6

Wraith

Scintillating with inner light, wraiths have the pallid features of fresh corpses. Their death wounds bleed an eerie light. A wraith's eyes appear filled with swirling blackness streaked with flashes of cosmic luminosity. Staring into a wraith's eyes is much like gazing into the depths of the Milky Way.

Wraiths frequently seem distracted, as though attuned to distant vibrations with their own alien purpose. Through their supernatural powers, they can manipulate space, time and reality itself.

Consistency: Luminous

Visage: Cadaverous

Specialties: Electronics, Science

Powers: Distort Reality, Time Stop, Wind Form, Teleport

Agility	+6
Alertness	+4
Charm	+2
Cunning	+5
Dexterity	+1
Fate	+6
Intelligence	+3
Knowledge	+4
Mechanical	+5
Nature	+2
Stamina	+3
Strength	+1

Chapter 5

How to Play

Game Basics

In *Lost Souls*, each player controls a character - a single spirit in the afterlife - and reacts to people and events according to the personality of his part. One person serves as the narrator. He is the interpreter of the rules, and in all disagreements, his decision is final. Although the narrator does not have a character like the players do, he controls the people and creatures the players meet.

Using an outline prepared beforehand, the narrator directs the course of the game according to the actions of the players. The players tell the narrator what their characters are trying to do, and the narrator tells them what happens, based on the abilities of their characters, the luck of their die rolls, and the rules of the game. The narrator uses vivid imagery, and sometimes simple maps or sketches to explain what the characters see and experience.

The narrator is responsible for creating a challenging adventure for his friends. His job is not to kill the player characters - after all, they're already dead! Instead, he should focus on running the game fairly and keeping the game enjoyable for all.

Game Tone

Lost Souls was designed with an emphasis on player participation. Since the rules are structured around the players, the narrator spends less time rolling dice and more time thinking about what is going to happen next. The narrator may be amazed to find that after an exciting game, he hasn't rolled a single die!

The narrator will need this freedom because he'll be doing a lot of thinking on his feet. Since the players are free to try most anything, they won't always go in the direction the narrator has planned. He must learn to change his plot to accommodate the actions of the players, not the other way around. Fortunately, *Lost Souls* invites the player's creativity and the narrator's spontaneity.

A *Lost Souls* adventure should be fast, free wheeling, and wild. A quick pace keeps the players engrossed and slightly off balance, the perfect combination for the recently dead. Their absurd circumstances and the situations they find themselves in lend themselves nicely to comedy, but there is also horror to be found in the foes they must confront and the very nature of their existence.

Being a lost soul takes a lot of adjustment. The players need plenty of time to examine their new supernatural powers and limitations. The narrator should emphasize what they can do, not what they can't. He should encourage creative thinking - that's what *Lost Souls* is all about.

Goals

All players have the same goal: to accrue enough Karma to become Higher Beings. Players will have individual goals as well. All have unfinished business they're eager to complete. For instance, if a spy discovered a plan to assassinate the world leaders, he may want to warn his living colleagues of the dastardly plot. Individual goals make the game more enjoyable for everyone, and they are an excellent source of Ghostly Vows and Karma.

Ranges

Because the action of *Lost Souls* occurs in the imagination of the participants, and not on a playing board, it is unnecessary to measure distance in exact feet. The distance between characters, or the size of a room, is set by the narrator using one of four range classifications: brawling, thrown, missile, and “too far away.” The narrator is always the final arbitrator in deciding ranges.

Brawling range means a character is close enough to something to strike it with a brawling weapon. Characters within five feet of each other are within brawling range.

Characters are within **thrown range** if they are outside brawling range but are close enough to hurl something at one another without obstruction. In a football field, this would be about fifty feet, on a crowded street it could be as little as twenty feet.

A character who is outside thrown range may be at **missile range**. Effective missile range depends upon the weapon (crossbows fire further than bows, and rifles shoot farther than handguns). In any case, missile range extends to no more than 500 feet, or less in obstructed areas.

Characters who are **too far away** may be within sight, but they are too far away to interact. They may be on the horizon, or atop a skyscraper.

The **local area** is the immediate region. It could be a room, a forest clearing, or a stretch of open field. It is always easy to interact with a character in the local area. The local area normally extends no further than thrown range.

Time

All role playing games take into account the difference between “real” time and “game” time. Real time is the division of days, hours, and minutes in which we all live. Actions that take place within the framework of an adventure occur in game time, which is arbitrarily set by the narrator. The narrator tells the players what time of day it is, how long it takes to accomplish a task, when a special power wears off, and so on. It may take only a few minutes of real time to play out what happens in a day of game time. These rules always express time in game time.

Turns

A turn is one complete cycle around the gaming table. It represents just enough time for each character present to perform a single action.

During a fight, a turn might represent a few seconds—long enough for a character to swing a sword or fire a bow. The duration of many powers are measured in short, combat style turns. But during an interrogation, time might pass in hours. It’s up to the narrator to pace the game so that time doesn’t go by too fast (preventing the players from doing all they would like) or too slowly (resulting in tedious detail).

Some actions might require more than one turn to complete. Picking a lock might take several combat-style turns, as determined by the character’s Unlock roll.

Play Sequence

During a turn, the narrator should allow every player the opportunity to act in some fashion. Starting with the character with the highest Quickness and working his way down, the narrator goes around the table, resolving each player’s action as he comes to her. To make things easier, the players may want to sit around the table in order of their characters’ Quickness. The player with the highest Quickness sits on the narrator’s left, and so on around the table, with the player with the lowest Quickness situated on the narrator’s right. This will enable the narrator to simply go clockwise around the table.

If a character specifically needs to act before another, they both make Quickness rolls. The player who rolls highest acts first. The details on making an ability roll are explained in the section on Using Attributes & Skills, which follows.

Once all the players have had a chance to act, the narrator explains what the NPCs are doing, if any are present. Then he begins the next turn by describing how the situation has changed or stayed the same.

Special Cases

As long as characters perform actions that require about the same length of time, each player receives one action per turn. If the characters are doing things that require widely different times, a turn is based upon the action that requires the shortest time to complete. It is possible for one character to make multiple actions while his companion attempts a more time consuming action.

Occasionally, a character may be separated from the party or unconscious. A player whose character is not present or is incapacitated cannot participate (in effect, he misses his turn).

Actions

There are three types of actions a character can attempt: those that result in automatic success, those that result in automatic failure, and those that require an ability roll to resolve. The narrator must decide whether an action requires an ability roll.

Automatic success

- The character is performing a routine action under normal conditions (walking, tying a shoelace, etc.).
- Failure would have no substantial effect on the game.
- A die roll would cause more of a break in the game than it is worth.
- The character's success benefits the flow of the adventure.
- The character has succeeded at the task so well once before that she never again has to roll to do it. **Example:** A character who rolls Awesome to read an archaic text would never again have to roll to read that particular book. She has already proven her mastery of it.

Automatic Failure

- The action is impossible (such as an unaided human jumping over a 100 foot wide chasm).
- The character has attempted the action before and failed.

Using Attributes & Skills

It's not always easy to tell if an action is an automatic success or failure. Some actions could go either way. To determine the outcome of such an action, a skill or attribute roll must be made on the ART.

ART stands for Action Results Table. This is the table that you will use whenever you play *Lost Souls*. It's so important that we've printed it in the lower left corner of every character sheet.

Frequently, the narrator will ask the players to roll against one of their abilities. The ability will relate to the task at hand; for example, if you are trying to arm wrestle an opponent, the narrator would ask you to make a "Strength Roll."

When making an ability roll, find the value of your ability on the left hand side of the ART (the side that ranges from 1 to 25). Roll percentile dice and read across the chart to find the die range in which the roll falls. The column you roll indicates the degree of success or failure your character has achieved. A roll can range from Catastrophic (a low roll) to Awesome (a high roll).

Example: A player who has a character with a Strength of 12 rolls 37. Finding 12 on the left hand column of the ART, the player reads across that row until he finds the range labeled "30-42." Since his roll of 37 falls within this range, he looks at the top of the column to discover he has made a "Poor" Strength roll.

Action Results Table

Roll	Catastrophic	Pathetic	Feeble	Inferior	Poor	Passable	Good	Great	Superior	Awesome
1	1-30	31-56	57-73	74-86	87-95	96-97	98	99	00	-
2	1-20	21-48	49-66	67-80	81-90	91-93	94-96	97-98	99	00
3	1-15	16-39	40-59	60-74	75-85	86-90	91-94	95-97	98-99	00
4	1-12	13-29	30-52	53-68	69-80	81-87	88-93	94-97	98-99	00
5	1-10	11-24	25-45	46-62	63-75	76-84	85-91	92-96	97-99	00
6	1-9	10-22	23-36	37-56	57-70	71-80	81-88	89-94	95-98	99-00
7	1-8	9-19	20-32	33-50	51-65	66-76	77-85	86-92	93-97	98-00
8	1-7	8-17	18-29	30-43	44-60	61-72	73-82	83-90	91-96	97-00
9	1-6	7-15	16-26	27-39	40-55	56-68	69-79	80-88	89-95	96-00
10	1-6	7-14	15-24	25-36	37-50	51-64	65-76	77-86	87-94	95-00
11	1-5	6-12	13-21	22-32	33-46	47-61	62-75	76-86	87-94	95-00
12	1-5	6-11	12-19	20-29	30-42	43-58	59-73	74-84	85-93	94-00
13	1-4	5-10	11-17	18-26	27-38	39-55	56-71	72-83	84-93	94-00
14	1-4	5-9	10-16	17-24	25-35	36-51	52-69	70-82	83-93	94-00
15	1-3	4-8	9-15	16-22	23-32	33-47	48-66	67-80	81-92	93-00
16	1-3	4-7	8-13	14-20	21-29	30-43	44-63	64-78	79-91	92-00
17	1-3	4-7	8-12	13-18	19-26	27-39	40-55	56-76	77-90	91-00
18	1-2	3-5	6-10	11-16	17-23	24-35	36-50	51-72	73-89	90-00
19	1-2	3-4	5-8	9-13	14-20	21-31	32-45	46-68	69-87	88-00
20	1	2-3	4-6	7-11	12-17	18-27	28-40	41-61	62-85	86-00
21	1	2	3-5	6-9	10-14	15-23	24-35	36-56	57-82	83-00
22	1	2	3-4	5-7	8-11	12-19	20-30	31-50	51-78	79-00
23	-	1	2-3	4-5	6-8	9-16	17-26	27-45	46-71	72-00
24	-	-	1	2-3	4-5	6-12	13-22	23-40	41-66	67-00
25	-	-	-	1	2	3-9	10-18	19-36	37-61	62-00

Assigning the Ability

The narrator must decide which ability a player rolls against. Quite a few tasks and the abilities related to them are listed in Chapter 6: Abilities.

When a player tries to do something that is not specifically addressed in these rules, the narrator asks him to roll against the ability that seems most appropriate. The narrator should strive to be consistent and fair in his choice. He shouldn't ask one player to make a Dexterity roll and another to make an Agility roll when both are trying to accomplish the same thing.

A player never decides which ability he will use. He may offer suggestions, but the final decision is left up to the narrator.

Describing the Results

The ten possible results listed on the ART are guidelines. These rules provide interpretations for many common actions, but players are certain to try things not listed here. This is to be expected in a game where the players can try anything.

Part of the craft of being a narrator is in adapting the quality of a character's roll to actions not specifically covered in the rules. Simply saying an action is "great" or "feeble" is not enough. The narrator must describe what happens in terms of physical events.

Example: *Rupert wants to ride a nightmare. Since Rupert has a low Ride skill (8), the narrator requires him to make an ability roll. He rolls a 14, indicating a Pathetic result. The narrator does not tell him: "Since you rolled Pathetic, you can't ride the nightmare." Instead she says: "You make a mighty leap, but you're just a little too short to mount the horse. You manage to grab a few hairs from the mane before tumbling to the ground."*

Not all narrators will make the same judgment call in the same situation. Faced with the above example, a different narrator might have declared that Rupert's foot was stuck in the stirrup or that the nightmare shied away from him at the last instant. There is no "right" answer. However, the narrator should strive to be consistent and fair. If a player makes a Poor roll, the narrator would be unjustified in having complete disaster befall him. As a rule, disaster only happens on a Catastrophic roll, while an Awesome roll brings about unexpected benefits.

By interpreting the degree of success and failure, the narrator controls the tone of the game. He may make the game as comical or serious as he likes. His individual creativity is at work here, so he should let his imagination flavor the game according to his own views of what is appropriate and fun.

In many situations, a player will suggest an interpretation for the narrator. If it's acceptable, the narrator should let it stand! This takes the burden off the narrator and gives the players a strong sense of participation. Their contribution can only enrich the story, making it more enjoyable for everyone.

Example

Here's an example of how the ART might be interpreted for a common undertaking. Rupert is trying to get information from a graveyard ghost. The narrator asks him to roll his Interrogate skill. Depending on what Rupert rolls, the following results might occur:

Awesome: Proving to be a storehouse of information, the ghost answers all of Rupert's questions, plus gives him helpful, detailed information that surprises even Rupert.

Superior: The ghost answers all of Rupert's questions, plus gives him additional unsolicited advice of moderate value.

Great: The ghost answers all of Rupert's questions to the best of his ability.

Good: The ghost answers most of Rupert's questions, but forgets an important detail.

Passable: The ghost answers most of Rupert's questions, but without many specifics. The ghost obviously doesn't care much for talking to Rupert.

Poor: The ghost answers a few of Rupert's questions, but cuts off the conversation early before answering the most important questions.

Inferior: The ghost replies with only a few words, and is virtually no assistance. Some of his answers might be misinformed or misleading.

Feeble: The ghost refuses to speak to Rupert.

Pathetic: The ghost lies to Rupert, giving him false information that could cause Rupert harm in the future.

Catastrophic: For some reason, the ghost hates Rupert's intrusion. He might even attack him!

The One Roll Rule

A player is allowed one roll to accomplish most actions. If he fails the first time, the task is beyond his abilities. If he tries to repeat the action, he will automatically fail. He must wait until the next adventure before receiving another chance to succeed.

For instance, picking a lock requires a successful Unlock roll. If the roll is failed, the character cannot open that lock no matter how hard he tries. However, he could still attempt to pick *other* locks.

Likewise, if a character succeeds at a task by a wide margin, she should never again have to roll to do it. So if Antoinette rolls Awesome to pick a lock, she would never again need to roll to pick that particular lock. She has already proven her mastery of it.

Many situations allow a character to accomplish the same task using different abilities. If a character can't pick a lock, he could try using his Strength to break it. Players should be encouraged to attempt a variety of tactics.

By the same token, a player should only have to make one roll to avoid an unpleasantry. A player who has made his roll to resist an NPC's supernatural power should not have to roll again to withstand that same power should the NPC attempt it again.

The only exceptions to the One Roll Rule are combat actions and supernatural powers. A character may attempt to strike a foe repeatedly, and each attack is considered a separate action. Likewise, a power may be attempted repeatedly until it succeeds, it runs out of uses, or the player gives up.

The Roll Required

The roll required (RR) is the absolute lowest roll needed to succeed at a specific task. Most actions have an RR of Passable. Difficult tasks have greater RRs (such as Good or Superior), while easier tasks have lower RRs. Any roll equal to or greater than the roll required results in success. Any roll below the roll required will fail.

In these rules, many actions have already been assigned RRs, but in some cases the narrator will have to set the RR herself. When setting an RR, the narrator considers how difficult the task is compared to a Passable task. For instance, if juggling two balls requires a Passable Dexterity roll, juggling six balls might require a Superior roll. The narrator should consider any unique circumstances. Juggling three balls in a strong wind might require a Good roll, while a professional juggler might need only an Inferior roll.

The narrator doesn't have to tell the players the roll required for a task, but it will help to keep her honest. At the very least, she should warn the players when they are undertaking something she consider especially difficult. In such cases, she should also allow the players a chance to change their minds before attempting the action.

Example: *Fleeing from a demon, Antoinette races to the rooftop of an old tenement. She reaches the edge of the roof. It's 25 feet to the next roof, over a fifty foot precipice. Antoinette backs up for a running start with the intention of jumping.*

Before she leaps, the narrator warns her that Antoinette will need a Superior roll on her Jump to get across the chasm. Antoinette reconsiders her jump at the last moment and skids to a stop. Wisely, she chooses to find a narrower place to make her jump.

Example: *Judy wishes to tame a ghostly hound. The narrator decides she needs to make a Good roll on her Tame skill in order to gain the hound's trust. Judy's Tame skill is 11. She finds 11 on the left hand side of the ART and rolls percentile dice, getting a 78. By cross-referencing 78 on the ART, she finds out that her result is Great. Judy successfully tames the ghostly hound.*

Example: *During an adventure, Antoinette attempts to scale a tower. The narrator decides she needs a Passable Climb roll to make it to the top. Antoinette's Climb skill is 9, and she rolls 26 on her percentile dice. Looking up her roll on the ART, she finds she has failed with a Feeble result.*

Example: *Rupert challenges Larry, an NPC, to an arm wrestling competition. To win, Rupert must roll his Strength versus Larry's. Since Larry has a Passable Strength, Rupert must roll over Passable to win. Rupert has a Strength of 12. By rolling 61, he achieves a Good roll, and barely defeats Larry.*

Example: *Julie the revenant is trapped in a crypt. Using her Return power to assume material*

form, she attempts to kick open the rust encrusted door. The narrator decides that she will need only a Poor roll to open the door since it is so badly decayed.

Assigning The RR

To help the narrator, here are some guidelines for setting the roll required:

Catastrophic: The action is so routine that it is automatically successful. There is no reason for the player to make an ability roll. **Example:** *Walking up a flight of stairs.*

Pathetic: The action is almost automatic, but the narrator feels there is small chance of failure. **Example:** *Walking up stairs with one shoelace untied.*

Feeble: The action requires only nominal ability to accomplish. **Example:** *Walking up stairs while carrying two bags of groceries, without either of them breaking.*

Inferior: The action is very easy. **Example:** *Walking up stairs with a sprained ankle.*

Poor: The action is easy. **Example:** *Walking up a flight of rickety stairs.*

Passable: The action is moderate. This is the default for all actions, and most rolls will be at Passable. **Example:** *Walking up a flight of icy stairs.*

Good: The action is fairly difficult. **Example:** *Walking up a flight of icy stairs without a banister.*

Great: The action is difficult. **Example:** *Walking up a narrow flight of icy stairs.*

Superior: The action is very difficult. **Example:** *Walking up stairs with a broken leg.*

Awesome: The action is almost impossible. **Example:** *Walking up a flight of burning stairs, covered in oil, with your legs tied together and no banister available.*

Inhuman: The action is impossible. There is no reason for the character to make an ability roll. He has no chance of success. **Example:** *An unconscious person walking up a flight of stairs.*

Interpreting the Result

How well a player rolls determines the degree of success or failure. The following guidelines are designed to help the narrator decide what happens. The list includes both the number of

columns over the RR, as well as the column result assuming the RR is Passable (the most commonly used RR).

4 columns over the RR (Awesome): The action is 200% accomplished. The character succeeds with outrageous excess. Not only did he accomplish everything he wanted, he looked good doing it and gained an unexpected benefit in the process! Frequently, the character has acted so quickly that he should be allowed a second action in the same turn.

3 columns over the RR (Superior): The action is 150% accomplished. The character succeeds without difficulty, making the action look easy. He also gains a small, unexpected advantage.

2 columns over the RR (Great): The action is 100% accomplished. The character succeeds completely. Nothing fancy, just solid success.

1 column over the RR (Good): The action is 90% accomplished. The character cannot do all he wanted. There is some small part left undone. This is more of a nuisance than anything else.

0 columns over the RR (Passable): The action is 75% accomplished. With considerable difficulty, the character finishes most of what he attempted, but there is much left undone. Usually, a Passable success results in a complication that will require another ability roll to overcome.

1 column under the RR (Poor): The action is 40% accomplished. The character fails more than he succeeds. Most of what he tried to do is not finished.

2 columns under the RR (Inferior): The action is 25% accomplished. The character only did a small fraction of what he wanted.

3 columns under the RR (Feeble): 100% failure. The character failed completely, and looked foolish in the process.

4 columns under the RR (Pathetic): 150% failure. Not only did the character fail, he caused some additional, embarrassing complication which must be resolved.

5 columns under the RR (Catastrophic): 200% failure. A spectacular blunder. The character's screw up causes significant problems, possibly even physical harm. A second roll must be made immediately to avoid the mishap.

Roll Shorthand

Throughout this manual, we use a shorthand method for noting the possible results of an ability roll. The shorthand looks like this: (X vs Y) where X and Y equal columns on the ART.

Starting with X on the ART, count the number of columns to the right to Y. Be sure to include both X and Y in your count. This is the result of the roll. If Y appears to the left of X on the ART, the result is 0.

This will become easier to understand with a few examples:

Example: *During a struggle, John's ammunition pouch burst open and his ectoplasmic bullets spilled onto the floor. Now the fight is over and he wants to recover his bullets. The narrator decides that John will find (Passable vs. Search) bullets. John has a Search skill of 9 and rolls an 82, for a Great result. Starting with the Passable column, the narrator counts the number of columns to the right until he reaches Great. This equals 3, so John recovers 3 bullets.*

If John had rolled 27 (Inferior) he would not have found any bullets at all.

Example: *Kim has swallowed a ghostly concoction. The narrator informs her that she will fall unconscious for (Stamina vs Poor) x 2 hours. Kim's Stamina is 6 and she rolls a 19 (Pathetic). Starting with Pathetic, she counts to the right until she reaches Poor. She counts 4 columns, and since 4 x 2 is 8, Kim is unconscious for 8 hours.*

If Kim had rolled Passable or better she would have resisted the concoction and not fallen unconscious at all.

Example: *A specter with a Strength of Great grapples Bob, pinning him for (Strength vs Great) turns. Bob has a Strength of 14, but only manages to roll 34, a Passable result. Since the number of columns from Passable to Great is 3, Bob will be pinned for three turns.*

Adjusting the ART

There are two ways to modify the ART: Column Shifts and Ability Adjustments. The die roll itself is never modified.

Column Shifts

Sometimes your character will receive an adjustment to the column you roll. If you roll your character's Strength at +1 column, and you make a Good roll, the roll is adjusted one column to the right, making the result Great.

A positive column shift means to move to the column on the right. A negative adjustment means to move to the column on the left.

The narrator should be free with her column shifts. If she thinks a plan will work, she should give a column bonus, or else make the RR easier. If she thinks it's hopeless, she should give a column penalty, or make the RR higher. The point is, the players should feel that by using their wits they can augment their chances of success, while thoughtlessness will increase their chances of failure.

The narrator should always tell the player the column shift before the roll is made. As a rule, the player must apply the shift to his roll before telling the narrator the result. A column shift cannot increase a roll beyond Awesome, nor below Catastrophic.

Example: *Rupert comes upon the ghostly hound that Judy tamed earlier. He happens to have some ectoplasmic doggie treats which he hopes will help him tame the hound. Like Judy, he must roll Good to achieve his goal. His doggie treats give him a +1 bonus. He makes a Poor Tame roll, and though the +1 column increases the roll to Passable, it still isn't good enough to tame the mastiff.*

Ability Adjustments

Ability adjustments are added or subtracted from your character's ability before making a roll. Normally, ability adjustments result only from an item the character is using, for instance, a lock pick will increase your Unlock skill. Although ability adjustments are usually specified in these rules, your narrator may also assign other ability adjustments depending on the situation.

Since ability adjustments are temporary, do not change the ability on your character sheet. Ability adjustments cannot increase an ability above 25 or below 1.

Ability adjustments are written with the adjustment appearing before the ability. A leather jacket that grants (+2 Defense) would increase the Defense of the character who wore it by 2 points.

Special Ability Rolls

Not all ability rolls are as straightforward as those explained above. There are situations where players will be working together to accomplish an action. They might also be competing against one another. The narrator may even wish to keep the results of an ability roll hidden from the players. The following section describes how these conditions are resolved.

Cooperative Rolls

When two or more characters are trying to accomplish the same task simultaneously, the players make separate ability rolls. The highest roll is used as the result, unless either player rolls a Catastrophic. If this happens, the task cannot be successfully completed due to some sort of mishap, bad luck, or incompetence.

Increase the high roll by +1 column if the other player rolls Good or better. Decrease the high roll by -1 column if the other player rolls Inferior or worse.

The maximum number of characters who can combine their efforts must be set by the narrator, following the rules of common sense. For example, two characters can batter down a locked door, but only one character at a time can pick a lock.

Example: *Antoinette is helping Rupert to weave a ghostly shroud for haunting purposes. Since neither is particularly skilled at weaving, the narrator sets their RR at Good versus Dexterity. Antoinette makes an Inferior roll, while Rupert rolls Passable. Rupert's Passable weaving is dragged down to Poor because of his inept companion. Instead of a shroud, they end up with a dish towel.*

Competitive Rolls

When a character pits himself against another character, each player makes the appropriate

ability roll. The character with the higher result achieves his goal. If the results are the same, the character with the highest ability score wins. If both ability scores are identical, the result is a tie.

Both characters do not always roll against the same ability. A character seducing someone would roll his Charm, while the character being seduced would roll her Will to resist.

A player should not be forced to obey another character because of an ability roll. The narrator simply tells the affected player what his character thinks or feels. The player still has final control over his character. If he doesn't consider his "feelings," the narrator may wish to penalize him for playing out of character by giving him fewer Karma points at the end of the adventure.

Example: *Rupert challenges Antoinette to a foot race. Both have a Run skill of 7, and they tie with identical Great rolls. There is no winner. The race must be run again.*

Example: *Rupert's most prized possession, his great-grandfather's pocket watch, is missing! He is positive that Antoinette stole it. He makes his accusation, and threatens to bop her a good one if she doesn't cough it up. Antoinette lies to cover her theft.*

Antoinette rolls Passable on her Lie, while Rupert makes a Feeble Empathy roll to detect the lie. Rupert's Feeble roll serves to increase Antoinette's roll by 3 columns, to Superior. Rupert's player still suspects that Antoinette stole the watch, but Rupert firmly believes Antoinette's denials.

Hidden Rolls

Sometimes, a situation requires the narrator to make a roll against a character's ability without the player knowing the true result. This happens when the narrator doesn't want a player to know that his character has failed.

Hidden rolls are the exception. In most cases, the players should be allowed to make their own rolls.

Example: *Rupert searches a room for a secret door. Though the narrator knows that there is no door, he makes a hidden roll against Rupert's Search. Rolling Catastrophic, the narrator tells Rupert that he's certain there's a secret door. He can even see a faint outline, but he just can't find the means to open it.*

Inspiration Points

Whenever you roll a Catastrophic or Awesome result on a roll the narrator asked you to make, put a check mark (in pencil) next to the ability you rolled against. Check marks indicate that your character has the possibility of learning from his mistake or outstanding success. For this reason, they are called inspiration points.

You may have only one inspiration point per ability. If you roll another Catastrophic or Awesome against an ability that already has a check, you do not gain a second check.

You only gain inspiration points for rolls the narrator asked you to make. In addition, you only receive inspiration points for unadjusted Catastrophic or Awesome rolls. In other words, a character with a +1 column bonus who rolls Superior, giving him an Awesome result, does not receive an inspiration point.

If you gain an inspiration point on a Defense roll, place the check next to your Defense stat.

Increasing Abilities

At the end of an adventure, once you have returned to your Sanctum, you may roll to increase those abilities with check marks next to them. If you roll Awesome to Passable, there is no improvement. The check mark is erased without changing your ability. "Success" in this case means the inspiration was something the character already knew.

If you roll Poor to Catastrophic, you still erase the check mark, but you also get to increase the ability by one point. Rolling to increase an ability is the only time a "failure" is good for your character. This way, a character with a low ability has a greater chance of increasing his abilities. It's harder for someone who is good at something to improve. It's easy to pick up the basics of a skill, but it takes time to master the finer points.

When rolling to improve abilities, Awesome and Catastrophic rolls do not give you additional inspiration points.

After your character is created, Defense is totally separate from Agility and Stamina and is not affected by increases to those attributes.

Will to Live is affected by changes to Fate and Stamina. Recalculate WTL if either of those attributes increases.

Lost Souls' advancement system is self regulating. If the players seem to advance too quickly, it probably means the narrator is asking them to make too many ability rolls. Instead of having them roll for everything, he should make some of their actions automatically successful. As a general rule, each character should go up in one to five abilities per gaming session.

Re-Using A Character

Over the course of several adventures, a successful character's abilities will increase, making the character more powerful. At the same time, the narrator must develop greater challenges for the character to face.

A character who survives an adventure does not have to be used again. Unless the same character is necessary to connect interrelated adventures, the narrator should allow players the option of creating new characters. Some people even create stables of characters, and run a different one in every adventure. While it can be fun to play different roles, it doesn't allow the characters much chance to improve. Nor does it allow for their personalities to develop fully.

If you become dissatisfied with a character, work at making him into the kind of character you want. Don't abandon him, or else you may find your gaming life littered with a trail of half formed characters.

Although players are encouraged to reuse their characters, this is not always possible. It'd be hard for you to participate if the narrator's running an adventure that takes place 100 years before your character was born! Likewise, your character may not fit the plot of a certain adventure. The narrator should also prohibit characters that are too powerful for the adventure, or those that are significantly more powerful than the other characters.

Karma

A character's Karma level ranges from 1 to 60. If a character's Karma drops to 0 or less, he becomes an evil spirit. The narrator assumes control of the character, turning it into an NPC. A character who becomes evil is even worse off than one who is reincarnated. An evil character will turn on his former friends, wreaking havoc and destruction. The player must create a new character just as though his previous one had been reincarnated.

Once a character reaches 60 Karma points, he becomes a Higher Being and escapes the eternal cycle of reincarnation. In effect, the character is retired from the game. This isn't as easy as it sounds, and most characters will never achieve this goal.

Karma & Personality

Some players misinterpret Karma as a measure of a being's enlightenment. The more Karma a character has, the logic goes, the more saintly he behaves. Characters with low Karma act violently or fiendishly. Such players believe good role playing demands they act according to their character's Karma.

In play, this means that once a character reaches low Karma, his actions become increasingly evil, and he quickly winds up with negative Karma. He becomes an evil spirit controlled by the narrator, and the player must start a new character. This is not how Karma is intended to be used in the game.

Karma is a measure of a character's behavior, it does not control conduct. People behave with free will. Even a degenerate with a 2 Karma can turn his life around and gain enlightenment. Sadly, most people choose to indulge their baser natures. The knowledge that their downfalls are not fated by Karma but freely chosen makes it none the less tragic.

A lost soul knows his good actions will save him from being recycled as a newt. This simple incentive should be enough to encourage player characters to stay on the straight and narrow.

Ghostly Vows

Lost souls gain Karma by accomplishing Ghostly Vows. The lost soul promises not to rest until some specific occurrence has transpired. The lost soul then strives to make the event happen. A lost soul cannot return to their Sanctum until all their Ghostly Vows have been satisfied.

The player must tell the narrator what the Ghostly Vow is at the time the vow is taken, and must write it on the back of their character sheet.

Once the vow is completed, the narrator awards the character Karma depending on how hard the Ghostly Vow was to achieve. If it was absurdly easy or happened without the player's intervention, the narrator should give no Karma for its completion. Otherwise, the character receives 1 to 4 Karma points.

If the Vow is something evil or harmful to others, the player receives negative Karma. The character loses 1 to 4 Karma points when the vow is completed.

A ghost may have only three incomplete Ghostly Vows at a time. No other vows may be taken until at least one is finished.

Once taken, a Ghostly Vow cannot be "deactivated." It stays in effect until it is completed or the character is reincarnated. The only exception is if a vow becomes utterly impossible to accomplish. For instance, say a shade vows to fund her son's college education, but he ends up getting killed by a mad scientist. The shade is released from her vow. She neither gains nor loses Karma.

Using Karma During Play

Players may expend their Karma during an adventure to gain help from their narrator. Expended Karma is subtracted from the character's total. You can never expend more Karma than you currently possess; you must always have 1 Karma point left over. You may use Karma in the following ways:

- As column shifts.
- To gain information from the narrator.

Column Shifts

By expending Karma, a character may gain column shifts on any die roll the narrator asks him to make. The Karma is expended immediately *before* the roll is made. For every two points of Karma expended, the player gains +1 column on his roll (up to a maximum of +3 columns).

Example: *Dermot the apparition wants to jump over a 10 foot wide chasm. To do it, he must roll Passable on Jump. To help ensure his success, he expends 4 Karma points to gain a +2 column bonus. He makes his ability roll and gets Inferior, a complete failure! His +2 columns increases the roll to Passable, and he barely makes it over the chasm.*

Gaining Information

By expending 1 or more Karma, a player may appeal to the narrator for some helpful information. The narrator decides how much information to give, depending on how much Karma the player spends. He is under no obligation to give the party clues that he feels will ruin the adventure. He should give them just enough information to get the game moving again.

Example: *Antoinette has taken a vow to help her poor, ailing brother pay for the medical treatment he desperately needs. She wants to find her pirate ancestor so she can ask him where he buried his booty. She knows he has not been reincarnated, but she doesn't know how to find him. Erasing one Karma point from her character sheet, Antoinette petitions her narrator for help. He reminds her that Redbeard frequented New Orleans when alive. Antoinette decides to visit that city.*

Will To Live

The Will to Live (WTL) is the driving force in all living creatures. It helps them survive against all odds, keeps them from succumbing to the ravages of disease, and gives them the strength to endure injury. Without the Will to Live, a person will die and be reborn. Because player characters have died in an abrupt manner, their WTL is still intact.

Though they are no longer vulnerable to starvation, temperature changes, fatigue, and illness, they can lose their Will to Live in other ways. Madness and injury to their ectoplasmic body are just two examples. Demons and evil spirits may also deplete a ghost's WTL, and a powerful exorcism can destroy it all together. Sunlight is also quite harmful.

Characters start every adventure with WTL equal to their Fate plus Stamina. As a player, you must keep careful track of how much WTL your character has at any time.

Taking Damage

The narrator will let you know how badly your character has been wounded by telling you how many points of damage she has taken. A character who takes 15 or more points of damage at one time must make a Great Agility roll or else fall down.

For each point of damage you take, put a slash through one of the circles on the Wound track of your character sheet. When your total wounds equals your character's WTL he is incapacitated. The character falls down and cannot move at more than a crawl. He can talk, but he cannot perform any action requiring the use of an ability, talent or power. Any further damage will reincarnate the character. Incapacitation lasts until the character regains at least 1 WTL. If the character is not healed within ten minutes, the character will reincarnate.

NPCs and foes do not become incapacitated. They are automatically reincarnated when their damage equals or exceeds their WTL.

Healing

Wounds stay with your character until you are healed or your character returns to its Sanctum.

Lost souls recover WTL by using the Faith Heal skill. Living creatures, such as mediums, heal by using the Medical skill. Supernatural powers and other extraordinary methods may also provide healing.

Faith Heal and Medical are explained in Chapter 6: Abilities. They can only heal WTL boxes that are marked with a "/" slash. After a character is treated with Faith Heal or Medical, whether

successful or not, all remaining "/" slashes in his WTL boxes are turned into "X"s.

"X" wounds cannot be restored with Faith Heal or Medical. They can be healed by resting in the character's Sanctum between adventures. The only other way to heal "X" wounds is with a supernatural power such as Healing Hands.

Reincarnation

If a character loses all of his WTL and is not healed within ten minutes, he is reincarnated. All ectoplasmic items he is maintaining disappear with him. Your current Karma determines what new form your character will take, as shown on the Reincarnation Table.

When a lost soul is reincarnated, some narrators have the character turn misty and assume his new form before vanishing. Even if your narrator doesn't choose to do this, she should still tell you what your character is reincarnated into.

A reincarnated character is gone. You may not reuse him. There is much sorrow at seeing a character reincarnated, but don't think of it as losing a character. Think of it as an opportunity to create a new and different character! Your narrator should let you roll up a new persona and reenter the game as soon as he can work you in.

Example: Perkins has 28 Karma points. During the course of an adventure, he is attacked by a powerful demon which destroys all his Will to Live. He rolls his Stamina on the Zero Will To Live table and gets a Pathetic result. His character has been reborn! Looking at the Reincarnation table, Perkins sees that 28 Karma points equals a chicken. Perkins is instantly reborn as a chicken.

Reincarnation Table

Karma	Reborn as
1	Pond scum
2	Intestinal parasite
3	Bread mold
4	Amoeba
5	Worm
6	Spineless jellyfish
7	Slug
8	Maggot
9	Louse
10	Flea
11	Clam
12	Spider
13	Snail
14	Crab
15	Cockroach
16	Grasshopper
17	Centipede
18	Fish
19	Newt
20	Toad
21	Turtle
22	Snake
23	Lizard
24	Shark
25	Lion
26	Rat
27	Hamster
28	Chicken
29	Hedgehog
30	Bear
31	Walrus
32	Ferret
33	Goat
34	Camel
35	Sheep
36	Kangaroo
37	Deer
38	Cow
39	Pig
40	Horse
41	Dog
42	Cat
43	Lemur
44	Mandrill
45	Dolphin
46	Baboon
47	Gorilla
48	Orangutan
49	Chimpanzee
50	Lawyer
51	Politician
52	Criminal
53	Low-life
54	Stock boy
55	Teacher
56	Well to do
57	Doctor
58	Destined for Greatness
59	Saint
60	Higher being

Hazards

Lost souls do not need to eat, sleep, eat, or rest, nor do they suffer for this deprivation. Although they are immune to physical fires, cold, suffocation, and material poisons and diseases, there are many other things that can harm them. Incorporeal weapons can shatter a ghost's ectoplasmic body. Insanity can reduce his ability to maintain his ethereal form. Attacks by demons are especially devastating - a demon can literally tear a ghost apart. A lost soul is also vulnerable to ectoplasmic or magical fire, and they can be harmed by ectoplasmic poisons.

Here are some other dangers a lost soul must beware.

Sunlight

Ectoplasmic objects and beings are dissolved by daylight. The sunlight increases the energy level of the ectoplasm to the point where it is too kinetic to be held together by the lost soul. The ectoplasm itself isn't destroyed, it simply breaks apart and returns to an ambient state.

A lost soul exposed to direct sunlight takes (Defense vs Great) WTL damage each turn.

Even diffused sunlight, such as that found on an overcast day, does (Defense vs Passable) damage each turn.

Fluorescent lights and incandescent lights cause ghosts discomfort, but do no harm. Ghosts are most comfortable when in candlelight, deep shadows, or complete darkness. Lost souls can see even in pitch black, unless the darkness is supernaturally created.

Iron

Supernatural powers cannot affect iron. For instance, an apparition with the Pass power cannot move through an iron door, nor could a character with X-Ray Vision see through even a thin sheet of iron. Even telekinesis has no effect on iron.

Placing a one pound block of iron on a grave that contains a ghost's body will prevent the ghost from leaving his casket until the iron is removed.

Lost souls even avoid walking over iron; if a block of iron is buried under a doorstep, no ghost may enter by that door.

An unbroken circle made of iron filings mixed with ashes and chalk forms an effective barrier against ghosts. No lost soul may cross the line of iron and ash, and no supernatural powers may be cast across the barrier. The protection of the circle is dispelled the moment the line is broken. A supernatural power could not be used to break the line, but a physical being controlled by a spirit could easily breach the circle.

Animals

Although ghosts are undetectable by most living people, they can be sensed by animals. Dogs, cats, and wild animals will bristle, growl, or back away from spirits. Their reactions can give the living a clue to the presence of lost souls.

Folklore

Folklore is filled with methods of detecting and neutralizing the powers of supernatural beings. The narrator must decide which legends are true and which are fallacies. In addition, he may allow certain procedures to work against only certain types of ghosts. Here are some common rumors you may employ.

Candles: If a candle's flame turns blue, a lost soul has entered the room.

Doors: A lost soul cannot enter through a door that has been taken off its hinges and hung wrong side out.

Burning Shoes: Burning old shoes in a fireplace drives unwelcome lost souls from the home.

Church Bells: Ringing a church bell banishes all lost souls from the local area.

Knots: Tying knots in the funeral shroud of a corpse will bind its ghost to its grave. The lost soul cannot leave his grave until the knots are removed (the lost soul cannot remove the knots himself, even with the help of a supernatural power).

Nailing Blood: Driving three iron nails through the bloodstain of a murder victim forces the victim's ghost to remain within the area where he was slain. The lost soul is entrapped until the

nails are removed (the lost soul cannot remove the nails himself, even with the help of a supernatural power).

Combat

Combat is the simplest form of interaction between characters and NPCs. Lost souls will have to defend themselves against demons, evil entities, fiendish mediums, and other hostile beings.

In this section, the term "foe" refers to any enemy, whether it is an NPC or another character.

Who Can Attack

Characters can only attack opponents who are in range. A character using a Brawling weapon can only strike at foes within brawling range; characters with thrown weapons can only attack foes within thrown range; and characters with missile weapons can attack foes at missile or thrown range. A character coming within Brawling range of a foe must deal with that foe if it blocks or attacks him.

Remember, ghosts cannot hurt living people unless the ghost has a materialized weapon or uses a supernatural power. A living person cannot harm a ghost unless he has an unnatural weapon.

Attacking

Here's the attack procedure broken down step by step:

- Attacker rolls his skill with the weapon he is using to attack.
- The target rolls his Defense. If the target rolls a higher column result than the attacker, the attack misses or does no damage.
- Otherwise, the target takes damage equal to his attacker's weapon damage multiplied by the number of columns by which he failed his defense roll. If the target takes 15 or more points of damage, the target falls down.

- Any damage the target takes is marked off his WTL as “/” slashes.

Simply put:

Damage taken by target = (Target's Defense vs Attacker's Skill with Weapon) x Attacker's Weapon Damage Rating

Okay, maybe that doesn't sound so simple now, but these examples will help clarify the procedure.

Example: *Rupert has a skill of 12 with his chain. It has a damage rating of x2. He uses the chain to attack a specter. To hit, he must roll equal to, or over the specter's Passable Defense. He rolls a Great. Since Great is three columns to the right of Passable, Rupert does $2 \times 3 = 6$ points of damage, which is subtracted from the specter's WTL of 20. The specter is left with $20 - 6 = 14$ WTL.*

Example: *Antoinette has a skill of 14 with her .38 revolver. It inflicts x5 damage when it hits. Shooting at a demon with a Defense of Great, she rolls Passable on her weapon skill. Since Passable is below Great, Antoinette's shot does no damage.*

Example: *Rupert is attacked by a specter with a scimitar. The specter has an Attack skill of Passable and a damage rating of x4. If Rupert rolls Passable or less, he will be injured. Rupert rolls a Pathetic result, which is five columns under Passable. The specter does $5 \times 4 = 20$ points of damage. Rupert puts a slash through twenty WTL boxes on his character sheet. He falls unconscious, and must roll his Stamina to resist being reincarnated (see Chapter 4).*

Catastrophic Attacks

If a player rolls Catastrophic on his attack, he must roll Passable on Dexterity or else drop his weapon. If his Dexterity roll is also Catastrophic, his weapon breaks.

A character who uses a missile on a foe who is adjacent to a friend will hit his friend on a Catastrophic or Pathetic attack. The friend takes (Defense vs Passable) x Weapon Damage.

Combat Modifiers

Your players' tactics will have an effect on how well they fight. Foolish maneuvers should result in

a -1 column penalty, while imaginative attacks should be given a +1 column bonus. Here are some suggestions:

+1 column when attacking a prone foe.

-1 column when attacking while prone.

-2 columns when attacking someone you can't see.

Unconscious NPCs are automatically dispatched by a player with a weapon.

Armor & Shields

Armor increases the Defense of its wearer. The Defense bonus for different pieces of armor are cumulative. Arm and leg armor come in pairs. If only one glove or boot is worn, divide the Defense bonus in half, rounded down.

A shield fills one hand. In addition to a Defense bonus, shields have a minimum Dexterity required to use them properly. A character lacking the Dexterity required receives only +1 Defense from the shield, no matter what its normal Defense adjustment.

A non-flexible weapon held in the left hand may also be used as a shield, giving +1 Defense.

Example: *Joining the Hell's Angels, Rupert, with a Defense of 12, dons a motorcycle helmet (+3 Defense) and a leather jacket (+2 Defense). His Defense increases to $12 + 3 + 2 = 17$.*

Weapons

All weapons have an Aim or Brawl adjustment and a Damage rating. Add the Aim or Brawl adjustment to your character's skill to determine your character's skill with that particular weapon.

Example: *Rupert, with a Brawling of 8, is using a cutlass (x2 Damage, +3 Brawling). His skill with the cutlass equals $8 + 3 = 11$.*

Example: *Antoinette has an Aim of 14. She is using a .44 Auto Mag Pistol (x8 Damage, -7 Aim). Her skill with this handgun is $14 - 7 = 7$.*

Example: *Rupert, with a Brawling of 8 and an Aim of 13, picks up a wood axe (x4 Damage, -1 Brawling) from a shed. When using the wood axe in hand-to-hand combat, he has a skill of $8 - 1 = 7$. When throwing it, he has a skill of $13 - 1 = 12$.*

Automatic Weapons

Fully automatic weapons have a selector switch which allows the user to fire one bullet, a burst of three bullets, or a spray of ten or more bullets.

Burst: At every pull of the trigger, a burst discharges 3 bullets at a single target. The damage multiplier is increased by 1. If the character does not have 3 or more bullets in his clip, he cannot fire a burst.

Spray: A spray fires 10, 20, or 30 bullets (the attacker's choice). If the character has less than 10 bullets in his clip, he cannot fire a spray. The attacker rolls separately to hit each target in the field of fire, up to the number of bullets in the spray.

If the attacker fires 20 bullets in a spray, he receives +1 column on each attack roll. If he fires 30 bullets, he receives +2 columns on each roll.

Friendly characters in the field of fire will take (Dodge vs Good) x Weapon Damage.

Example: Antoinette is armed with an ectoplasmic Uzi (a 9mm submachine gun), with which she has a skill of 12. The Uzi has x4 damage, 30 rounds in its clip, and is capable of automatic fire.

She is charged by three crypt lurkers, each with a Defense of Passable. She decides to spray 20 bullets at them as they run at her. She rolls to hit each crypt lurker at +1 column. Her first roll is Good, which is increased to Great because of the spray bonus. She does 12 WTL damage to the first lurker. Her second roll is only Inferior. Even with +1 column, she still misses. The second crypt lurker dodges through the hail of bullets and emerges unscathed. Her last roll is Superior, which is increased to Awesome. It does 20 damage to the third crypt lurker, blowing it away.

The next turn, Antoinette decides to fire a burst at the unharmed lurker just as it lunges at her. She rolls Good, 2 columns over the lurker's defense. Normally, an Uzi would do $2 \times 4 = 8$ points of damage, but since Antoinette is firing a burst, she does $2 \times 5 = 10$ points. The crypt lurker flinches, but keeps on coming.

Area Effect Weapons

An area effect weapon has the opportunity to harm everyone in its field of effect. The attacker

rolls separately to attack each target in the field of effect.

The area of affect depends upon the weapon. A grenade has a kill radius of about 20 yards. The spray of an automatic rifle has a cone shaped field of fire with an arc of about 45 degrees. Ultimately, it's up to the narrator to decide who is in the area of a weapon's effect.

Friendly characters in the field of effect take (Dodge vs Passable) x Weapon Damage.

Using Two Weapons

A character may use two one-handed weapons to attack. If he is right-handed, his skill with the weapon in his right hand is -3, while his skill with his left-hand weapon is -6; this is reversed if the character is left-handed. A character may attack once per turn with each weapon. If he wishes, he may attack two separate foes.

Example: Antoinette is carrying a short sword in her right hand and a whip in her left. Her weapon skill with the sword is 10, while her skill with the whip is 14. When she attacks with both weapons on a single turn, she must subtract -3 from her sword skill (reducing it to 7), and -6 from her whip skill (dropping it to 8).

Combat Options

Besides attacking, there are a number of other actions a character may attempt during a fight. This section covers some of the most common actions.

Multiple Attacks

A character with one weapon at hand, and a Weapon Skill of 10 or more, may attack multiple times. He divides his Weapon Skill between his attacks so that no attack is made with a skill less than 5. This method may be used to attack a single target multiple times, or more than one foe.

Guns can also be fired more than once this way. However, a character cannot fire more than one submachine gun spray per turn (although multiple bursts are allowed).

Example: *Rupert is fighting two spooks, both with Passable Defenses. He has a long sword skill of 11, and wants to strike at both on the same turn. He uses 6 points to attack the first, and the remaining 5 points to attack the second.*

Example: *Antoinette has a weapon skill of 16 when using a .22 revolver. She fires twice at an approaching chain rattler, using 9 points on the first attack and 7 points with the second attack.*

Surprise Attacks

A player who sneaks up on an unsuspecting foe and attacks from behind with a Brawling Weapon does double damage on the first blow. Surprise attacks cannot be done upon characters who are already in combat - they are actively prepared for attacks.

Dodge

When a character dodges, he cannot be hit by any opponent with an attack skill which is less than or equal to his Dodge roll. If a character rolls a Catastrophic Dodge, he stumbles and must roll Passable on Agility or else fall down.

Because he is concentrating on avoiding harm, a character cannot attack on the turn he dodges. If the character has already attacked that turn, he cannot dodge.

Example: *Rupert is fighting hand-to-hand with a banshee. As she reaches for his throat, he attempts to roll between her legs. Achieving a Great result on his Dodge roll, he tumbles across the floor and springs to his feet behind her. During this turn, Rupert cannot be hit by any NPC with an Attack of Great or less. Since the banshee has only a Passable Attack, she has no hope of hitting him. All she can do is turn around and scowl.*

Parry

A character can use an at-hand Brawling weapon or a shield to parry his opponent, but it reduces his ability to attack. For each point the character adds to his Defense Skill, he must subtract one from his Weapon skill on his next attack.

A character cannot parry with a flexible weapon, nor can a character parry missile attacks.

Example: *Rupert has a skill of 12 with his long sword and a Defense of 7. He is attacked by two ghouls. Rupert swings at the first ghoul and misses with a Poor roll. Now he must defend himself against the attacks of the ghouls. As the first ghoul claws at him, Rupert decides to use 4 points of his 12 long sword skill to parry the attack. This gives Rupert a Defense skill of $7 + 4 = 11$ versus that attack only. Rupert rolls Great, and is unharmed. Now the second ghoul lashes at him. Rupert again parries. He has 8 points left in his weapon skill, so Rupert decides to use 3 points to parry, giving him a Defense of $7 + 3 = 10$. He rolls Good and is again missed.*

Now it is Rupert's turn to attack, but since he used 7 points of his weapon skill to parry, he has only 5 points left. He rolls his attack at skill level 5 and misses with a Pathetic result.

Standing Up

A prone character can rise to his feet in one of two ways:

- The character uses the entire turn to stand.
- The player rolls Passable on Agility. If made, the character can also act that turn. If failed, the character cannot stand.

Example: *Rupert finds himself on the ground, a large demon hovering above him. He tries to stand and attack the demon in one turn. Rupert has an Agility of 14. He rolls Passable, and manages to get to his feet. He has just enough time to take a swipe at the demon before his turn ends.*

Drawing a Weapon

A character can draw or pick up a weapon in one of two ways:

- The character uses his entire turn to draw a weapon.
- The player rolls Passable on Dexterity. If made, the character can also act the same turn. If failed, the new weapon is dropped.

Reloading

A player must keep track of how many bullets his gun fires. Once his gun is out of bullets, he must reload it before firing again. A character cannot dodge or parry while reloading a gun.

Pistol or Machine Gun: These clip fed guns require one turn to reload, provided the character has a fully loaded clip available. The player may attempt a speedy reload by rolling Passable on his Dexterity. If made, he may also fire on the same turn. If failed, the weapon is dropped.

Revolver, Rifle, Shotgun or Clip: A character can reload (Passable vs Dexterity) +1 bullets per turn, up to the capacity of the gun or the clip.

Bow: A bow is reloaded and fired at the same time.

Fleeing Combat

While engaged in combat, a character cannot simply leave. First of all, he must be standing. He may disengage from combat if his foe is being blocked by another character. Or, he can escape by rolling Passable on Dodge. The final way to escape is to shove his opponent back (see Force Back below).

A character escaping from combat must roll his Run over the Run of his opponent to get away. If a foe does not pursue, he automatically gets away.

Example: *Antoinette is fighting two skeletons, and wishes to dodge out of combat. She has a Dodge skill of 10. She manages to roll a Superior, four columns above Passable. Antoinette can easily flee, but now she must out-distance her attackers. She has a Run skill of 4, while the skeletons have a Run of Good. Antoinette rolls a Feeble and the skeletons easily catch up to her.*

Force Back

Instead of attacking for damage, a character may force a foe back (foe's Strength vs Character's Strength) yards. This may be used to maneuver the foe into a bad position (into a cage or off a balcony) or to enable the character to flee.

Knock-outs

A character may attempt to knock a foe unconscious, either with his fist or the flat of a brawling weapon (thrown, flexible, and missile weapons cannot do subduing attacks). The player knocks the foe out for (foe's Defense vs player's Brawling) -2 turns. Double the duration if the player uses a metal object such as a sap or gun butt.

Example: *Rupert has gone temporarily insane and is attacking Antoinette. She doesn't want to hurt him, so she tries to knock him out by pistol whipping him. Rupert rolls Feeble on his Defense while Antoinette rolls Great on her attack. Since Great is 6 columns over Feeble, Rupert is knocked out for $6 - 2 = 4$ turns, x 2 because Antoinette used a weapon for a total of 8 turns.*

Blocking

A character may wish to protect a companion by blocking a foe's attack. The character must roll Great on his Agility to interpose himself. If made, the character jumps in front of his friend and he must roll his Defense to avoid being harmed instead of the intended target. Of course, the narrator must judge whether or not the character is close enough to make this maneuver.

Bashing

A character can knock a foe down by rolling his Strength over his opponent's Strength. If the bash fails, the attacker must roll Passable on Agility or else fall down!

Example: *Rupert has a Strength of 9. He is fighting a demon with a Strength of Good. He makes his Strength roll, and achieves an Inferior result. Rupert bounces off the demon and must roll on his Agility to keep on his feet. Rupert rolls Poor, and falls down right in front of the grinning demon!*

Grapple

An attacker can pin an opponent for (Target's Strength vs Attacker's Strength) turns. At the end

of this time, the attacker must make another Strength roll to continue holding his opponent. If the attacker rolls Awesome, or the target rolls Catastrophic, the opponent is held until the attacker lets him go. In addition, the held character can do nothing until released. Otherwise, a held character can still fight back, but he will be at a column penalty equal to the number of turns he is being held. A victim who is held for 3 turns would be at -3 columns on all attacks.

A character who grapples with one hand suffers -1 column on his Strength roll, but it frees him to attack with a weapon in the other hand. Only fists, knives, hammers, and clubs may be used in a grapple, but these weapons do double damage when they hit. A character who grapples with one hand may attack on the same turn.

Example: *Rupert sneaks up behind a guard in Hitler's haunted bunker. He tries to grab the guard over the mouth. Rupert rolls Good on his Strength versus the guard's Passable Strength. Because Rupert is using only one hand, his Good roll is reduced one column to Passable. This is still high enough for Rupert to hold the guard for 1 turn.*

The same turn he grabs the guard, Rupert is allowed a free attack. He tries to slit the guard's throat with his knife (x2 damage, 18 skill). Making a Great roll on his Weapon skill versus the guard's Passable defense, Rupert would normally do 6 points of damage. Because it's a surprise attack (see Surprise Attacks, above), Rupert does double damage, or 12 points. Since a knife does double damage in a grapple, Rupert does a grand total of 24 points of damage. The guard has his windpipe cleanly cut.

Feint

By faking an attack, a character draws his opponent's attention away from the point at which he will strike next. The feint has no chance of hitting, so no attack roll is made. On the following turn, the attacker receives +4 skill on his next attack versus the same opponent. It only works with brawling weapons.

Disarm

A character may use his own weapon to knock an opponent's weapon or shield (defender's Dexterity vs attacker's Strength) -1 yards. If the attacker gets an Awesome roll, the defender's weapon is shattered. On a Catastrophic roll, the attacker's weapon is shattered.

Example: *Rupert is fighting a spook armed with a spear, and wants to knock it away with his sword. The spook has a Dexterity of Poor. Rupert rolls his Strength and gets a Great. He easily knocks the spear out of the spook's grasp, and it lands three yards away.*

Grabbing a Weapon

A character may try to take an opponent's weapon away from him. First, the attacker must roll his Dexterity over the defender's Dexterity. If this roll is made, the attacker has grabbed the weapon. He must then roll his Strength over the defender's Strength to pull the weapon loose. If made, the attacker has the weapon. If failed, he gets -1 column on his Defense roll against the opponent's next attack.

Example: *Antoinette has a Dexterity of 10 and a Strength of 6. She is fighting a specter with a Dexterity of Passable and a Strength of Good. The specter is carrying a club, and Antoinette hopes to pull it away. She rolls her Dexterity and gets a Good result. Grabbing the club, she now rolls her Strength. The result is Pathetic. Antoinette cannot tear the club from the specter's grasp. She suffers a -1 column penalty on her next Defense roll versus the specter's attack.*

Attacking Objects

Some objects, such as mirrors and pottery, can be easily smashed - there is no roll required. For more sturdy objects, such as a barricaded door, the narrator assigns a roll required to destroy the object, based on how sturdy the object is and how large of a weapon the player is using. Unlike living creatures, an object is either destroyed or unharmed.

A lost soul may attack only ectoplasmic objects. If attacking a material object, the lost soul must have a materialized weapon.

Example: *Rupert wants to smash an ectoplasmic amulet with his long sword. The narrator decides that Rupert will need a Good roll to destroy the amulet. Rupert makes his attack roll, and achieves a Passable. He dents the amulet, but it remains intact.*

Now Antoinette tries to smash the amulet. She is using her bare fist, so the narrator sets her RR at

Superior. She rolls Awesome on her Brawling and crushes the amulet.

NPC vs. NPC

Sometimes, NPCs fight between themselves. If the players are not involved, the narrator controls the fight completely. She decides how badly the combatants are wounded, who wins, how long it takes, and so on, according to logic and the dramatic necessities of the adventure.

Chapter 6

Abilities

Introduction

This is an alphabetical listing of all abilities. Using abilities is explained in **Chapter 5: How to Play**.

Agility

Agility reflects a character's balance, physical grace and limberness. It's used when dancing, walking a tightrope, squeezing through a narrow space, or wiggling free from bondage. A character can kick an object (Passable vs Agility) x 3 feet.

Aim

This is your character's hand-eye coordination and accuracy with thrown objects, bows, guns, and other missile weapons. Most missile weapons will modify your Aim skill when you attack with them. Attacking with your Aim skill is explained in **Chapter 8: Combat**.

Aim is also used when throwing a grapnel or tossing an item to a friend.

Alertness

Characters use Alertness to see or notice things. Lost souls can see perfectly well in darkness, but bright light blinds them. Distance and weather can also affect the outcome of an Alertness roll.

A character who fails an Alertness roll may be ambushed by a foe. A surprised character cannot attack. On the following turn, the character may react normally.

The narrator should ask players to make Alertness rolls if their characters have the possibility of noticing something that is not obvious. If a character is specifically looking for a hidden object or person, the Search skill is used instead.

***Example:** Without knowing it, Antoinette passes a concealed door. The narrator asks her to make an Alertness roll without telling her why. The door is well concealed, so the narrator sets the roll required to spot it at Superior. He does not tell Antoinette the roll required. Antoinette makes a Great roll. The narrator figures that this is good enough for Antoinette "To notice something is not quite right about the wall on the left."*

Antoinette stops and searches the wall. The narrator now makes a hidden Search roll for Antoinette. Since she is specifically searching for the door, the narrator drops the roll required to Good. His roll for Antoinette is Poor.

"You must have been wrong," the narrator tells her. "You find nothing unusual."

Antoinette tries searching again, but since she's already failed her roll, it won't do her any good. The secret door is beyond her ability to locate.

Animals

This is your character's knowledge of animals and their habits. It does not cover the ability to handle animals, which falls under the Tame skill. A successful Animals roll will allow a character to deduce the habits, abilities, and possible actions of any natural or supernatural animal.

Artistry

Artistry is used in all creative endeavors, such as painting, sculpting, or writing poetry. If a

character with a high Artistry draws a picture and rolls Superior, the picture is a near masterpiece. Likewise, an Inferior Artistry roll indicates that the character was only able to make childish scrawls. This skill is important when drawing maps or writing accurate descriptions.

Athletics

This skill shows how good a character is at sports. It is used when a character is skiing, skydiving, surfing, water-skiing, or performing any other strenuous sport.

Bargain

Bargain is used to negotiate with others, make bribes, and develop compromises. A successful Bargain roll will make everyone feel like they've come out ahead.

Brawling

Indicates your character's fighting ability. It's used in unarmed combat, or when using a Brawling weapon. Most weapons will modify a character's Brawling skill. See **Chapter 8: Combat** for more information on attacking with the Brawling skill.

Bully

A character uses his Bully skill when he tries to intimidate others, but intimidation wears off fast. Bullying makes enemies, not friends, and a Catastrophic result usually means that the character has a fight on his hands.

Bullying often includes threats of violence, and is most effective against the helpless (such as slaves or prisoners) or brutal, stupid folk who believe that bullying is a sign of authority. A Bully roll may be enhanced if the character can back up his threats with a show of strength or cruelty.

Example: *Rupert brandishes his ghostly revolver at a harbinger. "How would you like to be reborn as pond scum?" he sneers. "Put down your scythe." He makes a Great Bully roll and the harbinger surrenders.*

Caves

This skill is used to detect earthquake faults, cave areas, and landslide zones. It includes spelunking, the detection of underground passages and the ability to ascertain if cave formations are natural or man-made. The Caves skill is useful when escaping crypts and catacombs.

Charm

This is your character's appearance, charisma, manners, credibility, and style. It's the impression he makes on others. Not only is Charm used for making friends, it is also used to get people to believe your character, provided he is telling what he believes is the truth. It's especially helpful for telling unbelievable stories that just happen to be true.

Climb

This skill is required for climbing walls, cliffs, and other steep surfaces. Climbing stairs or ladders does not require a Climb roll unless there are extenuating circumstances, such as a crippled character struggling up stairs covered in oil.

The narrator sets the RR depending on the distance being scaled, the condition of the surface, and the equipment of the characters. Climbing a twenty foot cliff with many hand-holds and crannies might take only a Passable roll, while surmounting a one hundred foot monastery wall without the benefit of a rope or pitons would take an Awesome roll.

The greater characters succeed, the faster they climb the surface. Failure means the character falls. The worse the roll, the further the character falls. Or, if the roll barely fails, the narrator may decide the character is stuck half way up the surface. The distance a character falls determines the amount of damage taken, as shown on the Falling table.

Example: *Rupert tries to climb a 30' stone wall. The narrator sets the RR at Passable. Rupert makes a Feeble roll, three columns under the RR. He takes Defense vs Good x 2 damage. He rolls Passable on his Defense, for a total of $1 \times 2 = 2$ points of damage.*

Falling

of Columns

Climbing

Failed By WTL Damage

1	(Defense vs Passable)
2	(Defense vs Good)
3	(Defense vs Good) x 2
4	(Defense vs Great) x 2
5	(Defense vs Great) x 3
6	(Defense vs Superior) x 3
7	(Defense vs Superior) x 4
8	(Defense vs Awesome) x 4
9	(Defense vs Awesome) x 5

Conceal

Conceal is used when a character wishes to hide something. This could be as simple as tucking an object into a coat pocket, or as elaborate as smuggling coffins from a graveyard. Conceal is also used when a character wishes to camouflage himself or another. The camouflage remains effective as long as the character doesn't move. Moving while concealed requires a Stealth roll.

Cunning

This measures how devious and sly the character is. It's used when cheating, fast-talking, and committing other acts of deceit. It does not include out-and-out lying, which is a separate skill. Cunning is also used when trying to misdirect or manipulate someone with innuendo or psychological tricks. It is also used to fake emotions such as respect, devotion, and so on.

Customs

This is your character's knowledge of the customs, laws, and politics of various communities and races. It's used when dealing with bureaucracies and the legal system. Customs is also used to determine the time period a ghost belongs to. For example, a character may determine that a ghost was a member of 17th century German royalty by examining it's clothes, speech and mannerisms.

Danger Sense

This measures a character's common sense and intuition. The narrator may ask a player to make a Danger Sense roll when he thinks something the character is about to do is extremely foolish or dangerous. If the player makes a successful roll, the narrator tells the player that the character senses his folly. The player can ignore this warning, or change his plans as he so chooses.

A character may also try to use his Danger Sense to ascertain whether or not he is about to enter a dangerous situation. If the roll is successful, the hair on the back of his neck will stand on end.

Defense

This is a combination of a character's resistance to injury and ability to avoid harm. It is equal to the average of a character's Stamina and Agility, rounded up. Whenever a character has the potential to have his WTL reduced, the player rolls Defense to determine how many wounds the character takes. Normally, the wounds a character takes is equal to (Defense vs RR) x Damage.

Dexterity

This attribute rates a character's ability to work with his hands. Tying and untying knots, building a fire, catching a ball, weaving a basket, and drawing a weapon during combat are all examples of Dexterity.

Direction

Your character's sense of direction will help her determine which way is north, or how to get from Los Angeles to Bay City when the signpost is down. At night, a character studies the stars in order to determine where she is and the direction she wishes to travel. During the day, she uses the position of the sun, the wind, and the growth of moss on trees to guide her. When at sea, the currents and water temperature may help her stay on course.

Disguise

This skill governs a character's ability to create disguises. It can be used to make a character look like a different ghost type, or a different person. A disguise roll should be made if a character tries to blend in with a crowd.

To test whether or not a Disguise is effective, a player must make a Disguise roll versus the Intelligence of anyone who is closely examining him. The Disguise roll is made at the time the character is examined, not at the time the Disguise is applied.

Dodge

Dodge is used to escape combat, avoid a falling object, or dodge an attack. See **Chapter 8: Combat** for information on Dodging during combat. Dodge is also used for tumbling, so if a character did a back flip out a window, he would use Dodge.

Drive

This skill is used when driving any vehicle, from a car to a motorboat or a plane. A character can only drive a vehicle he is familiar with. A character who has never been taught how to pilot a helicopter would have a hard time getting it off the ground, let alone piloting it.

In most cases, a roll is required only when the character is attempting a maneuver under difficult circumstances. For instance, a character making a hairpin curve at 90 m.p.h. would have to make a Drive roll to avoid skidding and possibly rolling the car.

Piloting a plane requires a successful Drive roll to take off, fly and land. Additional drive rolls might be required if the plane hits turbulence.

Electronics

This skill covers the operation and repair of electronic devices, including computers.

Example: *Antoinette wishes to turn out the lights in the Erik Opera House. She locates the main switches in the basement, and the narrator asks her*

to make an Electronics roll. She rolls Good, and the narrator acknowledges that she has figured out how the lights work. She must still use her supernatural Move power to physically manipulate the levers.

Empathy

Your character uses his Empathy to determine how another character feels by interpreting gestures, tone of voice, and body language. Empathy can be used to detect lies, ulterior motives, or an NPC's emotional state (such as fear, love, hatred, suspicion, or anger). Empathy cannot be used on animals (use the Animals skill instead).

Example: *"Don't you remember me?" a soft voice echoes from the shadows. Rupert looks a little closer as the pale woman dressed in gray walks towards him. "You said I was your best girl in the third grade. I've always loved you." Rupert makes an Empathy roll and gets a Superior. The narrator tells him he senses great animosity. He jumps out of the way just as the gray lady pulls out a dagger. "But you never loved me!" she shrieks.*

Entertain

This covers a character's ability to sing, tell jokes, dance professionally, play an instrument, tell stories, and otherwise entertain. Writing original songs or stories requires an Artistry roll as well.

Faith Heal

This skill restores WTL that a ghost has lost for whatever reason. It only works on ectoplasmic beings; material beings require the Medical skill instead.

A character may use his Faith Heal skill on himself or any other character he can touch. It takes 5 uninterrupted turns to Faith Heal a character. The recipient regains (Inferior vs healer's Faith Heal) + (Inferior vs recipient's Stamina) WTL. A character can never regain more WTL than he has wounds.

Faith Heal can only heal WTL boxes that are marked with a "/" slash. After a Faith Heal, whether successful or not, all remaining slashes are turned to "X"s.

“X” wounds are permanent. They can only be healed by a trip back to the lost soul’s Sanctum. Certain supernatural powers also allow for the healing of “X” wounds.

Example: *Rupert has 10 WTL boxes that are marked with slashes. Antoinette attempts to Faith Heal him. She rolls Poor on her Faith Heal, which restores only 2 WTL. But Rupert rolls Good on his Stamina, healing another 4 WTL. Altogether, Rupert heals 6 WTL. Six slashes are erased from his WTL boxes. The remaining 4 WTL boxes containing slashes are converted to “X”s.*

Fate

Fate measures the fortune of a character. It’s generally used when the narrator wants to make an arbitrary decision. How many plates did the poltergeist break? Roll Fate. Who will the demon attack next? Roll Fate. On whose watch did the specter attack? Roll Fate.

Fate is also used to determine a character’s luck when gambling. If she cheats, a Cunning or Dexterity roll should be made instead.

Filch

This is used any time a character tries to pick a pocket, or steal something without getting caught. The narrator sets the RR according to the Alertness of nearby NPCs, the size of the item, and the security of the area. The better a character’s Filch roll, the more he or she can get away with. Failure means the character gets nothing or is caught in the act.

A lost soul may filch an item from a living person only by using a supernatural power in conjunction with Filch.

Example: *Cecily is sure a man waiting at a bus stop stole a deck of tarot cards from her favorite medium’s shop. Since Cecily cannot physically affect her material suspect, she uses her Levitate power to lift the tarot cards from his pocket. Only if the Levitate power is successful, must she roll her Filch to see if the man notices.*

Cecily rolls Inferior on her Filch skill, an unsuccessful result. The customer pulls his coat tightly under his chin and complains of a chill.

Folklore

This is your character’s knowledge of the history of an area, item, person, or supernatural creature. A legend normally has a nugget of truth to it, though the narrator may embellish it as much as he likes. Folklore may give just the clue needed to help a character defeat a terrible devil, or locate a lost treasure.

Forgery

This is used when a character attempts to forge signatures, create false documents, counterfeit money and copy works of art. To create a successful forgery, a character will need a high Forgery roll as well as the genuine item to copy from. A character attempting to make a Forgery based on memory should receive a -2 column shift, while a person who has never seen the original must take a -3 column shift. Forgery is also used when a character is trying to detect a forgery.

Of course, if a ghost is making a material forgery, he will need to use a supernatural power. For example, he might need to make a successful use of the Write power before continuing with a Forgery roll.

Intelligence

This is your character’s swiftness of thought and understanding of complex ideas. It shows how easy it is for your character to figure out difficult puzzles and codes. It is also your character’s ability to understand mathematics and logic. Use Intelligence to determine how much information a character gains when he is doing research at a library or hall of records.

This attribute also covers assessing the value of an item.

Interrogate

Interrogate is used to gain information from a reluctant source. It determines how much useful information is obtained during an interrogation. Information may only be obtained from sentient

life forms. In addition, both the victim and the interrogator must be able to understand one another.

A poor Interrogate roll might result in little or useless information, or the NPC being questioned may lie. The narrator may wish to make Interrogate rolls in secret to keep the players guessing.

Don't overuse the Interrogate skill - most NPCs will readily answer questions. Constantly requiring rolls will bog down an adventure.

Jump

The Jump skill is used to determine how far a character can leap. The roll required to make a jump depends upon the distance, as shown on the **Jump** table. Increase the roll required by one column if the character does not have a running start.

Characters who try to jump over a pit and barely make it might fall down on the far side. Character who barely fail may find themselves hanging from the far edge. They will have to roll Passable on Strength to pull themselves out - or else fall in.

Jumping

Distance	Roll Required
----------	---------------

3'	Inferior
5'	Poor
8'	Passable
10'	Good
15'	Great
20'	Superior
30'	Awesome

Knowledge

While Intelligence measures your character's ability to figure things out, Knowledge reflects what he already knows. It covers both general and specific knowledge such as geography, astronomy, and so on. Your character's background will influence the type of knowledge she has. For instance, a character with a Knowledge of 5 who grew up on a farm might know how to milk a cow whereas someone with an equal Knowledge who grew up in a city might not even know that milk comes from a cow.

Languages

This is your character's ability to read and speak foreign or arcane languages. A Pathetic or Catastrophic roll may result in a completely misunderstood message. A character need not roll to communicate in English.

Lie

Lie is used whenever a character lies to an NPC or companion. A high Lie skill means a character can tell tall tales and be believed. Lie is generally used to fast talk one's way out of (or into!) trouble. Lying always entails speech.

Lying can be used to con people into believing something or into doing something that is not necessarily in their best interests.

Listen

Used primarily when eavesdropping, Listen can also be used to distinguish garbled sounds or track distance via sound waves. Use it to see if a character notices the chains rattling in the basement, or the eerie moaning behind the attic door. But don't overuse this skill. Normal sounds can be easily heard by anyone who isn't too distracted.

Mechanical

If a character attempts to use a complicated or unfamiliar mechanical device, he must make a Mechanical roll. An unsuccessful roll indicates that the character cannot operate the device correctly. A Catastrophic roll may mean the item is damaged. A character should also use this attribute when trying to identify an unknown device and to discover how it operates. Electronic devices require the use of the Electronics skill instead.

When dealing with material mechanical devices, a character will need to use a supernatural power as well.

Example: Rupert wishes to set off a burglar alarm in the Museum of Egyptian Art. The narrator has him make a Mechanical roll to see if Rupert has

the knowledge to set off the alarm. Rupert achieves a Good, and the narrator tells him that all he needs to do is cut a certain yellow wire in half, and the alarm will shut off. Rupert will need to figure out a way to do this using one of his supernatural powers.

Medical

The Medical skill is used when diagnosing disease, tending physical wounds, and preparing medications. It is used when dealing with the living only. Unsuccessful Medical rolls can result in misdiagnosis, and ill-prepared drugs.

A Medical roll is needed to determine whether or not a material NPC is dead, unconscious, or merely playing possum. It can also be used to determine how a character died and how long ago. The character may also recognize and prepare poisons and antidotes using the Medical skill.

Most importantly, the Medical skill allows a character to heal material beings (ectoplasmic beings require the Faith Heal skill instead). The character doing the healing must be able to physically touch the patient, and must have bandages, splits, and other first aid equipment. The patient recovers (Inferior vs healer's Medical) + (Inferior vs patient's Stamina) lost WTL. A character can never regain more WTL than he has wounds.

Medical can only heal WTL boxes that are marked with a "/" slash. After a Medical skill attempt, whether successful or not, all remaining slashes are turned to "X"s.

"X" wounds are permanent. They can only be healed by a trip to the hospital. Certain supernatural powers also allow for the healing of "X" wounds.

Memory

Memory is used when a character is trying to remember something complex. The character's Memory roll indicates the amount of information retained and the accuracy of his recall.

Characters do not make Memory rolls to remember mundane things such as their names or how to tie their shoes. Use it when a character tries to recall something they have seen or heard only

once - such as a map or the plans of an enemy heard through a door.

Mimic

This skill allows a character to impersonate someone else's voice, gestures, and mannerisms. As such, it is also a measure of the character's acting ability.

To test whether or not an impersonation is effective, a character must make a Mimic roll versus the Intelligence of anyone who interacts with him. The Mimic skill is only effective on living beings if they can hear the character doing the impersonation.

Mimic is also used to make realistic animal or bird noises.

Nature

Nature covers the character's general knowledge of weather, animals, farming, and simple woodcraft. Using Nature, a character can predict tomorrow's weather, or locate the best place to make camp during a storm. It also includes hunting, trapping, fishing, and collecting edible fruit, roots, and berries. It allows a character to find enough food and water in the wilds to feed (Passable vs Nature) people per day (of course, lost souls don't eat, so this won't be a concern for them).

Occult

A character uses the Occult skill to determine whether or not an item or creature is supernatural and (to some degree) what its purpose and powers are. It is also used to determine the magical qualities of a person or object. It shows how much your character knows about the supernatural.

Persuade

This skill is used to sway an individual or a group by playing upon their emotions. It can persuade an individual or a group to accept an idea or certain course of action.

Example: *Rupert prepares to do battle with a chain rattler, while Antoinette tries to dissuade him: "What will happen to me if you're reborn?" she wails "I'll lose my best friend, and be all alone in the afterlife. Rupert, it isn't fair to do this to me!" She continues to plead, and makes a roll against her Persuade skill. With a Superior result, she convinces Rupert that it would be wrong for him to fight. He holsters his pistol and wipes the tears away from her eyes.*

Quickness

This skill governs a character's speed and reflexes. It is used to determine if your character can react before some event occurs. Use it to draw your weapon before your opponent, or to grab an item before it falls out a window. Quickness may also be used to determine which player can act first during a turn. The players involved both roll their Quickness. The high roller goes first.

Religion

This is the character's knowledge of religions, myths and deities. A character does not have to practice a religion in order to know about it. A character receives a +2 column shift when rolling for information about his own religion.

Repair

Your character's Repair skill can be used to fix almost anything, from a broken sword to a broken lock (repairing an electronic device requires an Electronics skill check instead). This skill will also help your character jerry rig something until it can be fixed properly. Of course, you'll need the proper tools and materials, and some broken objects may be beyond repair.

A repair job can take anywhere from a few minutes to a few days, depending on the character's ability roll and the complexity of the task.

In order to repair a material item, a lost soul will need to use a supernatural power as well. If Rupert wished to repair a truck, he would first need to make a Repair roll to see if he is capable of

it; then he might need to take possession of a living person in order to follow through with the repairs.

Ride

This is the ability to ride any mount, normal or fantastic. Anyone can sit on a horse as it walks, but to stay on while galloping or in combat requires a roll against the character's Ride skill. If two or more people ride an animal, one should be designated the pilot.

A character can ride (Catastrophic vs Ride) x 40 feet per turn, and travel (Catastrophic vs Ride) x 5 miles per day.

Run

This skill is used for sprinting as well as marching or hiking cross country. Always adjust a character's speed due to rough terrain, inclement weather or heavy burdens.

If in doubt about whether a character can attack after moving, have him make a Run roll - success means he can also attack.

During a chase, both the pursuer and the pursued make only one Run roll each. Whoever rolls higher achieves his goal, whether it be catching up with the other character or getting away. The greater the column difference, the more quickly it is accomplished.

If a character is racing a time limit, the narrator sets a roll required to beat the clock. If two characters are trying to get out of a building before the roof caves in, the narrator can simply decide that the characters need a Good Run roll to get out without injury.

If you need exact distances, assume a character can sprint (Catastrophic vs Run) x 20 feet per turn and hike (Catastrophic vs Run) x 3 miles per day along a road, or (Catastrophic vs Run) miles cross country.

Example: *Rupert is being chased by a crypt lurker with a Run of Good. Rupert rolls his Run skill and gets Poor. The lurker slowly gains on Rupert, and unless something happens to intervene, it will eventually catch up with him.*

Sanity

This skill measures the character's resistance to insanity. The horrors of the afterlife can drive a lost soul to madness. For instance, a character who sees a horrible demon for the first time may be required to lose (Sanity vs Poor) WTL. This damage is treated in exactly the same fashion as normal wounds.

When characters are confronted by extremely dangerous and unnatural situations, the narrator may require them to make Sanity Checks. This is frequently the result of a supernatural power, but it may also be because of an extreme shock, such as finding a loved one horribly mutilated. The player rolls on the **Sanity Check** table. A column adjustment should be applied by the narrator to reflect the situation.

The column adjustment is based upon three factors: the degree of personal danger, the proximity of the source of fear, and the grisliness or unnaturalness of the situation. For example:

+2 columns: Disgust. **Example:** Find a mangled corpse.

+1 column: Fright. **Example:** Touch a mangled corpse unexpectedly.

+0 columns: Shock. **Example:** Find the mangled corpse of a loved one.

-1 column: Panic. **Example:** Attacked by a loathsome and obviously dangerous creature.

-2 columns: Fear. **Example:** Receive visit by an IRS agent.

-3 columns: Extreme terror. **Example:** Witness a horrifying event: river runs with blood, body parts rain from the sky, etc.

-4 columns: Mind numbing horror. **Example:** Confronted by a greater demon. Faced by own worst fear.

Sanity Check

Sanity	Result
Awesome	You've coughed up scarier things than this.
Superior	You're disturbed but keep your cool.
Great	You grit your teeth and swallow your rising panic.
Good	You are paralyzed with fear for 1 turn.
Passable	You flee in terror. Each turn, you may try to make a Good Sanity roll to regain control.
Poor	You cry, whimper, scream, or huddle in a corner until slapped or shaken.
Inferior	You faint. Once per turn, you may try to make a Good Sanity roll to recover. In addition, you lose all memory of the event that frightened you.
Feeble	You faint. Once per minute, you may try to make a Great Sanity roll to recover. In addition, you are unable to speak for 12 hours.
Pathetic	You go catatonic. Once per hour, you may try to make a Great Sanity roll to recover. During this time, you cannot move or speak. Once you recover, you gain a permanent phobia related to the event that frightened you. Decide on the phobia with your narrator.
Catastrophic	Your character goes completely insane. Each day, you may try to make a Great Sanity roll to recover. You still control your insane character, but you must behave in an irrational fashion. The narrator may require the insane character to do certain things or to behave in a certain way, including requiring the character to plot against former friends, or go into a violent frenzy. After your character recovers, roll a permanent mental illness from the Mental Illness table.

Science

This skill covers your character's understanding of the hard sciences of physics, chemistry, and biology (as opposed to the less experimentally based sciences of anthropology, psychology and sociology). Use it to understand the natural laws of the universes, chemical theory, and the workings of living systems. The skill would be handy to have when speaking with the ghost of Albert Einstein.

Search

Search is used when your character is actively looking for something hidden, such as a secret door or a letter stashed in a desk (except tracks which requires the Track skill). Search is also used to find, salvage or scrounge up equipment that might otherwise not be found. A narrator may even allow a character to Search a town for a post office.

A successful Search roll indicates that a player has found the hidden object. On a low Search roll, the narrator may allow the character to find a misleading clue that she thinks is important, when it is actually useless.

Example: *Rupert searches a deserted cottage where the man who killed his grandfather once lived. The narrator rolls Rupert's Search skill, and gets a Feeble result. The narrator tells Rupert that he finds a scrap of paper in the fireplace. It looks like it was torn from a diary, and when read it reveals the location of his grandfather's tomb. Rupert rejoices; if he can speak to his grandfather's spirit, maybe they can locate the dastard who slew him.*

Secretly, the narrator knows that this is a red herring and that the tomb doesn't exist.

Stamina

Stamina measures a character's endurance and ability to withstand adverse conditions. Lost souls use it when resisting ectoplasmic poisons and supernatural flames. It's also used to recover lost WTL, regain consciousness, or resist reincarnation (as explained in **Chapter 5: How To Play**).

While a character needs to make a Strength roll to lift a large stone above his head, holding it there requires a Stamina roll.

Stealth

This is the character's ability to move on foot without being noticed. It is used when hiding, sneaking up on someone, or shadowing an NPC. Since a foe cannot counterattack during the turn in which he is surprised, a successful Stealth roll can give a character the advantage he needs to subdue his opponent.

When following someone, the Stealth roll is required as long as the victim is in sight, otherwise the Track skill is used. A character can follow an NPC for (Alertness vs Stealth) x 10 minutes without being noticed before a second roll is required. Failure means detection. A character following within thrown range gets -1 column on his roll.

Of course, Stealth is not usually needed when following living persons, as they cannot see a ghostly character anyway.

Strength

This is a character's physical power, used when trying to lift or carry heavy objects, break down locked doors, bend iron bars, dig a hole, or perform any other strenuous feat. The **Lifting** table gives some common RRs for hoisting heavy objects. Lost souls cannot affect material objects without the use of a supernatural power.

Lifting

Weight	Roll Required
30-50 lbs	Inferior
51-70 lbs	Poor
71-100 lbs	Passable
101-150 lbs	Good
151-200 lbs	Great
201-300 lbs	Superior
301+ lbs	Awesome

Swimming

Lost souls are slowed considerably when in water. They move at half their normal speed, and

can only perform one action every other turn. The sensation of water moving constantly through their ectoplasmic bodies is an unpleasant feeling, and very unnerving those who are unaccustomed to it.

Whenever an incorporeal being enters a liquid, the narrator should set an Swimming roll required depending on the distance the character intends to travel and the strength of local currents. In still water, the RR is Passable, in swift moving rapids, the RR could be as high as Awesome. A lost soul who enters water retains control of his ectoplasm for (RR vs Swimming) x 5 minutes. At the end of this time, the character must make another roll.

A character who retains control of his ectoplasm can move through the water by a careful manipulation of his density. In this fashion, he can change depth and direction. This is accomplished by a graceful swaying of the arms, but it is not truly swimming since the liquid passes right through him.

A character who fails his Swimming roll loses control of his ectoplasm. In still water, failure means the character sinks to the bottom of the liquid. Since ghosts do not need to breathe, there is no danger of drowning, and they can easily walk along the bottom of lakes and other still waters.

In running water, a lost soul who fails his Swimming roll is carried away by the current for 5 minutes for every column by which he missed his roll. At the end of this period, the character reaches an area of still water where he can re-form. While being carried away, the character's ectoplasm is dispersed by the water and all his efforts are focused on retaining his form. A dispersed ghost looks like a cloud of ectoplasm from whence humanoid features occasionally sprout and fade. A lost soul takes damage from this traumatic experience as though he had been exposed to daylight. Thus, a ghost who was dispersed for 15 minutes would take (Stamina vs Great) x 2 damage.

Shallow water has no effect on an ectoplasmic being. A ghost would wade through an ankle deep creek without making an Swimming roll. His feet might become fuzzy and semi-dispersed, but it wouldn't slow him down. However, if the water is knee deep or very fast, the narrator may require an Swimming roll to avoid dispersal.

Tame

Tame is used to train animals and communicate with beasts on a very limited basis.

This skill is more successful with domestic animals rather than wild creatures. Give a character a -2 column shift when trying to tame a wild animal. Insects, fish and other low intelligence creatures are too stupid to train.

Track

Tracking is the finding, following, and interpreting of tracks and other signs of passage. It's used to follow someone, or to tell what happened in an area by the footprints left in the dirt.

The narrator sets a roll required depending on the terrain and age of the tracks. A character can follow the tracks for (RR vs Track) hours before another tracking roll must be made. The narrator may also require a character to make another Track roll if the person being followed climbed a tree or swam a river.

In order for a character to overtake a victim, the character's Track roll must exceed the victim's Run by two columns or more. For example, to catch up with an NPC with a Run of Good, a character would need a Track roll of Superior.

Traps

This skill is used to deactivate traps. Unless it is obvious, a trap must first be located with the Search skill. The narrator sets the roll required to remove or circumvent the trap depending on its complexity. The higher the character's success, the quicker the trap is deactivated. The time required can range from less than a minute to a half-hour. On a failed roll, the character wastes up to a half-hour unsuccessfully working on the trap before giving up. On a very low roll, the character accidentally sets off the trap.

Lost souls attempting to deactivate a material trap will need to use an appropriate supernatural power.

Unlock

If something is locked, the Unlock skill is used to open it. This includes lock picking, safe cracking, and even jimmying a window latch. Some locks require a lock pick kit, but most can be opened with a paper clip or hairpin.

The narrator sets the roll required to open a lock depending on its complexity. The higher the character's success, the quicker he opens the lock (the time required can range from less than a minute to a half-hour). On a failed roll, the character wastes time unsuccessfully working on the lock.

When opening a material lock, a lost soul will need to use a supernatural power as well.

Example: *Antoinette wants to break into a combination safe with a Good difficulty. Her*

supernatural Move power allows her to manipulate the tumblers for 4 turns. She tries to open the lock before her power fails. Her Unlock roll of Superior allows her to open the box in 5 turns, just outside the time allowed. She'll have to use her Move power again to complete the task.

Willpower

Willpower encompasses a character's self-awareness, self-control and confidence. It is used when resisting temptation, seduction, interrogation and mental torture. It frequently comes into play when resisting the persuasion of others and the mental manipulation of supernatural forces.

Chapter 7

Supernatural Powers

Power Descriptions

All characters and many NPCs have supernatural powers. It normally takes one action to activate a power. A character who attempts to use a power can perform no other action that turn. Power parameters are explained here.

Uses per Day: Each power may be used a certain number of times per day. Players keep track on their character sheets how many times they try to use their powers. Every attempt counts as a use, even if it has no effect. When a character is out of uses for a power, he cannot use it again that day. At midnight, all expended uses are regained.

Powers are not limited by the one roll rule, which states that a character can try to do a certain action only once with any chance of success. Players can strive to use a power repeatedly in the same situation; each attempt counts as a use and takes one action.

Duration: The duration of a power is specified in its description. The duration often requires an ability roll by the character using the power. If the ability roll is failed, then the power has no effect whatsoever, although it still counts against the uses per day for the power.

Range: Unless otherwise specified, powers can be used only on visible targets within range.

Effects: This is a brief explanation of what the power does. The narrator may interpret these definitions as he sees fit.

Example: *In an attempt to scare a night watchman out of a warehouse, Tom the spook uses his Boo power on the unsuspecting fellow. Tom checks off one use of the Boo power on his character sheet. As specified in Chapter 7: Powers, the duration of the power is (victim's Intelligence vs user's Strength) x 2 turns. The night watchman has Passable Intelligence, so Tom must roll Passable or better for his power to work.*

Tom rolls Poor on his Strength, so his Boo has no effect. Oblivious to Tom's shouting and waving arms, the guard walks right past.

The next turn, if Tom tries to Boo the guard again, he will automatically fail in accordance with the one roll rule. Instead, Tom tries his Make Noise power. He checks off one use. According to Chapter 7: Powers, the Make Noise power lasts (Passable vs Intelligence) x 3 turns. Tom rolls Great on his Intelligence, giving him a duration of 9 turns. He creates the sound of a woman screaming in the alley outside the warehouse. The guard hears it and runs outside to see if he can help.

NPC Powers

Foes usually have fewer powers than player characters. One or two powers are about all a foe needs, and many NPCs have no powers at all. Often, NPCs have powers that are unique, usually reflecting the kind of people they were in life. Or, they may have standard powers with strange twists. In short, when assigning NPC powers, a narrator is not limited to the rules for player character creation.

Mortals and Powers

Haunting the living is a common pastime for lost souls. Supernatural powers allow for a multitude of ways to frighten mortals, from pulling a bed sheet from a sleeping person to a full-fledged materialization.

The response of mortals to the inexplicable ranges from curiosity to terror. The narrator may describe their reactions by deciding how obvious the power is, and describing an appropriate reaction. Or, he can determine responses from the Mortal Reaction Table.

If the narrator decides to use this table, the player using the supernatural power must make a Fate roll; column adjustments may be awarded depending on how easy the effect is to explain. If it could be explained away or be readily overlooked, the narrator should assign a column penalty. If it's an obvious power, the narrator gives a column bonus to the Fate roll.

Large groups of mortals tend to resist displays of supernatural prowess. Their collective disbelief enables them to disregard even overt powers. The narrator should assess a -1 column penalty to the player's Fate roll for every five mortals present.

Mortal Reaction

User's

Fate Roll Reaction

Awesome	Fear. The viewer flees in terror.
Superior	Unease. The viewer moves slowly away from the event.
Great	Receptiveness. The viewer believes in ghosts and tries to communicate.
Good	Rationalization. The viewer comes up with a logical explanation for the event which he clings to no matter how ridiculous it sounds.
Passable	Curiosity. The viewer investigates the event in an attempt to explain it rationally.
Poor	Denial. The viewer notices the event but pretends it didn't happen.
Inferior	Skepticism. The viewer believes someone is pulling a prank.
Feeble	Ignorance. The viewer didn't notice the event, or simply doesn't respond.

Gaining Powers

Between adventures, look up your character's current Karma on the Supernatural Powers table to see how many powers you should have. If too many powers are listed on your character sheet, you lose the extra powers, starting with those most recently acquired. If your Karma goes up again later, you gain totally new powers.

If your character has too few powers according to the table, you receive new powers. You may select your powers from those listed here. You may even choose the same power multiple times, thereby increasing its uses per day.

Write your character's supernatural powers in the Powers section of your character sheet, in the order that they are gained. The original powers are always listed first. A character can only gain or lose powers between adventures.

Supernatural Powers

Karma	Powers
1-4	4
5-9	5
10-14	6
15-19	7
20-24	8
25-29	9
30-34	10
35-39	11
40-44	12
45-49	13
50-54	14
55-59	15

Powers List

Activate/Deactivate

Uses per day: Eight

Duration: Immediate

Range: Variable

Effects: The user can turn one material object on or off. The object must be within the user's line of sight. The Mechanical roll required depends on the range, as shown on the following table.

Activate/Deactivate Range

Range	Mechanical RR
Touching	Passable
Brawling	Good
Thrown	Great
Missile	Superior
Beyond Missile	Awesome

Age

Uses per day: Three

Duration: Immediate

Range: Thrown

Effects: The user appears suddenly before his victim, causing the victim to age (victim's Intelligence vs user's Cunning) x 3 years. This awful experience will cause the victim's hair to turn white until it grows out again. It works only on material beings.

Allure

Uses per day: Five

Duration: (victim's Will vs user's Charm) x 3 turns

Range: Thrown

Effects: The victim goes into a trance and must follow the user at walking speed. During this time, the victim cannot perform any other action. The victim will fiercely attack anyone who tries to stop him; once the interloper stands aside, the victim will continue on his way. Any successful attack on the victim will break the allurements.

Animal Possession

Uses per day: Four

Duration: (animal's Strength vs user's Nature) x 5 minutes.

Range: Thrown

Effects: This power allows the user to take over the body of an animal. If it works, the animal will have all of the user's mental abilities, but the user will be limited to the animal's physical abilities. In addition, the user cannot use his supernatural powers while possessing the animal. Damage taken by the animal does not harm the user, unless the animal dies while it is still possessed, in which case the user loses (Stamina vs Superior) WTL.

Animate the Dead

Uses per day: Four

Duration: (Passable vs Knowledge) x 5 minutes

Range: Touch

Effects: The user can cause one human corpse to rise up as a zombie. The zombie has an Attack skill of 15, Damage of x4, a Defense skill of 20, and 20 WTL. As long as the corpse remains in line of sight, the user has complete control over it. Otherwise, the zombie must be given a simple series of instructions to follow.

Appear

Uses per day: Three

Duration: (Passable vs Charm) x 2 turns

Range: Thrown

Effects: If successful, the character can appear before a single living being. The lost soul is suitably transparent. When a lost soul appears in this fashion, it cannot speak, but only gestures. Lost souls normally appear in candlelight or moonlight. A lost soul cannot appear in broad daylight. The ghostly image breaks apart if touched by a material being.

Assemble

Uses per day: Three

Duration: Permanent

Range: Touch

Effects: An item that is broken is miraculously made whole. It may be used as though it had never been broken. The size and complexity of the object determines the roll required. A small, non-mechanical device such as a goblet would require a Passable roll to reassemble. A complex machine, such as a computer, would require an Awesome roll. The item must be the size of a car or less, and may be incorporeal or material.

Astral Double

Uses per day: Two

Duration: Until destroyed

Range: Missile

Effects: The character makes a duplicate of himself appear anywhere in the local area. The double has all the skills and gear of the original, but no supernatural powers. The double has (Passable vs Knowledge) WTL, and loses 1 WTL every hour. Once it runs out of WTL, the double vanishes. The double's personality is identical to the original, with the same goals. However, the double must be played as a separate character.

Astral Walk

Uses per day: Two

Duration: (target's Stamina vs user's Strength)
x 5 minutes; or x 10 minutes if the target is willing

Range: Brawling

Effects: This power only works on physical beings. By grabbing hold of the target's spirit, the user pulls the target's spirit from his body. The target has an ectoplasmic duplicate of everything he was carrying. His body lies comatose for the duration of the power (see Astral Projection, above).

Aura of Death

Uses per day: Three

Duration: (Passable vs Strength) x 2 turns

Range: Thrown

Effects: All beings within 20 feet of the caster lose 1 WTL each turn.

Aura of Good Cheer

Uses per day: Four

Duration: (target's Intelligence vs user's Charm) x 2 turns

Range: Thrown

Effects: All those in the local area are overcome by feelings of silliness and jolly good will. They will behave like happy drunks. This power does not affect the user.

Aura of Hostility

Uses per day: Four

Duration: (target's Charm vs user's Cunning) x 3 turns

Range: Thrown

Effects: The target becomes the focus of rage for everyone else in the local area. Each turn, everyone else in the local area (except the user) must roll Passable on Will or else attack the target.

Aura of Pain

Uses per day: Three

Duration: (Passable vs user's Knowledge) turns

Range: Thrown

Effects: All enemies in the local area are struck by searing pain. For the duration of the power, they cannot attack, only Defend against attacks and use supernatural powers. Enemies who make a Stamina roll greater than the Knowledge roll that created the aura are unaffected.

Aura of Powerlessness

Uses per day: Four

Duration: (Passable vs Fate) x 2 turns

Range: Thrown

Effects: For the duration of this power, no other supernatural powers may be used by anyone in the local area, including the user of this power. Any powers that are already in effect are not affected by this power.

Backdoor

Uses per day: Five

Duration: (Passable vs Cunning) x 2 minutes

Range: Thrown

Effects: When used on a material wall, this power creates a ghostly door that any incorporeal being can pass through. The door leads to the other side of the wall, which must not be more than five feet thick. The door cannot be seen or used by the living.

Bedazzle

Uses per day: Five

Duration: (Passable vs Fate) x 2 turns

Range: Thrown

Effects: The user creates a dazzling display of colored lights. All characters in the locale area (except the user) are at -1 column on all ability rolls for the duration.

Beguile

Uses per day: Four

Duration: (Passable vs user's Will) x 2 turns

Range: Missile

Effects: This power allows the user to change places with one of his enemies. The target will

appear to everyone else as the user, while the user will appear as the target (although both will retain all their physical and supernatural abilities). Each turn, creatures in the local area can attempt to disbelieve the power by rolling Great on Intelligence (this counts as the creature's only action for the turn, and a player must state he is specifically attempting to see through the power). Failure means the creature refuses to believe the characters have been transposed, although the creature may try to disbelieve the power again on the next turn.

Bind

Uses per day: One
Duration: Until freed
Range: Brawling

Effects: Similar to Entrap, this power may only be used on lost souls. This power has an "effectiveness" of (target's Will vs user's Fate). If successful, this power forces the target to remain within 10 feet of his body until some condition set up by the caster is met. Usually, the condition is such that the ghost must rely on someone else fulfilling it. The "effectiveness" of the power determines how difficult the conditions are to meet.

Black Hound

Uses per day: Four
Duration: (Passable vs Nature) x 3 turns
Range: Brawling

Effects: This power summons a black hound, which the user controls completely. It will disappear when killed or when the power runs out. The hound is unnatural, and can attack and be attacked by both physical and incorporeal beings. The user shares the hound's senses.

The hound has Attack skill of 10, Defense of 12, Damage of x2, and 20 WTL. The user makes all rolls for the hound.

Blinding

Uses per day: Five

Duration: (target's Stamina vs user's Knowledge) x 3 turns

Range: Thrown

Effects: The target is totally blinded for the duration of the power.

Blood Sign

Uses per day: Four

Duration: (Passable vs Intelligence) x 30 minutes

Range: Missile

Effects: For the duration of the power, the user will instinctively sense where the target object or person is located and can track him down using the Blood Sign as a homing device.

Blur

Uses per day: Five

Duration: (Passable vs Agility) x 2 turns

Range: Touch

Effects: The user (or a cooperative target) becomes blurry and faint. Grants +5 Defense versus other incorporeal or unnatural beings.

Body Bugs

Uses per day: Three

Duration: (target's Defense vs user's Nature) x 2 turns

Range: Brawling

Effects: By simply touching a victim, the lost soul causes a welt to appear on his skin. The welt will seethe and burst open, doing two points of damage and revealing a mass of bugs. The biting bugs, which are the same consistency as the target, inflict one point of damage each turn. The victim must make a Great Sanity roll or else spend the duration of the power clawing at the horrid infestation.

Boo

Uses per day: Six

Duration: (victim's Intelligence vs user's Strength) x 2 turns

Range: Brawling

Effects: By briefly appearing and shouting this word loudly, the user causes terror in one victim. The victim flees for the duration of the power. Can be used on the living as well as lost souls. No living creature besides the target will hear the boo or see the user.

Break Object

Uses per day: Six

Duration: Immediate

Range: Variable

Effects: Causes a material object to break. The object must be in line of sight and must be the size of a microwave oven or less. This power can break part of a larger object. The range to the object dictates the Strength roll required.

Break Object Range

Range	Strength RR
Touching	Passable
Brawling	Good
Thrown	Great
Missile	Superior
Beyond Missile	Awesome

Bridge

Uses per day: Five

Duration: (Passable vs Mechanical) minutes

Range: Thrown

Effects: A bridge of ectoplasm forms over a puddle, lake or stream allowing lost souls to cross to the other side.

Cackle

Uses per day: Five

Duration: (target's Intelligence vs user's Intelligence) x 10 minutes

Range: Thrown

Effects: For the duration of the cackle, the victim cackles insanely. The laughter is so creepy that anyone hearing it will be certain the victim has gone insane. While cackling, the victim can still perform other physical actions, such as attacking,

but is incapable of speaking or concentrating on any complex task.

Call Item

Uses per day: Two

Duration: (Passable vs Dexterity) x 2 turns

Range: Unlimited

Effects: The user may summon to his hand one inanimate object he has touched since his last trip to his Sanctum. The item remains with him for the duration of the power, then returns to wherever it came from. The item must be able to be carried by the character doing the calling, so a character could not call an automobile. This power works on material and incorporeal items, however a ghost may need to use another power in order to manipulate a material object.

Cause Despair

Uses per day: Five

Duration: (Passable vs Cunning) minutes

Range: Thrown

Effects: Everyone within range feels completely depressed. They feel that their cause is hopeless, whatever it may be. Gives a -1 column on all actions. This affects friends as well as foes, but not the caster.

Cause Insanity

Uses per day: Three

Duration: (victim's Sanity vs user's Strength) days

Range: Thrown

Effects: The victim receives a Mental Illness rolled on the Mental Illness table.

Change Temperature

Uses per day: Four

Duration: (Passable vs Nature) x 10 minutes

Range: Thrown

Effects: The user can change the temperature in the local area by up to 40 degrees. Once the

duration is over, the temperature quickly returns to normal.

Charnel Breath

Uses per day: Six
Duration: Immediate
Range: Thrown

Effects: The user can breathe on a group of up to 4 characters within range. The terrible blast does (target's Defense vs user's Strength) x 3 points of damage to ectoplasmic beings, and (target's Defense vs user's Strength) x 1 damage to material beings. Sickness, vomiting and even unconsciousness can result.

Charon's Ferry

Uses per day: Five
Duration: (Passable vs Fate) x 5 minutes
Range: Thrown

Effects: An ectoplasmic boat appears, which can carry up to ten lost souls across a body of water. The character who summoned the boat controls it with his Drive skill.

Cheshire Cat

Uses per day: Six
Duration: (Passable vs Nature) x 3 minutes
Range: Self

Effects: The user transforms into a material cat. He maintains his mental faculties, but is limited to the abilities of a cat. The character's skills are unchanged (his claws do x1 damage). As the power fades, so does the cat. Once the cat completely vanishes, the user instantly reappears.

Chill Touch

Uses per day: Five
Duration: (Passable vs Cunning) x 2 turns
Range: Self

Effects: For the duration of the power, the user's touch does x4 damage in unarmed combat versus ectoplasmic beings, and x1 damage versus material beings.

Cloaking

Uses per day: Four
Duration: (Passable vs user's Knowledge) x 10 minutes

Range: Touch

Effects: The target becomes completely invisible for up to the duration of the power. The power is broken if the invisible target moves or is touched. This power works on inanimate objects as well as sentient beings.

Cloud Mind

Uses per day: Five
Duration: (Passable vs Cunning) x 2 minutes
Range: Thrown

Effects: Causes a material being to believe he is dreaming. The target will react to supernatural events with nonchalance. Nothing will seem to surprise him, and he will be accepting of the most incredible events. Even after the power has worn off, the victim will continue to believe he nodded off and dreamed the whole thing. This can be used effectively when trying to communicate with the living, without terrifying them in the process.

Cohesion

Uses per day: Seven
Duration: (Passable vs Stamina) x 10 minutes
Range: Self

Effects: This power makes the user immune to the adverse effects of liquids.

Compel

Uses per day: Four
Duration: (victim's Intelligence vs user's Charm) turns
Range: Thrown

Effects: Compels the victim to perform a simple action, such as "drop your weapon," "spit on your boss," or even "jump off a bridge." The victim will perform the action for the duration of the power. The victim cannot be compelled to kill

himself, and the command cannot be more than 4 words long.

Conquering Worm

Uses per day: Three

Duration: (Passable vs Nature) turns

Range: Thrown

Effects: The victim's eyes, mouth and other orifices become infested with aggressive worms, which bore into his body with devastating results. Each turn, he takes (Stamina vs Passable) x 3 damage. It can also be used on wood and paper to cause it to become worm eaten. This power can be used on material as well as incorporeal beings.

Contact Higher Being

Uses per day: Two

Duration: (Passable vs Intelligence) turns

Range: Self

Effects: The user can ask the narrator one yes/no question per turn. The narrator must answer truthfully; if the narrator honestly does not know the answer, he must say so. It still counts as a question.

Control Animal

Uses per day: Five

Duration: (Passable vs Nature) x 5 minutes

Range: Thrown

Effects: The user takes control of a natural, material animal. The control is broken if the animal moves outside the power's range.

Corpse Lights

Uses per day: Seven

Duration: (target's empathy vs user's Knowledge) x 3 turns

Range: Missile

Effects: This power is usable only in darkness. It creates a series of small flickering flames (up to six) that look like candles, torches, or lanterns of any color the user chooses. The lights are under the complete control of the user, and can move at

walking speeds. They must remain within the user's line of sight. Up to 5 beings who see the lights will be compelled to follow them for (target's empathy vs user's Knowledge) x 3 turns. Normally, this is used to lead the unwary victims off of ledges, into bogs, etc.

Corruption

Uses per day: Four

Duration: Immediate

Range: Touch

Effects: The user can corrupt food or drink merely by touching it. The food immediately molders and turns wormy. Anyone eating it will become sick for (victim's Stamina vs user's Cunning) hours, taking 2 WTL damage per hour of sickness.

Dance of the Damned

Uses per day: Five

Duration: (victim's Will vs user's Will) x 2 minutes

Range: Brawling

Effects: This power allows the user to enter the body of a living being. The victim and the user battle for control, leaving the body to shake and stagger as though dancing. After a minute, the user takes over the body. If the body is slain or rendered unconscious, the user is forced out but is otherwise unharmed.

Darkness

Uses per day: Four

Duration: (Passable vs Cunning) minutes

Range: Thrown

Effects: Inky darkness fills the local area. All light sources become dull spots of red. If the user only wants shadows (equal to candlelight), double the duration.

Death Dog

Uses per day: Four

Duration: (Passable vs Nature) minutes

Range: Thrown

Effects: This power summons a semi-material fairy dog to do the user's bidding. The dog is as large as a young calf, has a short tail, big paws, green fur, and red ears. When sent by its master, the dog runs after its prey in a straight line, passing through solid objects if necessary. Although the dog has a Defense of 14 and does (Defense vs Poor) x 2 damage with its bite, its greatest weapon is its bark. Every other turn, the dog may utter a bark. On the first bark, the victim feels a cold chill emanate from the animal. On the second bark, the victim feels a coil of fear loosen within him. On the third bark, if the victim is still within thrown range, he immediately takes 20 WTL damage.

Death Rattle

Uses per day: Five

Duration: (target's Stamina vs user's Stamina) minutes

Range: Thrown

Effects: Causes a living victim to choke. Within two minutes, he will be asphyxiated into unconsciousness, but the Death Rattle will not cause death.

Death Sleep

Uses per day: One

Duration: (target's Stamina vs user's Cunning) hours

Range: Touch

Effects: Usable only on living beings. At the user's touch, the victim screams terribly and collapses in a heap. He appears completely dead for the duration of the power.

Death Throes

Uses per day: Five

Duration: (target's Stamina vs user's Stamina) x 2 turns

Range: Thrown

Effects: Spasms of pain course through the bodies of up to five victims. The pangs are so intense that they are at -2 columns on all die rolls, including Defense, until the end of the duration.

Death-Knock

Uses per day: One

Duration: (victim's Stamina vs user's Cunning) days.

Range: Touch

Effects: By knocking 3 times on the head of a living person's bed, the user can cause that person to fall ill and possibly die. On the first day after he wakes up he is simply ill, on the second day he is very sick, on the third day he is bedridden, on the fourth day he is incapacitated, and on the fifth day of the illness (if it has progressed this far), the victim dies. The user of this power may stop the illness at any time.

Decapitation

Uses per day: Four

Duration: (Passable vs Stamina) x 2 turns

Range: Self

Effects: The user's head assumes material consistency and flies from his body. The head bites for x2 damage, flies at running speed, and can travel any distance from its body. The head continues to control the decapitated body for as long as it remains within sight. The body remains incorporeal for the duration of this power.

Deflect

Uses per day: Two

Duration: (Passable vs Agility) turns

Range: Self or Thrown

Effects: For the duration of this power, any object or person that strikes at the target is deflected. This power can be used instantly, even if it means interrupting another player's turn, and does not require an action to activate.

Dematerialize

Uses per day: Four

Duration: (Passable vs Fate) x 3 turns

Range: Brawling

Effects: Converts a material object of up to 10 pounds into an unnatural form usable by both

incorporeal and material beings. If a lost soul dematerializes a gun, the bullets are also affected.

Detect Aura of Blood

Uses per day: Ten

Duration: (Passable vs Alertness) x 10 minutes

Range: Self

Effects: Allows the user to determine on sight whether any creature within thrown range has the power to drain the life force, blood or WTL from the living or lost souls.

Disease

Uses per day: Four

Duration: (target's Stamina vs user's Cunning) x 2 hours

Range: Touch

Effects: The user's touch causes illness in the victim. The target will suffer diarrhea, nausea, fever, headaches, and other flu-like symptoms. The effects start in just five minutes.

Disembowel

Uses per day: Three

Duration: Immediate

Range: Thrown

Effects: Can only be used on material creatures. It causes the victim's belly to burst like an overripe plum, doing (Passable vs Strength) x 4 damage. The actual effect can range from a stomach ache (4 points damage), to a burst appendix (16 points damage) or a wet explosion (20 points damage).

Disfigure

Uses per day: Four

Duration: Permanent

Range: Touch

Effects: By touching the victim (it doesn't matter if the victim is material or incorporeal) the user causes an awful scar to appear at the point touched. The victim's Charm is reduced by

(Passable vs user's Cunning) points. If reduced to zero Charm, the victim loses Will to Live instead.

Distort Reality

Uses per day: One

Duration: Permanent

Range: Special

Effects: The user may re-roll one roll. This power is used immediately after the roll is made and does not count as an action.

Divination

Uses per day: Five

Duration: Immediate

Range: (Passable vs Knowledge) x 10 feet

Effects: Lets the user detect one specified kind of thing: water, money, hidden doors, etc. It cannot detect a specific item, only a generic class of object. The user senses the direction of the closest example of the desired object, provided it is within range as determined by a Knowledge roll.

Dream Control

Uses per day: Two

Duration: (target's Sanity vs user's Empathy) x 5 minutes

Range: Touch

Effects: The target must be a physical, sleeping being. The user causes the target to dream. The user has complete control of the dream's contents, but the victim has control of his dream self. Although the dream may be frightening, resulting even in the victim's apparent death, the victim will awake unharmed at the end of the duration (unless the user forces him awake sooner). During the dream, the victim will think that the events are real. This power allows the user to communicate with the victim in his dreams. During the dream, the victim cannot be awakened by anyone but the user.

Duplicate Object

Uses per day: Three

Duration: (Passable vs Mechanical) x hours

Range: Touch

Effects: The user can duplicate (in ectoplasm) a material item. The user must touch the item to be duplicated.

Eerie Music

Uses per day: Three

Duration: (target's Intelligence vs User's Charm) x 10 minutes

Range: Thrown

Effects: All beings within the local area hear the soft sound of a musical instrument, usually a harp, organ or violin. The music is haunting and hypnotic. For the duration of the power, up to four victims will walk toward the apparent source of the music, which the user controls. The victims are neither helpless nor entranced; they are simply determined to find out where the music is coming from.

Enslavement

Uses per day: Two

Duration: (target's Will vs user's Charm) x 10 minutes

Range: Touch

Effects: This power only works on living people who must be unconscious. For the duration, the user has complete mental control over the victim. However, the victim will be slow moving, like a sleepwalker. The enslaved victim may speak, but must remain within the user's line of sight or else the power ends.

Entrance

Uses per day: Four

Duration: Up to five minutes

Range: Self

Effects: Works only on material beings. The user appears as a wavering, vaporous form. Up to (Passable vs Charm) x 3 people in the local area will stand bemused, staring at the ever shifting forms. Any abrupt movement or loud noise (such as an attack) will end the power. While using this power, the lost soul cannot move.

Entrap

Uses per day: One

Duration: Until freed

Range: Brawling

Effects: This power has an "effectiveness" of (target's Will vs user's Fate). If successful, this power forces the target to haunt the place where he was slain. The target cannot leave the local area of where he died until some condition set up by the user is met. Usually, the condition is such that the victim must rely on someone else fulfilling it. The "effectiveness" of the power determines how difficult the conditions are to meet.

Evil Eye

Uses per day: Three

Duration: (target's Fate vs user's Fate) x 2 turns

Range: Brawling

Effects: The target and the user must be visible to one another. The victim is at -2 columns on all rolls for the duration of the power.

Excerpt

Uses per day: Six

Duration: (Passable vs Knowledge) x 2 minutes

Range: Touch

Effects: The user can sense the contents of a material book, notebook or journal without having to open it physically. The duration limits the amount of information received.

Extinguish

Uses per day: Four

Duration: Not applicable

Range: Variable

Effects: Allows the user to shut off lights and douse fires. A light bulb burns out, a fuse blows, or a transformer explodes, depending on how large of an area the user wishes to affect. The Science roll required is determined by the area affected, as shown on the Extinguish table.

Extinguish Area

Range	Mechanical RR
One light or small fire	Passable
One room	Good
Suite of rooms	Great
One building	Superior
One city block	Awesome

Facade

Uses per day: Five

Duration: (Passable vs Knowledge) hours

Range: Touch

Effects: The touched subject of the power takes on the appearance of whatever the user chooses, provided it is about the same size. Appropriate sound effects are included. This power may also be used to cause rotten food to appear fresh, a ruined house to look new (but only from the outside), or a new house to look old and decrepit.

Faint

Uses per day: Four

Duration: (target's Stamina vs user's Cunning) turns

Range: Brawling

Effects: The user appears abruptly in a frightening manner, causing the victim to faint. This power works on the living as well as the non-living. Only the victim sees the user.

False Memory

Uses per day: Two

Duration: Permanent

Range: Thrown

Effects: The user plants a false memory in the target's mind (the target must be within thrown range). The memory is woven into the target's mind, fitting between other memories so that no real memories are actually lost. The target will completely believe the false memory unless it is somehow proven to be false. The false memory can be planted as far back as the user wishes, although the further back it is, the less precisely it will be recalled. The span of time covered by the false

memory equals (target's Intelligence vs user's Intelligence) x 10 seconds.

Far Sight

Uses per day: Four

Duration: (Passable vs Alertness) minutes

Range: Unlimited

Effects: By concentrating on an area where he has been before, or on a person that he knows well, the user can see or hear what is happening there or around the selected person. In addition, if the user has an item that was touched by someone in the past day, he may focus on the location of the person who touched the item (provided he knows who that person is). When using this power, the player must specify whether he is trying for sound or picture. If he wants both, it costs 2 uses.

Father Figure

Uses per day: Four

Duration: (target's Intelligence vs user's Cunning) x 2 turns

Range: Self

Effects: The user assumes the appearance of the target's father or another highly respected individual (only the target sees the illusion). The victim will obey whatever the father figure tells him.

Feral Fellow

Uses per day: Five

Duration: (target's Intelligence vs user's Intelligence) x 2 turns

Range: Thrown

Effects: The target immediately drops to all fours and scampers around like an animal. He cannot carry anything in his hands or use any weapons. However, he may still attack by biting and clawing.

Fester

Uses per day: Four

Duration: (Passable vs Cunning) turns

Range: Missile

Effects: All wounded characters in the local area take 1 point of WTL damage each turn as their wounds break open and fester painfully. This power affects friends and foes alike.

Find the Way

Uses per day: Five

Duration: Immediate

Range: Self

Effects: This power gives the user the direction of a specific object (or person), provided it is within (Passable vs Search) miles. The user may try to determine the distance as well, but the power then only works out to (Passable vs Search) x 100 feet. The user must be familiar with the object, having touched it earlier. If the user has no first hand knowledge of the object, he may try to locate it by concentrating on a drawing or description, but he will be at -1 column. If the user has a small piece of the object or person's clothing, then he receives +1 column.

Flesh Crawl

Uses per day: Four

Duration: Immediate

Range: Thrown

Effects: This power can only be used on material beings. It causes the flesh of the target to crawl off his body, inflicting (target's Defense vs user's Cunning) x 5 damage. The amount of damage done determines how much of the target's skin is affected.

Fly

Uses per day: Five

Duration: (Passable vs Agility) x 10 turns

Range: Self

Effects: Fly at (Catastrophic vs Agility) x 50 feet per turn. Use Agility for maneuvering. Make a Strength roll in order to carry heavy objects while flying.

Fog

Uses per day: Four

Duration: (Passable vs Cunning) x 10 minutes

Range: Local area

Effects: A thick fog fills the local area, reducing light and vision. The fog will protect any lost souls within it from sunlight. The user may sculpture it into any shape or color. Strong winds will dispel the fog. The fog's duration is halved in full daylight.

Foretell

Uses per day: Three

Duration: Immediate

Range: Thrown

Effects: The user can tell (Passable vs Fate) things about a human's future and/or past just by looking at her. The player asks that many questions about the person, which the narrator must answer honestly. The narrator may be as vague as he likes.

Forget

Uses per day: Four

Duration: Immediate

Range: Local area

Effects: All beings in the locale area (except the caster) forget everything that happened in the last (Passable vs Charm) x 2 turns. Player characters may try to resist the power by rolling Memory higher than the Charm roll of the user.

Fragment

Uses per day: Four

Duration: Immediate

Range: Thrown

Effects: Causes a specified hand or foot to drop away from the body of an incorporeal being. The user must state which part (left hand, right hand, left foot or right foot) is to fragment from the rest. While this experience does no harm to an incorporeal being, it can cause her to be hampered. The body part reforms in (victim's Stamina vs user's Medical) x 2 turns.

Fray

Uses per day: Eight
Duration: Immediate
Range: Touch

Effects: This power allows the user to tatter, unravel or wear away any clothing, cord or rope. The roll required depends upon the amount of material to be frayed. A Passable roll will destroy a typical rope, while a Great roll would reduce a person's clothing to threads. This power only affects the material world.

Freezing Touch

Uses per day: Six
Duration: (target's Defense vs user's Cunning)
x 2 turns
Range: Touch

Effects: Just by touching the target, the user can cause complete paralysis. During this time, the victim can see and hear everything that is going on around him, he simply can't move.

Frenzy

Uses per day: Three
Duration: (Passable vs Stamina) x 2 turns
Range: Self
Effects: The user receives +1 column on all Brawling, Dodge, Run, and Defense rolls. The user must attack each turn. If no foes are in the local area, he must attack the nearest character. If the user is unconscious or alone, the power ends. The user may also roll Good on Will to snap out of his frenzy.

Frightful Visage

Uses per day: Five
Duration: Immediate
Range: Local area
Effects: The user appears as he did in death Ñ rotting, maggoty, and so horrible that he causes all characters (friend and foe alike) in the local area to lose (victim's Stamina vs user's Cunning) WTL. In

addition, the victims must all roll on the Sanity Check table.

Ghost Cycle

Uses per day: Four
Duration: (Passable vs Mechanical) x 10 minutes
Range: Thrown
Effects: Creates an ectoplasmic motorcycle, which can be driven by any incorporeal being. Maneuvering the motorcycle requires a Drive roll. The motorcycle can carry one passenger safely.

Ghostly Bonfire

Uses per day: Six
Duration: (Passable vs Nature) x 20 minutes
Range: Missile
Effects: Creates a large, intense fire. The Bonfire burns lost souls and other incorporeal beings, doing (Defense vs Good) x 5 damage to those foolish enough to enter it. It is visible to the living, though it cannot burn them.

Ghostly Knowledge

Uses per day: Two
Duration: 2 minutes
Range: Self
Effects: The user can discover up to (Passable vs Knowledge) pieces of information which can only be known by a person who has died. For instance, recent historians believe that Napoleon may have been poisoned, rather than dying peacefully in his bed. The user could employ his ghostly knowledge to find out if this were true. The character may also use this power to discover how to perform some action; he could contact the spirit of a plumber to find out how to fix a sink.

Glimpse of Death

Uses per day: Four
Duration: (Passable vs Cunning) hours
Range: Touch

Effects: This power is cast on a mirror, pool, or other reflective surface. The mirror will remain enchanted for the duration. The first living person who looks into the mirror during this time will see a hideous glimpse of his own death. The type of death is specified by the user at the time the power is used. The horrible vision causes the victim to lose (target's Stamina vs user's Cunning) WTL. In addition, the victims must roll on the Sanity Check table.

Graveyard Shift

Uses per day: Two

Duration: Immediate

Range: Self

Effects: This power transports the user and up to ten incorporeal beings he is touching to any graveyard. The location of the destination must be known to the user. The power requires a Passable Stamina roll. The user suffers -1 column for every two companions he takes along. One companion would cause a -1 column penalty, three companions a -2 column penalty, and so on.

Growth

Uses per day: Four

Duration: (Passable vs Stamina) x 3 turns

Range: Self

Effects: The user increases in size and mass by up to 20 feet. For every 2 feet of height increased, he gains +1 to his Strength and Defense skills. This power may also be used on another being simply by touching it.

Gust of Air

Uses per day: Six

Duration: (Passable vs Nature) minutes

Range: Local area

Effects: Creates a gust of wind for the duration. The gust is strong enough to open unlatched doors, part curtains, or blow the pages of a book open.

Hallucination

Uses per day: Three

Duration: (target's Sanity vs user's Intelligence) x 3 turns

Range: Thrown

Effects: Creates a full sensory hallucination of the user's design. Anything of any size can be created; for instance, the user could create the illusion of an army of ghouls marching on the victim. The only limitation is that the victim cannot really be hurt by the hallucination. Only the target will see the hallucination.

Haunt

Uses per day: One

Duration: (Passable vs Will) nights

Range: Brawling

Effects: This power is used to make a person do a specific action. Usable only on living people, only one Haunt can be used on a person at a time, and a character can cast Haunt on a specific victim only once every thirty days. Each night, the victim suffers an awful nightmare of the user's design. The nightmare must make it obvious what the user wants the victim to do, as well as the punishment for not doing it. The same dream is experienced every night, each time progressing a little further. The victim will awaken in the middle of the night, bathed in sweat, at which time he must roll his Sanity over the Will of the ghost who used the power. If the victim rolls lower, he must do what the user wants. Once the person does the user's bidding, the user is reincarnated, or the duration ends, the victim is free from the nightmares.

Headstone

Uses per day: Eight

Duration: Immediate

Range: Self

Effects: This power is used to gain information on a person, living or dead. The subject must be someone the user has seen, or someone whose name the user knows. The user learns (Passable vs Knowledge) facts about the subject.

Healing Hands

Uses per day: Five

Duration: Immediate

Range: Touch

Effects: Heals (Passable vs Nature) x 2 WTL.

Characters can use this power on living as well as incorporeal beings. This power heals "X" damage as well as "/" damage.

Heart Attack

Uses per day: One

Duration: Immediate

Range: Brawling

Effects: Causes a single material creature to suffer a heart attack. The user must roll Cunning. On a Superior roll, the victim passes out and must be hospitalized for three days. On an Awesome roll, the victim dies.

Hell's Bells

Uses per day: Six

Duration: Six hours

Range: Missile

Effects: Every move the target makes produces the tolling of a bell. This power makes it impossible for the victim to sneak around. The loudness of the bell depends upon the user's Cunning roll, as shown on the Hell's Bells table.

Hell's Bells Loudness

Cunning	Strength RR
Passable	Chimes. Can be heard at 50 feet.
Good	Small bells. Can be heard at 100 feet.
Great	A gong. Can be heard at 100 yards.
Superior	Church bells. Can be heard at a half mile. Causes a splitting headache to victim.
Awesome	Cathedral bells. Can be heard at 1 mile.
	Every time the victim moves, he must make a Passable Stamina roll or else suffer 1 WTL damage. On a Catastrophic roll he is deafened for 1 week. If the damage drives the victim to 0 WTL, he goes insane.

Howl

Uses per day: Four

Duration: (target's Sanity vs user's Strength) x 2 turns

Range: Local area

Effects: Affects up to five characters in the local area, including the user's friends. The ghost rolls versus each character's Sanity to see how long that character must flee.

Hurl

Uses per day: Seven

Duration: Immediate

Range: Touch

Effects: The user may hurl one baseball-sized material object up to (Passable vs Aim) x 10 feet. The object can be used to inflict (Defense vs Aim) WTL damage on a living being.

Hypnotism

Uses per day: Four

Duration: (target's Intelligence vs user's Intelligence) x 2 turns

Range: Thrown

Effects: For the duration of the power, the target cannot make any decisions for himself. He may act on the suggestions of others, but is not required to follow their commands.

Ignite

Uses per day: Six

Duration: (Passable vs Nature) x 2 turns

Range: Thrown

Effects: Causes an inanimate material object to burst into flames. The burning area can be no more than one square yard. The fire burns out at the end of the duration, even if the target is inflammable. A person wearing burning clothes would take 1 point of damage per turn.

Image

Uses per day: Four

Duration: (Passable vs Fate) x 3 turns

Range: Thrown

Effects: Creates a lifelike image of a single object or creature that the caster chooses. The image must fit within a 10' x 10' x 10' cube. It must stay within thrown range of the user. The image is completely silent, unless the Make Noise power is used to give it sound. This power does not work in full daylight.

Imitate

Uses per day: Two

Duration: (Passable vs Cunning) x 5 minutes

Range: Self

Effects: The user assumes the appearance of any one creature or person within line of sight. If the target is a material being, the user also becomes material. The user's abilities all remain the same.

Increase Ability

Uses per day: Four

Duration: 1 turn

Range: Self

Effects: Grants a bonus of (Good vs Fate) columns to the user's next action. The use of this power does not count as an action, and it may be activated at any time.

Inhabit Item

Uses per day: Five

Duration: (Passable vs Mechanical) x 2 turns

Range: Touch

Effects: Allows the user to inhabit item and animate it. The object, which must be man sized or smaller, assumes an evil visage and moves according to its nature. A rug would slither and strangle victims, a lamp would waddle across the floor. If the object is broken, the power ends.

Jacob's Ladder

Uses per day: Five

Duration: (Passable vs Mechanical) hours

Range: Thrown

Effects: This power creates an ectoplasmic ladder of up to one hundred feet in length (the user chooses the length at the time it is created). It is firmly rooted in place, and while it can't be moved, it doesn't need any additional support. It can be used by any incorporeal being.

Keening

Uses per day: Three

Duration: Immediate

Range: Local area

Effects: All those in the local area, friend and foe alike, lose (victim's Stamina vs user's Cunning) x 3 WTL.

Lend

Uses per day: Five

Duration: (Passable vs Stamina) x 3 turns

Range: Thrown

Effects: For a short period of time, the user can "loan" a companion 5 points in any skill or ability. For instance, if a companion is about to use Faith Heal with a skill of 10, this power will allow the user to lend 5 more points before the roll is made. Of course, the user's own Faith Heal score will be at -5 until the power wears off. The user's ability must be at least 6 to successfully use this power.

Levitate

Uses per day: Four

Duration: (Passable vs Agility) x 3 turns

Range: Thrown

Effects: Levitate the target. Gives up and down movement only. Can move target up or down at 10 feet per turn. As the power wears off, the target is slowly lowered to the ground at the rate of 10 feet per turn. This power also works on inanimate objects.

Life Detection

Uses per day: Five

Duration: Immediate

Range: (Passable vs Nature) x 20 feet

Effects: The user can sense the direction and approximate distance of the nearest intelligent beings that are within range. The maximum number of beings that can be detected is 1 for every twenty feet of range.

Life Drain

Uses per day: Four
Duration: Immediate
Range: Brawling

Effects: The user absorbs (victim's Defense vs user's Brawling) x 2 WTL from the target. These points are added to the user's WTL, and may even take the user over his limit of 20 WTL. This power can be used against the living as well as lost souls.

Lock

Uses per day: Five
Duration: (Passable vs Mechanical) x 10 minutes
Range: Thrown
Effects: This power causes one door, window, or other portal within the local area to stick closed for the duration. The user may remove and re-install the lock at will. Anyone else must physically break the door down.

Make Noise

Uses per day: Six
Duration: (Passable vs Intelligence) x 3 turns
Range: Missile
Effects: The user can make a noise, such as moaning, screaming, rapping, rattling chains, or anything else except actual speech.

Manifest

Uses per day: Six
Duration: (Passable vs Intelligence) x 3 turns
Range: Local area
Effects: Allows the user to play out a scene they have personally seen. This is an excellent way of replaying a murder. The scene is totally silent.

Materialize Object

Uses per day: Five
Duration: (Passable vs Fate) x 6 turns
Range: Touch
Effects: Converts one ectoplasmic item of up to 10 pounds weight into an unnatural state, allowing it to be touched and used by both material and incorporeal beings. For instance, a ghost cop could materialize his gun, thereby allowing him to fire and harm a living creature. Note that if this power is used on a gun, all of its bullets are also materialized.

Mechanical Failure

Uses per day: Three
Duration: (Passable vs Mechanical) x 5 minutes
Range: Local area
Effects: All mechanical and electronic devices in the local area are rendered useless. Radios buzz with static, cameras don't work, computers crash, etc.

Mental Link

Uses per day: Four
Duration: (Passable vs Knowledge) hours
Range: Unlimited
Effects: This power is used on another being within the local area. At any time during the duration, the target may send a telepathic call for help to the user. No details can be given, just the call for help and a vague sense of the target's direction relative to the user.

Message

Uses per day: Eight
Duration: up to 1 hour
Range: Touch
Effects: The user may write (Passable vs Dexterity) x 5 letters. The letters appear on any surface (including flesh), and drip as though written in blood. Alternately, they may appear raised from the surface, as the user chooses. The

user may choose how long the letters will last, up to one hour.

Mirror Image

Uses per day: Four

Duration: (Passable vs Charm) x 2 turns

Range: Self

Effects: If successful, the user may appear in any reflective surface (mirrors, glass, chrome, etc.). The user cannot talk, but may use gestures. Anyone, living or incorporeal, can see the reflection.

Moan

Uses per day: Four

Duration: (victim's Intelligence vs user's Empathy) x 3 turns

Range: Local area

Effects: This ghastly sound causes all those in the local area to be struck with a terrible sadness. They will not feel like fighting or engaging in any form of conflict. All they want to do is grieve.

Molder

Uses per day: Five

Duration: (Passable vs Stamina) turns

Range: Touch

Effects: By touching an object, the user can cause the item to molder, rust, or otherwise decay into complete uselessness. Weapons have their damage bonus reduced by a factor of 1 each turn. For example, a x5 damage scimitar which moldered for 3 turns would be reduced to x2 damage. The Defense bonus of armor is reduced by 1 for every 2 turns of moldering. The narrator must decide how long it takes to completely destroy other objects. If used on a being, this power does 1 point of damage each turn.

Mood Swing

Uses per day: Four

Duration: (victim's Intelligence vs user's Intelligence) x 2 turns

Range: Thrown

Effects: The user chooses which emotion to impress upon the victim. Some examples include: sorrow, anger, fear, joy, depression, or paranoia. For example, this power might cause a demon to cry uncontrollably, both blinding it and possibly causing it to forget all about its intended target.

Move Object

Uses per day: Eight

Duration: (Passable vs Strength) x 2 turns

Range: Thrown

Effects: This power is used to cause an object of under a pound to move slowly in a straight line. The object must come to a complete stop in order to change direction. Delicate movement is impossible. It is useful for moving an Ouija planchette, sliding objects across a table, etc.

Mutate Object

Uses per day: One

Duration: (Passable vs Stamina) x 5 turns

Range: Touch

Effects: Lets the user change a material object into any shape he chooses, so long as it is approximately of the same size. The object gains all the properties of its new shape. Note that the new object is generic; for instance, a character could change a stick into a key, but it would just be a generic key, not the key to a specific lock.

Mute

Uses per day: Six

Duration: (target's Stamina vs user's Stamina) hours

Range: Brawling

Effects: The user appears suddenly before his victim in such a startling manner that the target loses his ability to speak. In addition, the victim is so rattled that he cannot even write clearly (his hands shake too much).

Night Watchman

Uses per day: Two

Duration: (Passable vs Intelligence) x 2 hours

Range: Special

Effects: This power acts as an effective guard against sneak attacks. The night watchman appears as a portly fellow dressed in a watchman's uniform. He can patrol a radius of one hundred feet around the user, and can even pass through walls and doors to check the situation on the other side. He will report to the user if anyone, material or incorporeal, approaches within one hundred feet (although he will not report upon creatures within one hundred feet at the time the power is activated). He is completely ineffectual as a fighter. The Night Watchman can only be activated at night. He cannot be seen or heard by the living but other supernatural creatures can sense him.

Nightmare

Uses per day: Two

Duration: (Passable vs Nature) x 3 turns

Range: Touch

Effects: The user may enter the dream of any one living person that he personally knows or has studied for 1 hour that same day. The user has all of his equipment with him, but his victim also has one weapon of his choice. For the duration of the power, the user may speak with his victim, or fight. If either character dies in the dream, that character is reincarnated. Both characters regain all lost WTL at the end of the duration. If the victim survives the encounter, he awakens exhausted.

Object Reading

Uses per day: Three

Duration: Immediate

Range: Touch

Effects: By touching an ectoplasmic or material object, the user will have a vision regarding who used the item last, where and when it was made, what it was used for, and what happened around it that was emotionally important. To do this, the user must make a

Passable Knowledge roll. How well he makes the roll determines how much information he gains.

Open Portal

Uses per day: Eight

Duration: Immediate

Range: Touch

Effects: The user can open one portal such as a door or window. It can also be used to open a drawer or something similar. Locked doors require a Passable Unlock roll. Anyone in the local area will feel an chill draft as the door opens.

Operate Contrivance

Uses per day: Five

Duration: (Passable vs user's Mechanical) x 2 minutes

Range: Touch

Effects: Allows the user to operate one machine. This power can be used to play an organ, operate a computer, drive a car, or whatever else the user chooses.

Oracle

Uses per day: One

Duration: (Passable vs user's Knowledge) minutes

Range: Self

Effects: The user can ask one question per minute. The narrator must answer the question with a riddle. The riddle may be as obtuse as the narrator likes. The answer should never be clear cut.

Pass

Uses per day: Three

Duration: (Passable vs Cunning) minutes

Range: Self

Effects: The user can go through any material object, including walls, floors, mountain sides, etc.

Phantom Smoke

Uses per day: Three

Duration: (Passable vs Nature) x 5 minutes

Range: Thrown

Effects: Billows of smoke fill the local area, obstructing vision and causing the living to cough and their eyes to water. The smoke is thick enough to protect lost souls from sunlight. Strong winds will dispel the smoke. It can be made to follow the user or surround a specific target.

Photogenic

Uses per day: Eight

Duration: (Passable vs Charm) x 10 minutes

Range: Self

Effects: The user can appear on videotape, film, sound tape, or other recording medium. The image is permanent, though a little blurry.

Poisonous Bite

Uses per day: Four

Duration: (Passable vs Cunning) x 2 turns

Range: Self

Effects: The user grows poisonous fangs. For the duration of this power, the user can bite victims, paralyzing them for (target's Defense vs user's Brawling) hours.

Possession

Uses per day: One

Duration: (victim's Will vs user's Will) hours

Range: Brawling

Effects: Possession only works on living people, and it can only be achieved if the host is sick, mentally ill, sleeping, stunned or otherwise incapacitated, or if the victim is cooperative. A user receives +1 column if attempting to possess a child or a blood relative. Possession allows the user to enter and take full control of the victim's body. He can maintain control for the duration of the power. Any damage taken by the host is also suffered by the possessing spirit. It takes 2 turns for a possessing spirit to leave a body.

Power Shield

Uses per day: Four

Duration: (Passable vs Fate) x 3 turns

Range: Self

Effects: For the duration of this power, the user is immune to the effects of all supernatural powers. However, he is not immune to incidental damage caused by a power. For instance, if a character with Power Shield is standing on a bridge that is Vanished, the character with the Power Shield would still plummet.

Precognition

Uses per day: Two

Duration: Immediate

Range: Self

Effects: The user will know what will happen for the next (Passable vs Knowledge) x 2 turns. For instance, a ghost says that he intends to go through a door, but first he uses Precognition. The game is then played for a few minutes to show what would happen if the character went through the door. The game then returns to the point where the ghost used the precognition, allowing him to make new decisions based on what he has learned.

Premonition

Uses per day: Three

Duration: Immediate

Range: Self

Effects: The user can predict the probable results of a stated action. He will be able to tell if the results are liable to be very good, good, neutral, bad, or very bad. The user can sense (Passable vs Knowledge) x 5 minutes into the future.

Presence

Uses per day: Eight

Duration: (Passable vs Charm) minutes

Range: Local area

Effects: All living people in the room feel your presence. You decide how your presence is felt. It must be an emotion, or a familiar smell that they

would associate with you. Those who do not know you will feel your presence but will not be able to identify it as you.

Private Hell

Uses per day: Six

Duration: (victim's Strength vs user's Knowledge) x 5 minutes

Range: Brawling

Effects: Causes the target to be instantly transported to his own private hell. There, the victim suffers horribly (although there is no lasting ill effects). When the duration ends, the victim reappears exactly where he was before he was sent to hell.

Pseudopod

Uses per day: Three

Duration: (Passable vs Stamina) minutes

Range: Self

Effects: A tentacle up to ten feet long grows out of the user's body. The limb is an unnatural substance that can affect (and be seen by) both material and incorporeal beings. The tentacle can be used to fight, write, carry or grasp with a Strength and Dexterity equal to the caster's. Attacks may be made separately against the pseudopod. It has 10 WTL, and a Defense equal to its owner's. Once out of WTL, it retracts back into the user. The user is not harmed by any damage taken by the pseudopod. The user can cause the pseudopod to retreat back inside her body at will. If she does this before the end of the power's duration, she will lose any remaining time she might have had for that usage.

Putrefy

Uses per day: Five

Duration: (Passable vs Stamina) turns

Range: Self

Effects: For the duration, the user's touch causes flesh to molder. If the user strikes in unarmed combat, his touch does x6 damage. This is treated just like any other wound. This power does

not work on the living unless the user has somehow materialized.

Read Minds

Uses per day: Four

Duration: (Passable vs Intelligence) minutes

Range: Thrown

Effects: The user may read the surface thoughts of the target.

Reduce Size

Uses per day: Six

Duration: (Passable vs Stamina) x 2 minutes

Range: Self

Effects: The user and all of his gear decreases in size down to as little as 1" in height (the user chooses the size). His Strength is reduced proportionally, but his other skills remain unchanged.

Reflection

Uses per day: Five

Duration: (Passable vs Charm) minutes

Range: Self

Effects: Allows the user to appear in a reflective surface. The user can assume his regular appearance, or the guise of the person looking into the reflective surface.

Regression

Uses per day: Three

Duration: (Passable vs Fate) minutes

Range: Touch

Effects: Allows the target to remember past events from their own life with photographic clarity. The target can take a more careful look around. While he is aware of his emotions at the time, he doesn't feel them with the same passion. The user may employ this power on himself. The user suffers a -2 column penalty if regressing the target to a past life (a lost soul can be regressed to their most current life without penalty, since it's considered the same incarnation).

Rejuvenate

Uses per day: One

Duration: Immediate

Range: Touch

Effects: This power is used on any lost soul, even one with 0 Will to Live. The character immediately regains (Pathetic vs user's Fate) x 2 WTL, up to the character's starting WTL.

Return

Uses per day: Two

Duration: (Passable vs Stamina) x 2 minutes

Range: Self

Effects: The user assumes corporeal form. If he is touched by a human, he will be very cold and has no heartbeat; otherwise, he appears as he did in life. The user may speak and effect physical objects. He takes full damage from physical weapons. This power only works on material planes (such as earth).

Reverse Intentions

Uses per day: Four

Duration: (target's Intelligence vs user's Charm) turns

Range: Thrown

Effects: The victim does the exact opposite of what he intended to do that turn, and will continue to do so for the duration. For example, Reverse Intentions could cause an evil spirit to throw down his weapon and surrender when he was just about to attack.

Revulsion

Uses per day: Five

Duration: (Passable vs Cunning) x 3 turns

Range: Self

Effects: The user causes himself to appear so horrible, that no one may come within Brawling range of him unless they make a Strength roll greater than the roll that created the aura. Those who fail cannot approach the user for the duration

of the power. Living creatures must be able to see the user in order to be affected by this power.

Rise from Dead

Uses per day: One

Duration: (Passable vs Stamina) x 10 minutes

Range: Touch

Effects: The user inhabits and animates a human cadaver. The better preserved the body, the more lifelike it will be.

When inhabiting the dead, the user takes 1/4 damage from physical weapons (rounded down). The reanimated corpse can only speak one word (selected by the user at the time the power is used), which he may repeat as often as he wants. This power may only be used at night, and stops instantly at daybreak.

If the user returns to his own body, the duration is (Passable vs Stamina) hours.

Rotting Stench

Uses per day: Five

Duration: (target's Stamina vs user's Strength) x 3 turns

Range: Local area

Effects: An awful, rotting stench fills the local area. Everyone in the local area (except the caster) is at -1 column on all actions.

Seduction

Uses per day: Two

Duration: (target's Intelligence vs user's Charm) x hours

Range: Special

Effects: Enables the user to cause one human to fall completely in love with him. The victim must see a picture of the user, or his personal belongings, or the character must somehow make his presence known. The victim will view anything the character does or suggests in the best possible light. However, this can backfire. Someone who loves the character may try to reincarnate him under the mistaken belief that "it's all for the best." Or, the target may try to commit suicide to be with the user forever. Once the power wears off, the

victim may have an extreme dislike for the user, especially if he made her do things she now regrets.

Shadow Walk

Uses per day: Five

Duration: Immediate

Range: Self

Effects: The user may instantly move from one shadow to another. The shadows must be large enough to accommodate the user and any companions who accompany him. The user must be standing in a shadow, and the destination must be within line of sight. Note that this power is useless in direct sunlight as well as complete darkness. Using the power requires a Passable Cunning roll. The user suffers a -1 column penalty for every additional person he is taking.

Shape Change

Uses per day: Two

Duration: (victim's Strength vs user's Strength) x 5 minutes

Range: Brawling

Effects: This power can be used on living beings. The user changes the target into another shape, usually a small harmless animal, such as a toad, rat, or cat; or a worthless object such as a pile of offal. The victim retains all his mental functions, but is limited physically to his new shape.

Shiver

Uses per day: Five

Duration: (Passable vs Great) x 2 minutes

Range: Missile

Effects: The target shivers uncontrollably. His flesh rises in goose bumps, his teeth chatter, and his limbs tremble. During this time, the victim can barely speak and will be incapable of any task requiring Dexterity, Aim, Filch, Forgery or Unlock.

Shriek

Uses per day: Three

Duration: (target's Strength vs user's Strength) turns

Range: Local area

Effects: The shriek affects up to 5 beings in the local area, including the user's friends. Each must roll to see how long he is paralyzed with fear.

Shroud

Uses per day: Three

Duration: (target's Strength vs user's Cunning) x 2 turns

Range: Thrown

Effects: A winding sheet wraps tightly around the bodies of up to five victims. Their arms are bound tight until the power wears off; however, they can still use their legs and supernatural powers.

Silence

Uses per day: Five

Duration: (Passable vs Knowledge) x 2 turns

Range: Local area

Effects: The local area is made silent. No sound can be made in the area, nor can any sound made outside the area be heard within it. The user can adjust the size and position of the area so long as it remains inside the locale area.

Siren Song

Uses per day: Four

Duration: see below

Range: Local area

Effects: The user selects up to six victims within the local area. The victims feel an uncontrollable desire to go toward the user for (victim's Intelligence vs user's Charm) x 2 minutes. The siren song can sound like wailing, singing, a baby crying, or whatever else the user feels would lure his victim.

Sleep

Uses per day: Five

Duration: (target's Stamina vs user's Cunning)
x 2 turns

Range: Local area

Effects: Up to 5 enemies in the local area are put to sleep by the strange mist created by the user. Roll a separate duration for each victim.

Sleepwalk

Uses per day: Two

Duration: (target's Will vs user's Charm) x 30 minutes

Range: Touch

Effects: This power only works on a sleeping, material being. The target goes into a trance and will journey toward the user by the best means possible: walking, catching a bus, etc. The power ends if the target is bumped or otherwise interrupted. A loud noise will also break the trance. The target can be any distance away.

Slow

Uses per day: Four

Duration: (target's Agility vs user's Cunning) x 2 turns

Range: Thrown

Effects: The target creature seems to be moving through molasses. They can only act (or attack) every other turn.

Soul Strip

Uses per day: Three

Duration: (target's Sanity vs user's Will) minutes

Range: Thrown

Effects: This power forces the target to reveal his most heart wrenching secret. It does not prevent the target from fighting or other physical activity.

Speak to the Living

Uses per day: Eight

Duration: 1 minute

Range: Brawling

Effects: A character who uses this power may whisper (Passable vs Charm) x 10 words to a living target in the local area.

Speak with Animals

Uses per day: Eight

Duration: (Passable vs Nature) minutes

Range: Self

Effects: Ability to communicate with one living animal of the user's choice. The animal must be in the local area. Most animals can see or sense ghosts, and will react fearfully. Speak with Animals allows a ghost to calm their fears. While this power is in effect, the user can employ other skills such as Interrogate, Persuade, or Lie to question or manipulate the animal.

Spontaneous Combustion

Uses per day: One

Duration: Immediate

Range: Thrown

Effects: The target, incorporeal or material, bursts into flames, taking (Passable vs Nature) x 5 damage.

Steal Memory

Uses per day: Two

Duration: Immediate

Range: Brawling

Effects: The user may permanently steal a memory from a victim within the local area. The user erases (target's Memory vs user's Knowledge) hours from the victim's mind. Memories older than 1 year cannot be stolen.

Steal Shadow

Uses per day: Three

Duration: (target's Intelligence vs user's Will) x 3 minutes

Range: Thrown

Effects: This power can only be used on a material beings. It gives the user control over the target's shadow (the target must be casting a

shadow for this power to work). The shadow has an Attack of 10, Defense of 10, and the weapons of the original. It can physically interact with both incorporeal and material beings. The shadow possesses the knowledge of the target, and while the shadow cannot speak or write, it can nod, shake its head, shrug for "I don't know," and point in response to questions from the user. As long as the user is in the local area, he can give the shadow simple instructions, which the shadow will follow until new instructions are given. The shadow can be slain by 20 points of damage or by eliminating its light source, at which time it returns to its place beside the target.

Stench

Uses per day: Four

Duration: (Passable vs user's Stamina) x 2 turns

Range: Local area

Effects: The local area is filled with the stench of corruption, causing nausea and weakness. All characters and NPCs who are present (except the user) suffer a penalty of (Stamina vs Passable) columns on all attacks and Defense rolls for the duration of the power, or until leaving the vicinity of the user.

Summon Animal

Uses per day: Three

Duration: (Passable vs Nature) x Duration

Range: Special

Effects: Calls a real animal which will do the user's bidding. The duration depends on the creature being summoned. The creature must stay within Line of Sight of the user. The creature is under the summoner's complete control. They possess a mental link which allows the summoner to see and hear through the creature.

Summon Animal

Duration	Animal	Attack	Damage	Defense	WTL
x 1 turn	Wolf	10	x4	15	20
x 2 turns	Vulture	10	x2	10	10
x 1 minute	Raven	10	x1	15	5
x 1 minute	Bat	10	x1	20	2
x 1 minute	Dog	10	x2	10	10
x 5 minutes	Cat	10	x1	15	5

x 10 minutes	Rat	5	x1	20	1
x 10 minutes	Moth	-	-	10	1
x 30 minutes	Toad	-	-	5	1

Summon Ghost

Uses per day: One

Duration: (Passable vs Fate) x 3 turns

Range: Special

Effects: The lost soul summoned must be known to the user. The ghost feels a strange pulling sensation, and may either choose to be teleported to the user for the duration of the power, or else refuse to be teleported. A ghost may not be summoned against his will. May summon a ghost from anywhere, even across planes.

Summon Pests

Uses per day: Three

Duration: (Passable vs Nature) x 2 turns

Range: Local area

Effects: The user summons a horde of bats, rats, or biting insects that fill the local area. The horde swarms over the user's enemies, biting and clawing and doing 1 WTL damage per turn to anyone in the local area with a Defense of Good or less (except the user).

Tangle Vines

Uses per day: Five

Duration: (target's Strength vs user's Nature) x 2 turns

Range: Local area

Effects: This power causes the plants in the local area to tangle around the user's enemies. Entangled people cannot move for the duration. Reduce the duration by 3 turns for each turn the plants are cut with an edged weapon.

Telekinesis

Uses per day: Six

Duration: (Passable vs Intelligence) x 2 turns.

Range: Thrown

Effects: For the duration, the user can move one small object of less than a pound as through he was physically manipulating it. The item must remain in line of sight.

Telepathy

Uses per day: Five

Duration: (Passable vs Intelligence) minutes.

Range: Unlimited

Effects: By concentrating on one sentient being, (either living or ghostly), the user can converse telepathically with them. The user can communicate with any character he knows personally no matter how far away that person is. If the user is not familiar with the target, the target must be within line of sight, and the user suffers a -1 column penalty. Once a character has telepathically communicated with someone, they can do it again no matter where the target is. Note that the user cannot get any information out of target that the target does not want to give; this is not a "mind reading" power. Instead of two way communication with one character, the user may employ this power to send his thoughts to up to 6 different characters simultaneously.

Teleport

Uses per day: One

Duration: Immediate

Range: Unlimited

Effects: The user can teleport (RR vs Intelligence) characters to any area known to the user. This power only works within the same plane; for instance, characters on the material world can only teleport to another place on earth. The RR depends on how well the user knows the location he is going to.

Teleport

Intelligence RR	Familiarity
Passable	Complete familiarity (i.e. home) or a visible location.
Good	User studies a photo or very accurate picture of the location while using the power.
Great	Someone describes the location fully to the user.
Superior	User one read a description of the location or saw a picture.
Awesome	No familiarity. The user has only heard the name of the location.

The Creeps

Uses per day: Two

Duration: 5 minutes

Range: Thrown

Effects: This power summons (Passable vs Nature) miniature minions, called "the creeps." They are foot tall creatures with a semi-material consistency that can affect, and be affected by both material and incorporeal beings. Each creep has a Defense of 10, an Attack of 10, x1 damage, and all other abilities of 5. They are quite nimble and can leap up to three feet.

Time Stop

Uses per day: One

Duration: (Passable vs Fate) turns

Range: Local area

Effects: The user stops time for all other creatures in the local area. The user may continue to act, however.

Trail of Entrails

Uses per day: Six

Duration: (Passable vs Cunning) hours

Range: Missile

Effects: This power can be used on a material or incorporeal being. Ectoplasmic entrails spill from the target's guts, leaving a slimy trail that the user can easily follow. Even if the target enters a car, a glistening intestine will dangle from the door, leaving its tell-tale mark on the pavement. This power does not harm the target, though an

incorporeal victim may be horrified by the effect (material beings take no notice, unless they are mediums).

Transform

Uses per day: Four

Duration: (Passable vs Will) x 2 turns

Range: Self

Effects: The user assumes the material form of an animal. It takes 2 turns to effect the change, during which time the user is helpless. All of their equipment changes with them. They retain their knowledge and skills, but they cannot use weapons in their animal form. Transformed characters use the combat skills of their animal form. WTL does not change.

Transform

Animal	Attack	Damage	Defense
Wolf	10	x4	15
Vulture	10	x2	10
Raven	10	x1	15
Bat	10	x1	20
Dog	10	x2	10
Cat	10	x1	15
Rat	5	x1	20
Moth	-	-	10
Toad	-	-	5

True Sight

Uses per day: Five

Duration: (Passable vs Alertness) x 2 turns

Range: Self

Effects: The user sees things as they truly are. Darkness is penetrated, illusions are unveiled, magic items glow, and supernatural connections are shown. Will not allow the user to see through solids, around corners, or so on. It does allow the user to see the aura of people (one person may be viewed per turn). The color indicates something about the person being viewed:

Black: Person is evil, malevolent or deathly ill. The aura of the evil dead.

Blue: This person has innate healing powers. They have a calming effect on people, and by touching a possessed person, they can make the ghost flee.

Brown: Person viewed is ill or diseased. The color will often focus on the afflicted body part.

Green: Well-balanced, adjusted person. Most people have green auras.

Grey: This person suffers from pain, mental anguish or injury. Many lost souls have gray auras.

Pink: Perfectly healthy; usually seen in the young. If centered near a woman's abdomen, indicates pregnancy.

Purple: Person is very empathic or psychic; possibly a medium. They are most likely to see and believe in ghosts.

Red: This person is angry or enraged. Often a sign of cruelty or sadism. People with red auras can adversely affect those who are ill. A person's aura will sometimes turn red if they lie or suppress the truth.

White: This person is completely innocent & trustworthy. Children often have white auras.

Yellow: Person is suffering from some form of insanity, the darker the color, the worse the affliction. A yellow and black aura indicates a psychotic personality.

Truth Tell

Uses per day: Three

Duration: (target's Intelligence vs user's Intelligence) turns

Range: Brawling

Effects: The user may ask the target one question per turn, which the target is compelled to answer truthfully to the best of his knowledge.

Unnatural Rain

Uses per day: One

Duration: (Passable vs Nature) x 5 minutes

Range: Local area

Effects: The user can cause it to rain within the local area, only the rain is anything but water! The user chooses any one of the following: cockroaches, blood, dead fish, frogs, body parts, rocks, or anything else the narrator approves. The strange rain follows the user as he moves. It cannot be made to rain indoors. The objects falling from the sky do 1 WTL damage per minute to anyone physical who is caught in the strange rain. The object disappears at the end of the duration.

Vanish

Uses per day: Two

Duration: (Passable vs Fate) x 5 turns

Range: Touch

Effects: Causes one inanimate item touched by the user to completely vanish for the duration. The size of the item must be something the caster could lift and carry.

Ventriloquism

Uses per day: Four

Duration: (victim's Intelligence vs user's Intelligence) x 2 turns

Range: Thrown

Effects: The target must be a living entity. For the duration of the power, the user may speak through the target. The target's voice will be that of the user, although the Mimic skill may be used to make it sound like the victim. While speaking, the target will not be aware that he is speaking, and will not know what it was he said.

Wall of Bone

Uses per day: Three

Duration: (Passable vs Strength) minutes

Range: Thrown

Effects: Creates a twenty-foot long wall of bone, which prevents both material and incorporeal beings from passing. The bones are sharp, and do (Defense vs Great) x 2 damage to anyone who physically tries to smash through them. The wall has a Passable Defense, and any attack that does 20 or more points of damage will shatter it. The wall can be formed into a circle to surround a target, or used to form a cage.

Watcher

Uses per day: Three

Duration: (Passable vs Alertness) x 2 hours

Range: Special

Effects: This power allows the user to designate a 10' x 10' area to watch. For the duration of the power, the user will see anyone

who enters the area, and will be able to watch what they do so long as they remain there.

Water Whirlpool

Uses per day: Five

Duration: (Passable vs Nature) x 2 turns

Range: Thrown

Effects: A small waterfall appears to do the user's bidding. It can be directed to drench material beings, or disperse ectoplasmic beings. See the Swimming skill for the effects of water on ghosts.

Weapon Of Choice

Uses per day: Four

Duration: (RR vs Fate) x 3 turns

Range: Self

Effects: The weapon of the user's choice appears in his hand. The Fate roll required depends upon the Karma cost of the weapon being summoned, as shown on the Weapon of Choice table.

Weapon of Choice

Karma Cost	Fate RR
1-3	Passable
4-6	Good
7-9	Great
10-12	Superior
13-15	Awesome

Whirling Chaos

Uses per day: Three

Duration: (Passable vs Stamina) x 2 turns

Range: Local area

Effects: The user causes the objects in the room to fly about. It does (victims' Defense vs user's Strength) x 2 damage per turn to each living creature in the room. Objects are broken, furniture overturned, and the room is trashed.

Wind Form

Uses per day: Four

Duration: (Passable vs Agility) minutes

Range: Local area

Effects: The user assumes the form of a breeze.

As a breeze, he can blow doors slowly open, enter a house through a small crack, or fly at fast speeds. He is not affected by sunlight, material weapons, nor incorporeal weapons. He can still use his supernatural powers, as well as be affected by the supernatural powers of other lost souls. He cannot attack physically, and his speech sounds like a soft whispering in the wind.

Wisp of Smoke

Uses per day: Six

Duration: (Passable vs Nature) minutes

Range: Self

Effects: The user turns into a shapeless puff of smoke, which can be seen by the living. While in smoke form, the user can fly through the air, or sneak into a house through a crack. He is not affected by sunlight or material weapons, although he can still be hurt by immaterial weapons.

Wither

Uses per day: Five

Duration: Immediate

Range: Brawling

Effects: Causes an incorporeal or material being to wither and decay, inflicting (target's Defense vs user's Fate) x 6 damage.

Write

Uses per day: Eight

Duration: (Passable vs Dexterity) turns

Range: Touch

Effects: The user guides a living person's hand so that it writes what the user wants. The target must already be in the process of writing.

X-Ray Vision

Uses per day: Seven

Duration: (Passable vs Alertness) minutes

Range: Self

Effects: The user can see through solid objects of up to five feet thickness.

Zombie Hands

Uses per day: Four

Duration: 5 minutes

Range: Thrown

Effects: Causes (Passable vs Strength) x 2 decayed hands to burst from the floor, their claws latching onto the legs of anyone in the local area. The user decides how many hands hold onto each target. They may be used on physical or incorporeal targets. A victim can break free of one hand per turn by rolling Passable or better on his Strength (on an Awesome roll he breaks completely free). The victim can still use his arms, and if he has a cutting weapon, he may sever (Passable vs Brawling) hands per turn. A severed hand or one that loses its grip immediately vanishes in a puff of noxious smoke.

Chapter 8

Gear

Consistency of Items

A lost soul returning to Earth finds there are two distinct states of matter: incorporeal and material. The material world includes the solids, gases, and liquids the character was accustomed to in life.

“Incorporeal” encompasses anything made of ectoplasm. Ectoplasm is the substance of all things incorporeal. It permeates the material world in such a rarefied form that it’s completely invisible to both the living and lost souls.

Ectoplasm, regardless of its classification, is completely invisible and intangible to living beings. On the other hand, incorporeal beings are much more attuned to ectoplasm, and can see it in any concentrated form. Different kinds of lost souls can manipulate ectoplasm to varying degrees of compactness. The density to which a lost soul can compress ectoplasm is the same as the spirit’s consistency, as described in **Chapter 4: Lost Soul Types**.

A lost soul can interact with any ectoplasmic item. For example, a vaporous ghost could use a luminous item. However, a lost soul cannot use a material object, unless the object is dematerialized, the lost soul somehow assumes material form or a supernatural power is used to manipulate it.

Below are the densities of ectoplasm, ranging from the least to the most dense.

Ambient ectoplasm is ectoplasm found in the environment. It’s so sheer that it’s invisible and intangible to both the living and lost souls. Ambient ectoplasm is present throughout the earth, forming a layer about one mile thick. It’s also present inside the earth itself, filling caves, catacombs, and crypts. Since ectoplasm is heavier than air, it is held firmly to the earth by gravity.

Vaporous ectoplasm appears wispy, as though made from white smoke.

Luminous ectoplasm glows with a soft radiance, as if made of light.

Translucent ectoplasm has a firm outline, but the colors are washed out and objects are visible through it.

Solid-looking ectoplasm appears completely firm to lost souls, but it should not be confused with real matter.

Compacted ectoplasm is so highly congealed that it’s actually visible to material beings. It appears as threads of semi-opaque plasma which smells of ozone. To the touch, it’s cold and clammy, and easily breaks apart as though it were mist. To incorporeal beings, compacted ectoplasm is as solid as actual matter. No lost soul can create compacted ectoplasm without the use of a supernatural power.

Other Types of Matter

Three additional states of matter bridge the gulf between the incorporeal and material worlds. They are listed below.

Unnatural matter is material, but its supernatural nature allows it to affect incorporeal beings. Lost souls must still treat the unnatural matter as material. An unnatural knife in the hands of a living person would harm any lost soul he stabbed, yet lost souls could neither pick up nor move the knife (except by supernatural means).

Semi-material matter is a supernatural fusion of solid-looking ectoplasm and matter. Lost souls treat it as incorporeal while mortals treat it as material. A lost soul could cut a living person with a semi-material knife; to the mortal it would appear as if the dagger were floating on its own! The mortal could then wrestle the knife away and use it to stab the ghost.

Dual matter can change between incorporeal and material. When incorporeal, it appears solid-

looking to lost souls. Dual objects are explained more fully below.

States of Matter

1. Incorporeal (ectoplasmic)
 - a. Vaporous
 - b. Luminous
 - c. Translucent
 - d. Solid-looking
2. Material
3. Unnatural
4. Semi-material
5. Dual

Dual Objects

A dual item becomes material or ectoplasmic depending on the consistency of the being touching it. A dual knife would be material in the hands of a material being, or incorporeal when possessed by a lost soul. While material, the knife could not harm ghosts, and when ectoplasmic, it could not affect or be seen in the material world. A lost soul couldn't pry open a material door with a dual knife, because it would be incorporeal for as long as it was held by the ghost.

When not in the possession of anyone, a dual object takes on the consistency of the plane it occupies. In the physical world, a dual item would normally be material; in ectoplasmic plane of existence, it would be ectoplasmic.

If both an incorporeal and material creature touch a dual object, it retains the consistency of whoever grabbed it first for as long as that person holds it.

Dual items may have properties that affect both mortals and ghosts. For example, if a dual knife has the power to drain WTL, it can harm both the living and dead. Even in its ectoplasmic state, the knife could harm a living foe, while a ghost could just as easily be hurt by it in its material manifestation.

Creating Dual Items

Only those objects that form an emotional bond between a lost soul and a mortal can ever become dual. Such transformations are miraculous, and should only occur when the emotions behind

the transaction are strong enough to cross the boundaries of death. The narrator has final say on when such an item can become dual.

***Example:** Wayne died on his way to propose to his beloved Marie. Now, he longs to give her the engagement ring he bought right before his death. He uses his supernatural powers to make his presence known to Marie, and once she knows he is there, pops the question with his Message power. She affirms her love for him, and in an effort to form a bond with her, he tries to give her the ectoplasmic ring he carries.*

The narrator considers the situation and decides the emotions are strong enough to convert the ring to dual consistency. As it passes from Wayne's incorporeal hand into Marie's material palm, the ring becomes solid right before her amazed eyes.

Gear

Lost souls create familiar objects from ectoplasm to give them a sense of comfort and familiarity in the afterlife. A character unconsciously duplicates whatever she had with her at the time of death. A lost soul cannot copy the magical properties of an item, so an enchanted amulet duplicated in ectoplasm would have none of its special properties. As a lost soul learns to manipulate ectoplasm, she can create other items. This is important since lost souls cannot easily use material objects.

Karma Cost

The pursuit of material objects is so anathema to the spiritual quest for Karma, that when a character acquires an item, it is at the expense of Karma.

All items have a Karma cost, based on the object's usefulness. Most small items have a cost of 1, larger or more complex items have a higher cost.

Characters pay the Karma cost for items between adventures. Characters who acquire an item during an adventure can use it until the end of the adventure without paying the Karma cost. At the end of the adventure, those who decide to keep an item must subtract its cost from their Karma. It

doesn't matter if they buy the item, find it, or receive it as a gift.

A character does not pay the cost for his starting gear since it has already been deducted from his starting Karma.

The Equipment tables show the Karma cost for many common pieces of gear. The narrator must set the cost for other items. Characters cannot make huge objects such as buildings or large trucks — the Karma cost is simply too much. Such structures are actually realms, and are explained in another chapter.

Weapons: The Karma costs for weapons are listed on the Brawling Weapons and Missile Weapons tables, presented later in this chapter.

Armor: The cost for armor equals twice the Defense bonus of the piece. A studded leather jacket that grants +3 Defense would have a Karma cost of $3 \times 2 = 6$. The Defense bonuses for pieces of armor that cover different areas are cumulative, so a character wearing a long coat and heavy shoes would have a Defense bonus of $2 + 1 = 3$. A character cannot wear two pieces of armor on the same body part. Gloves and boots come in pairs; if only one is worn the Defense bonus is halved, rounded down. The Armor table shows the Defense bonus, Karma cost and Area protected for common types of armor. A character carrying a shield cannot use a weapon two-handed.

Making Objects

Lost souls don't buy equipment, they create it from ectoplasm. Between adventures, characters can make ethereal objects out of ectoplasm by simply paying the Karma cost.

Lost souls cannot create material, semi-material, unnatural or dual objects. They can only create normal gear that they were familiar with in life. They cannot make magical devices or other special items, such items can only be made by the game's most powerful entity: the narrator.

Maintaining Gear

An ectoplasmic object disappears upon the reincarnation of the person who is maintaining it. An item is maintained by the subconscious Will to Live of its creator. Characters may assume the

maintenance of any items they possess at the end of an adventure simply by paying the item's Karma cost. Any item whose cost is not paid disappears at the end of the adventure. An item can be maintained by only one character at a time. Gifts that are freely given and accepted are maintained by the recipient, at no Karma cost (although the receiver will have to pay the Karma cost at the end of the adventure if they wish to keep the object).

A character may terminate the maintenance of an item at any time. It immediately dissolves into ambient ectoplasm. This does not mean the character gets any Karma back. Karma expended to create the object in the first place is irrevocably lost. It takes one turn to terminate the link.

If a character wishes to make a permanent item, one that does not require anyone to maintain it, he must expend three times the normal Karma cost. Characters may also find permanent items during their adventures. The advantage of a permanent item is that it will last after the character's reincarnation.

Sunlight

Ectoplasmic items left in the sunlight for more than ten minutes vanish from the earthly plane until nightfall.

For this reason, large ectoplasmic structures are built in gloomy forests, the depths of the sea, or in caves and catacombs. Many legends have grown up around castles that appear in moonlight, or phantom trains, spectral ships, ghostly carriages, and other nocturnal contrivances.

Ghostly Animals

A lost soul can expend Karma to create an animal. Many lost souls begin their careers with ectoplasmic creatures. Where would a headless horseman be without his mount?

Ectoplasmic animals are not the ghosts of deceased creatures, they are merely constructs that have been given the semblance of life by their owners. An animal's owner can give it commands, but he must roll his Tame skill for the beast to obey. An animal cannot perform an action inconsistent with its nature or physical abilities. An

ectoplasmic mouse could nibble through a rope, but it could not pick a lock.

Animals always follow their owners unless ordered to “stay.”

Creating Weapons

All weapons are assigned a damage multiplier and a Brawling or Aim adjustment. The adjustment is added to a character’s skill whenever he attacks with the weapon. The Brawling Weapons and Missile Weapons tables list the damage ratings and skill adjustments for many common weapons.

Characters may seek to create weapons not listed in this book. To create a new weapon, a player decides if it will be a brawling or missile weapon. He adds the cost for the weapon damage multiplier (see the Weapon Cost table) to the weapon’s Brawling or Aim adjustment. The cost for the weapon’s special abilities and magazine capacity are added to the total to find the cost of the weapon.

Example: *Enamored with the life-style of the Japanese samurai, Scott decides to create his version of a katana: a sword that hits easily and does massive damage. He decides to give his katana x7 damage and +3 Brawling. Looking on the Weapon Cost table, he finds x7 damage for a brawling weapon will cost him 11 Karma. To this, he adds the +3 skill adjustment for a total Karma cost of 14.*

Special Abilities

The special abilities you can give a weapon are explained here.

Flexible: (+0 cost) A flexible weapon, such as a chain or whip, can neither parry nor be parried.

Can be thrown using Aim: (+1 cost) Because a thrown weapon must be light, it must have a damage rating of x5 or less. When thrown, its Brawling adjustment is used as an Aim adjustment.

Does double damage in grapple: (+0 cost) Only small, non-flexible weapons can do double damage in a grapple. The weapon must have a damage multiplier of no more than x3.

Requires two hands to use: (-1 cost) A large, heavy weapon may require two hands to use properly. Two-handed brawling weapons may be

used one handed but the character is at -3 on his Brawling skill. Two-handed missile weapons, such as rifles, bows and submachine guns, cannot be used one-handed at all.

Fires once every other turn: (-2 cost) This ability applies only to crossbows and some single shot guns.

Fully automatic: (+2 cost) Automatic weapons can fire more than one bullet at each pull of the trigger. An automatic weapon jams on a Catastrophic attack roll. The user must roll Good on Mechanical to clear the jam.

Magazine Capacity: (variable cost) The cost for a gun’s magazine capacity depends upon how many bullets it holds. Revolvers normally have a capacity of no more than six bullets. Automatics have higher capacity clips, but they jam on a Catastrophic attack roll. The user must roll Good on Mechanical to clear a jam.

Automatic Weapons

Fully automatic weapons have a selector switch that allows the user to fire one bullet, a burst of three bullets, or a spray of ten or more bullets.

Burst: At every pull of the trigger, a burst discharges 3 bullets at a single target. The damage multiplier is increased by 1. If the character does not have 3 or more bullets in his clip, he cannot fire a burst.

Spray: A spray fires 10, 20, or 30 bullets (the attacker’s choice). If the character has less than 10 bullets in his clip, he cannot fire a spray. The attacker rolls separately to hit each target in the field of fire, up to the number of bullets in the spray. Friendly characters in the field of fire will take (Defense vs Poor) x Weapon Damage.

Characters attacked by a spray suffer a column penalty to their Defense equal to -1 column for every 10 bullets fired.

Area Effect Weapons

An area effect weapon has the opportunity to harm everyone in its field of effect. The attacker rolls separately to hurt each target. Friendly characters in the area of effect take (Defense vs Poor) x Weapon Damage.

Characters in the area of effect suffer a penalty of -1 to -3 columns on their Defense, depending on the weapon and how well it fills the area. For instance, an automatic weapon firing 10 bullets gives the targets -1 column on their Defenses, while a grenade puts the targets at -3 columns.

The area of effect depends upon the weapon. A grenade has a kill radius of about 20 yards. The spray of an automatic rifle has a cone shaped field of fire with an arc of about 45 degrees. Ultimately, it's up to the narrator to decide who is in the area of a weapon's effect.

Example: *Lisa hurls a grenade at a demon with a Defense of Superior. Because it's facing a grenade, the demon's Defense is reduced by 3 columns to Passable. Lisa rolls Great on her Aim to hurl the grenade, throwing it right next to the demon. It takes (Passable vs Great) x 7 damage, or 21 points, enough to blow it to ectoplasmic bits.*

Equipment

Karma	Item
1	Ammunition, 30 rounds
1	Aspirin, 5 (heal 1 WTL each)
3	Automobile repair kit
2	Backpack (large)
1	Bandages, 5
3	Baseball bat
2	Binoculars
4	Blow torch
1 to 2	Book
1	Book of matches
1 to 2	Bottle of liquor
1	Breath mints
2	Bug spray
2	Calculator
3	Camera (takes instant pictures)
2	Can of gasoline
1	Candles, 4
40	Car
20	Carriage
2	Carrier pigeon
1	CD player & music (heard only by ghosts)
2	Collapsible shovel
1	Compass
4	Dog
1	Fanny pack
3	First-aid kit
4	Flares, 4
1	Flashlight (seen only by ghosts)
1	Full set of clothing
3	Gas mask
1	Glasses
1	Hand mirror
2	Handcuffs
10	Horse
2	Lantern with oil (light seen only by ghosts)

8	Laptop computer
2	Lighter (produces ectoplasmic flame)
3	Listening device
2	Lock
5	Lock pick kit
1	Magazine
1	Magnifying glass
2	Map
1	Money (\$1,000)
15	Monkey
25	Motorcycle
2	Mouse
1	Net, 20' x 20'
1	Paper & pencil
0	Rabbit's foot
2	Radio (heard only by ghosts)
7	Rocket pack
1	Rope, 30'
2	Skeleton key
1 to 3	Small tools
3	Sunglasses
2	Tape recorder
1	Tourniquet
10	Trained dog
1	Umbrella
1	Vial of acid (x4 damage, +0 Aim)
4	Video camera
2	Walkie-talkie, 1
2	Walking stick
1	Watch
1	Water bottle

Armor

Armor Type	Defense	Cost	Area
Army fatigues	1	2	Body
Boxing gloves	2	4	Hands
Bulletproof vest	6	12	Body
Diving mask	1	2	Head
Football helmet	3	6	Head
Goggles	1	2	Head
Hard hat	2	4	Head
Heavy coat	1	2	Body
Heavy shoes	1	2	Legs
Leather boots	1	2	Legs
Leather chaps	2	4	Legs
Leather gloves	1	2	Hands
Leather jacket	2	4	Body
Long coat	2	4	Body
Mitten	1	4	Hands
Motorcycle helmet	3	6	Head
Parka	2	4	Body
Pith helmet	2	4	Head
Shield, large	2	4	Shield
Shield, small	1	2	Shield
Studded leather jacket	3	6	Body
Studded leather pants	3	6	Legs
Wet suit	1	2	Body

Weapon Cost

Weapon Damage Rating	Brawling Weapon Karma Cost	Missile Weapon Karma Cost
x1	-4	-3
x2	-2	-1
x3	0	2
x4	2	5
x5	5	8
x6	8	11
x7	11	15
x8	14	19
x9	17	22

Add Brawling or Aim Adjustment if any to Cost
Weapons may not have a cost less than 1

Special Ability	Karma Cost
Flexible, no parrying	+0
Can be thrown using Aim	+1
Does double damage in grapple	+0
Requires two hands to use	-1
Fires once every other turn	-2
Fully automatic	+2

Magazine Capacity	Karma Cost
1-6	+0
7-10	+1
11-15	+2
16-20	+3
21-30	+4

Brawling Weapons

Weapon	Damage	Brawl	Karma	Notes
Baseball bat	x3	+3	2	2h
Bastard sword	x6	-4	3	2h
Battle axe	x7	-6	4	2h
Broad sword	x5	-2	3	
Bullwhip	x3	+2	2	f
Chain	x2	+4	2	f
Claymore sword	x7	-6	4	2h
Cutlass	x2	+4	2	g
Fire axe	x4	+1	2	2h
Flail	x5	-2	3	f
Flare (burning)	x3	+0	1	t
Halberd	x7	-6	4	2h
Hammer	x2	+3	2	t, g
Hand axe	x3	+1	2	t, g
Harpoon	x5	-3	3	t
Hatchet	x3	+1	2	t, g
Javelin	x3	+1	2	t
Knife	x2	+2	1	t, g
Long sword	x4	+0	2	
Mace	x4	-1	2	t
Morning star	x6	-5	3	f
Nunchaku	x2	+4	2	f
Pen knife	x1	+5	1	g
Pick	x4	+1	2	2h
Scimitar	x4	+0	2	
Short sword	x3	+2	2	
Sledge hammer	x4	+1	2	2h
Spear	x4	+0	2	t, 2h
Staff	x3	+3	2	2h
Torch (burning)	x3	+0	1	t
Trident	x6	-5	3	t, 2h
War axe	x5	-3	3	t
War hammer	x6	-4	3	2h
Whip	x2	+3	1	f
Wood axe	x4	+0	2	t, 2h
Punch	x1	+0	0	g
Kick	x2	-6	0	
Makeshift, small	x2	+0	-	t, g
Makeshift, large	x3	+0	-	2h

Explanation of Notes:

- f Flexible weapon, no parrying.
- t Can be thrown using Aim.
- g Does double damage in grapple.
- 2h Requires two hands, -3 skill if used one handed.

Small makeshift weapons include clubs, spikes, wrenches, or broken bottles.

A shovel or crowbar would be a large makeshift weapon.

Missile Weapons

Weapon	Damage	Aim	Karma	Notes
Short bow	x2	+3	1	2h
Composite bow	x3	+2	3	2h
Long bow	x4	+0	4	2h
Mini crossbow	x3	+0	1	2h
Light crossbow	x4	+1	3	2h, s
Medium crossbow	x5	+1	6	2h, s
Heavy crossbow	x6	+2	10	2h, s
.22 pistol	x2	+3	3	9
9mm pistol	x3	+1	4	9
.38 revolver	x4	+0	5	6
.45 pistol	x5	-3	6	7
.357 revolver	x6	-4	7	6
.44 magnum revolver	x7	-7	8	6
.44 magnum pistol	x7	-7	9	9
.22 rifle	x3	+4	6	2h, 10
.30 rifle	x4	+2	7	2h, 10
.30-30 rifle	x5	+1	8	2h, 6
.30-06 rifle	x6	-1	9	2h, 6
.460 rifle	x7	-4	10	2h, 3
.20 gauge shotgun	x3	+7	8	2h, 5
.14 gauge shotgun	x4	+5	9	2h, 5
.12 gauge shotgun	x5	+4	11	2h, 5
.10 gauge shotgun	x7	+1	15	2h, 5
Sawed off shotgun	x5	+2	10	5
9mm submachine gun	x3	-2	8	a, 30
.38 submachine gun	x4	-2	11	a, 30
.45 submachine gun	x5	-2	13	a,2h,30
.223 assault rifle	x6	-1	17	a,2h,30
7.62mm assault rifle	x7	-1	21	a,2h,30
Machine gun	x8	-4	25	a,2h,90
Grenade	x7	+0	2	@@@
Dynamite, stick	x5	+0	2	@@@

Explanation of Notes:

2h	Requires two hands to fire.
s	Slow, fires once every other turn.
a	Fully automatic weapon.
@	Area effect weapon. The number of @s denotes the column
	penalty for targets in the area of effect.
#	Magazine capacity.

Special Items

Special items include magical and technological devices. May special items are used by NPCs to help them interact with lost souls. Characters cannot create special items; they must be found during an adventure. Most often, special items will be in the hands of NPCs.

Unless otherwise noted, all special ectoplasmic items are permanent, so they do not need anyone to maintain them. If a character

acquires a special item, he must pay its Karma cost only if he decides to keep the item at the end of the adventure.

In order to use an item, a being must be of the appropriate consistency. An incorporeal lost soul can only use items made from ectoplasm. Living beings, including mediums, can use only material items.

Here are some sample special items:

Amulet of Protection

Consistency: Dual

Karma Cost: 2

Makes the wearer immune to all supernatural powers for (Passable vs. Fate) x 10 minutes. It is triggered when held tightly in the owner's left hand. Usable twice per day.

Chain of Command

Consistency: Luminous ectoplasm

Karma Cost: 4

This finely wrought chain is so thin that it appears to be a gold thread. It is approximately 10 feet long. If twisted around the neck or hands of an incorporeal being, that creature will instantly obey the commands of the person who placed it there, as long as it remains. The chain only works on creatures with a Strength less than Superior, otherwise the victim will snap the delicate links. Once the chain is broken, it is no longer effective. The chain may be removed by anyone except the victim.

Charm of Warding

Consistency: Material

Karma Cost: 3

This silver pendant protects its wearer from ghosts. Any lost soul coming within ten feet of the wearer takes (Will vs Passable) damage each turn. It is felt as a burning sensation. The pendant glows warmly as it functions, warning its wearer of the presence of spirits.

Corpse Candle

Consistency: Dual

Karma Cost: 4

A corpse candle is used to drain Karma from a specific person, either living or incorporeal. The name of the victim is carved into the wax of the candle; a red one is used for a man, a white one for a woman. The candle is then lit in the presence of the victim. It will burn steadily for five minutes, draining 1 Karma every other turn. It can only be extinguished by supernatural means or by the person who lit the candle.

Crystal Ball

Consistency: Material

Karma Cost: 3

Allows the user to summon a specific spirit or demon (the user must know the spirit's name). The spirit feels a pull as his ectoplasmic body is summoned to the ball. If he surrenders to the pull, he goes into the ball where he must stay until the ball is broken or the owner releases him. If the spirit resists the pull, he must roll *Will vs Poor* WTL and is forcibly pulled into the ball unless his *Will* roll is *Passable* or better. Only one spirit may reside in the ball at one time.

Ebony Altar of Thoth

Consistency: Material

Karma Cost: 5

This miniature altar is about two feet long and stands six inches high. It is made of ebony and is carved with esoteric Egyptian symbols.

Any book, parchment or scroll which is laid on top of the altar can be instantly read by a literate person, even if written in an ancient or obtuse language. If the altar is polished with the brush of a hand, one can see actions taking place miles away or even in another plane. This is done by concentrating on the area one wishes to see (treat it as the *Far Sight* power, with 4 uses per day).

Lastly, the altar is said to cure madness. The insane person must rest his hands upon its surface for approximately 5 minutes; afterwards, he is completely cured, provided he makes a *Poor* *Sanity*

roll. The altar can cure madness once per day. Demons who are forced or tricked into doing this will actually be destroyed.

The evil entity Rapotou is constantly on the lookout for the altar. If he swallows the altar, the heart of a pure maiden and the liver of a brave man, he will be freed to ravage the earth once again (see Chapter 11: Non-Player Characters for further information).

Flesh Gloves

Consistency: Solid-looking ectoplasm

Karma Cost: 2

When a ghost dons these gloves, his hands become material and he can touch and move solid objects. These gloves can be used four times per day, for (Passable vs Fate) minutes per use.

Flesh Mask

Consistency: Solid-looking ectoplasm

Karma Cost: 2

This tightly fitting mask forms itself to the contours of its wearer's face, mouth and tongue. The face of whoever wears it becomes material. With his materialized face, a character can speak to and be seen by the living. The mask can be used four times per day, for (Passable vs Fate) minutes per use.

Foundation Stone

Consistency: Material

Karma Cost: 0

Many ancient people believed the first stone of a new building should become the home — or focus — of a spirit. The spirit was bound to the structure and was supposed to defend it against malevolent ghosts. Usually a human sacrifice was entombed in the walls of the building, often a small child, since they were supposed to become particularly wretched phantoms.

Magic Armor

Consistency: Solid-looking ectoplasm

Karma Cost: Double normal cost

Magic armor reduces damage that the wearer takes from any attack by one, two, or three points, depending on the power of the enchantment. It is effective against material and supernatural attacks.

Magic Weapon

Consistency: Solid-looking ectoplasm

Karma Cost: Double normal cost

Magic weapons are similar to normal weapons, except that they can harm ectoplasmic beings as well as material foes. A magic weapon may also grant a bonus to the user's skill (Aim or Brawling, whichever is appropriate). Some magic weapons have an increased damage multiplier.

Mystic Glasses

Consistency: Material

Karma Cost: 2

Allows the wearer to see incorporeal beings. Some mystic glasses allow the wearer to physically affect and be affected by ectoplasmic beings as long as he wears the glasses.

Necrophone

Consistency: Material

Karma Cost: 3

This device, which looks much like a tape recorder, can pick up the voices of the dead. The voices must be recorded, and then played back. Discerning the voices requires concentration and some interpretation. A lost soul speaking into a necrophone can leave an intelligible message that lasts for (Passable vs Intelligence) minutes.

Philosopher's Stone

Consistency: Material

Karma Cost: 10

The Philosopher's Stone is a round, egg-shaped material stone about as big as a man's hand. It is gray and undistinguished looking. It dissolves slowly if placed in water (ectoplasmic

water or material water), completely disappearing after 30 minutes of immersion.

The Philosopher's Stone was created by a Medieval alchemist who accidentally teleported it to the afterlife. The alchemist joined forces with a black magician who managed to summon the Bearded Demon to the world of the living. He commanded the demon to find the Philosopher's stone, but neglected to tell him to return it. The demon found the stone and has been its guarding ever since. See Chapter 11: Non-Player Characters for information on the Bearded Demon.

The Philosopher's Stone has 30 "charges." Each charge consumes a little of the stone, making it physically smaller. When all the charges are used, it vanishes. The stone has the following properties:

- Turn base metals to gold. Costs 1 charge for every 50 pounds converted. Ectoplasmic metals are not affected.
- Cause meteor shower. Costs 1 charge. A small chip of the stone is thrown high in the sky. The meteor shower does (Dodge vs Passable) x 4 damage to everyone in the locale area, except the person holding the stone.
- Flying. Costs 1 charge. By wrapping the stone in an ectoplasmic bag of linen, it will allow a lost soul to fly for five hours.
- Healing. Costs 1 charge. By placing a chip in water, it creates a healing potion. Anyone who drinks the potion will heal all WTL damage. Note that material beings can only drink material water, and incorporeal beings can only drink ectoplasmic water.
- Elixir of Life. Costs 10 charges. If the stone placed in a pint of ectoplasmic water for 10 minutes, the water will become the Elixir of Life. A lost soul who drinks the full pint of water is returned to life.
- If placed in material water for 10 minutes, the water becomes the Panacea, or the Remedy of All Wrongs. This cures physical deformities, including blindness, deafness, feeble-mindedness and madness.

Sage

Consistency: Material

Karma Cost: 0

Certain psychically sensitive mortals who eat a great deal of sage leaves can see, though not hear, ghosts. This power lasts as long as it takes to digest a meal, roughly three hours.

Sephirothic Tree

Consistency: Vaporous ectoplasm

Karma Cost: 7

There is only one Sephirothic Tree in existence. It can be located on earth or any of the planes. It cannot be destroyed, broken or damaged in any way.

Eons ago, the three Sepharim visited earth in order to teach the world's leaders the ten divine attributes. They hoped that once the kings and princes learned the attributes, they would rule in a just and beneficial manner. These Higher Beings used a simple diagram known as the Sephirothic Tree as a teaching device. It showed the ten attributes to be: Sovereignty, Wisdom, Intelligence, Mercy, Rigor, Beauty, Triumph, Glory, Foundation and Royalty.

Unfortunately, the world was not ready for their wisdom and the Sepharim sadly returned from whence they came. The diagram of the Sephirothic Tree was rolled into a tube and planted in the ground, where it became a vaporous sapling about 4 feet high.

It is said that if one recites the ten attributes over the tree from the lowest to the highest, it will instantly turn into a wand with 10 stems, each one ending in a magnificent jewel. This item is so powerful that just touching it lightly against an object will cause its destruction, if the carrier wills it (and the user rolls his Will over the victim's Strength). The wand can be used ten times and will then vanish, resuming tree form in a place unknown to its former owner.

Only a lost soul who is good and does no evil can use the Sephirothic Tree. The minute he or she commits a selfish act, becomes insane, angry, or overly emotional, the wand will vanish.

Spirit Dust

Consistency: Material

Karma Cost: 1

This powder, when sprinkled on an incorporeal being, makes the ghost material for (victim's Stamina vs Poor) x 2 turns. Spirit Dust is simply sand, flour or dirt which has been magically charged with this ability.

Tablets of Azoth

Consistency: Solid-looking ectoplasm

Karma Cost: 6

These tablets are two in number and seem to be flat pieces of jade about 3 inches high. Strange symbols are carved into the surfaces.

By touching a tablet and speaking the word written upon its surface (which may be in a language unknown to its finder), the character is teleported to the matching tablet (the first tablet remains where it was found). A tablet will not work, neither as a transmitter nor as a receiver, if it is buried or sealed in a space too small for a large person to stand.

The tablets are small and easy to carry. If a character is holding a tablet when he says the magic word, he will carry it with him when he is teleported to its mate.

Time Slip

Consistency: Luminous ectoplasm

Karma Cost: Not applicable

This innocuous looking piece of paper looks like a large movie ticket. A date in the past is written on one side, but nothing else. A lost soul holding a time slip will immediately be faced with a door, which leads to a time tunnel back in time to the date on the ticket. Half the ticket disappears when traveling back in time. To return to the present, a character must retain his ticket stub.

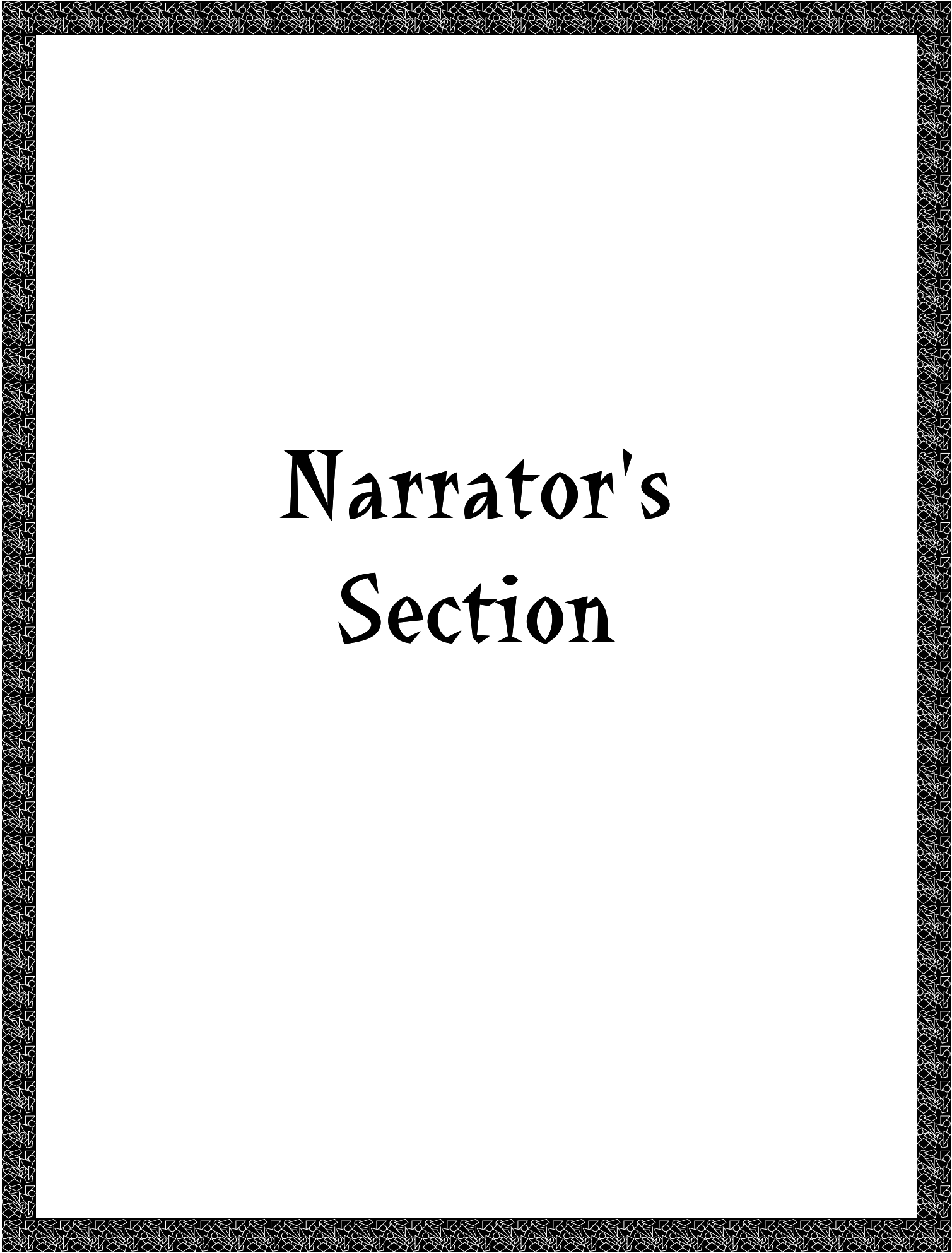
Time slips usually come in booklets of ten, each holding tickets with identical years. They are coveted by fiends and demons and would be worth a lot in trade to any afterlife merchant.

Vampire Bottle

Consistency: Material

Karma Cost: 1

Using a holy relic, a vampire hunter can force a bloodsucker to turn into a mist and enter the bottle. Once inside, the top is stoppered with the relic, and the whole thing is thrown into flames.



Narrator's Section

Chapter 9

The Afterworld

About the Afterlife

As a narrator, your players will undoubtedly bombard you with questions about their new environment. You will need to know all the hows and whys of the afterlife for those moments when you choose to reveal them to the players. This chapter covers a variety of topics, including ectoplasm, realms, and reincarnation. To maintain a sense of mystery and excitement, you will probably not want to reveal this knowledge to your players all at once. Instead, encourage lost souls to discover the answers on their own, through experimentation.

This section is written in the form of questions a new lost soul will typically ask. Lost Souls is intimately concerned with what happens to a person in the hereafter. Players are encouraged to ask profound questions about life and death. Usually, the first question a player asks is, “If I kill a living NPC, can his ghost keep fighting me?”

The answer is normally no. When a living person dies, his body releases its soul with too little Will to Live to create an ectoplasmic shell. The person’s lifeforce is immediately plunged into flesh, its exact nature determined by the soul’s Karma level.

However, some people resist reincarnation and instead create ectoplasmic bodies for themselves. When a person dies, he may be afraid of what lies beyond. Or, he may be so attached to the material world that he rejects death. A forgotten few may die without ever realizing it, and no amount of evidence will convince them that they aren’t alive.

Most of the time, the newly departed are helpless as newborns until they adjust to their new circumstances, but a student of the afterlife may be

so prepared for his demise that death causes only a moment of disorientation. A narrator must decide in advance if a person will be this powerful. With the addition of supernatural powers, such a foe will be even more dangerous when dead.

What is Death?

A physical person consists of two parts: the material body and the spark of life (called the lifeforce) which gives inanimate matter the vitality of consciousness and personality.

When its material body becomes uninhabitable, the lifeforce departs from it. Perhaps the material body is experiencing so much pain that the lifeforce retreats in agony. Or maybe the body has become so debilitated that it can no longer function, and the lifeforce knows it is time to move on. Death occurs the moment the lifeforce leaves its material shell. The lifeforce retains the personality it possessed in life.

Is the Lifeforce My Soul?

The lifeforce is best described as a kind of universal dynamism, similar to the forces of magnetism and gravity. Like all forces, it is not a form of energy in itself, but a source of energy.

Just as gravity drives a thrown brick into the ground, the lifeforce drives the fires of consciousness. As the lifeforce releases energy, it produces a distinct pattern of emanations which are perceived as personality.

The laws of entropy dictate that everything must move toward its most disorganized state. Left on its own, the lifeforce would soon reach its most chaotic state and, with no energy left, it would become static, incapable of growth or change of

any sort. It would be inert, effectively dead. To maintain consciousness and personality, the lifeforce must always strive to increase its level of orderliness, and hence its potential energy.

Like gravity, the lifeforce requires matter in order to express itself. If the lifeforce doesn't inhabit a vessel, it will be unable to exert its consciousness. It will quickly lose its energy and all of its individuality. For this reason, a lifeforce which finds itself without a material body will quickly make a shell from ectoplasm.

What is Ectoplasm?

Ectoplasm is a rarefied form of matter, less dense even than a gas, consisting of sub-atomic particles. It permeates the planes of existence, forming an ethereal bond between all dimensions. Ectoplasm is highly responsive to the will of the lifeforce.

Since the lifeforce cannot exist for long without a vessel, upon the death of its body, the lifeforce instinctively uses its energy to coalesce the ectoplasm in the area into a functional shell, complete with familiar objects. Usually, its appearance is very similar to the body it had in life, although it may bear the scars of its demise. Sometimes the mental state of the dying person will affect his appearance. This is why lost souls may appear cadaverous, hideous or even beauteous.

The subconscious Will to Live forms the glue which binds ectoplasm into useful shapes. As a ghost learns to manipulate ectoplasm, he can create any item required, from a gun to a ghost ship. This is important, since lost souls cannot use material objects. The disadvantage of ectoplasm is that without the Will to Live of its creator, most incorporeal objects will quickly dissolve. For this reason, when a lost soul is reincarnated, all his gear vanishes with him.

Why do I Forget My Past When I'm Reborn?

Actually, you never forget your incarnations. The memory is merely suppressed, to avoid confusion. It's possible, under hypnosis, to

remember your past lives. Also, when you become a Higher Being, the floodgates of recollection are opened and all your incarnations are recalled.

What is Karma?

As explained earlier, the lifeforce seeks to increase its potential energy in order to combat entropy. A weak lifeforce exhibits little personality and marginal consciousness. A strong lifeforce has a powerful personality and expanded awareness. A feedback loop of life and death allows the lifeforce the opportunity to grow stronger by increasing its reservoir of energy.

The amount of potential energy a lifeforce contains is measured by Karma. Karma is, in effect, a measure of personal growth and force of personality.

Reincarnation is a repeating cycle, and so too is personal growth. To grow stronger, a being must:

- Possess the correct values and discipline.
- Apply those values and discipline to action.
- Cause the action to produce results.
- Use the results to reinforce values and discipline.

When a person successfully applies their values toward bettering life for themselves and others, the fruits of their efforts reinforce the very values that began the process. And so the values of the person grow stronger. More energy (Karma) has been put into the system.

Karma can be used to measure the good and evil in a person's existence. You gain positive, or "good" Karma whenever you do a good deed. Since evil deeds reinforce contradictory values, you accumulate negative, or "bad" Karma by acting in evil ways.

What is Reincarnation?

Upon death, the person's next incarnation is based on the amount of potential energy (Karma) his lifeforce possesses. The more good Karma a person has, the more likely he will be reborn a human being.

However, a lost soul can also amass so much bad Karma that it becomes negatively charged. These evil lost souls are reincarnated into evil creatures: werewolves, ghouls, and other accursed creatures. Some become so twisted that they purposefully perform evil acts to ensure the accumulation of bad Karma. A being which achieves ultimate evil becomes a Fiend, the negative counterpart of a Higher Being.

A reborn lifeforce retains its Karma in its new form, but as it goes through life, its Karma level will quickly change. Because of entropy, a lifeforce always tends to drift toward zero Karma, the lowest possible energy state. The higher a creature is on the karmic scale, the more likely it will lose Karma during its life. The pressures of living in a material world are simply too great. That's why a person is more likely to be reincarnated as an animal when he dies than to become another human being. Only saints break through the karmic barrier during life.

Why Wasn't I Reborn?

Because you died abruptly or accidentally, you were not able to finish all you wished to accomplish in life. Your unfinished business prevented you from being reborn, anchoring you to your material life even though your lifeforce had departed your body.

This isn't as bad as it sounds. As a lost soul, you can still gain Karma in the afterlife. Since a lost soul has no material needs, it is much easier for you to focus on gaining Karma. You are also more aware of what you must do to gain Karma. These advantages make it easier for you to increase your Karma now than when you were alive.

What is the Will to Live?

The Will to Live is the driving force in all living creatures. It helps them survive against all odds, keeps them from succumbing to the ravages of disease, and gives them the strength to endure injury. Without the Will to Live, a person will die and be reborn. If the lifeforce is comparable to the force of personality, then the Will to Live is the determination of the lifeforce to retain the physical attributes it knew on earth.

Ectoplasmic Beings

Lost souls are ectoplasmic copies of their living selves. When a person dies, the lifeforce which resided in his mortal shell must acquire a new vessel or else it will begin to lose energy at the rate of one Karma point per half hour. This new body is formed when the lifeforce exerts its Will to Live on the surrounding ectoplasm. The effort requires the use of energy, and hence the Karma of the lost soul drops. Items may be created too, but without the Will to Live of it's creator, an ectoplasmic object will quickly dissolve back into ambient ectoplasm. For this reason, when a ghost is reincarnated, all of his equipment vanishes with him.

The Will to Live which binds ectoplasm has one overriding directive: to maintain it's shape. Thus, a lost soul cannot voluntarily distort himself. Because his ectoplasmic body automatically makes every effort to retain its shape, the ghost can climb a solid flight of stairs, or sit on a chair without fear of plummeting through to the floor. This is also why ghosts cannot pass through walls without the use of a special power.

Of course, an ectoplasmic body can and does distort *involuntarily*. Air molecules, dust motes, water particles, insects and other airborne impurities constantly pass through it. Because these specks are so small, they easily pass through the low density ectoplasm without causing any disruption, much as a marble can drop through a sewer grating. This minor dispersal isn't enough to inspire resistance from the ghost's Will to Live.

Liquid slows down a lost soul to half his regular speed, and a strong current may even disperse him. Otherwise, a lost soul may move through liquids without harm. See the description of Swimming in **Chapter 6: Abilities** for more information.

The normal laws of physics still apply to incorporeal beings, unless they employ a supernatural power to defy those laws. For instance, lost souls are affected by gravity unless they have the Fly power. Likewise, since lost souls are still affected by momentum, a lost soul jumping onto a bus would have to use the Jump skill to keep from sliding off.

Ectoplasm vs Matter

While ectoplasm is the stuff of the ethereal world, matter is the primary component of the physical world. Matter passes easily through anything made of ectoplasm, just as a solid passes unhampered through a fog. A living person (especially one attuned to the spirit world) might feel a slight chill when passing through a lost soul, but there would be no other effect. A living being cannot normally feel, see, or otherwise sense an incorporeal object or creature.

Ectoplasm and matter can never occupy the same space. When a solid passes through an ectoplasmic being, the ectoplasm distorts around the solid. If the solid is so large that the ectoplasm cannot distort around it, the solid will push the ectoplasm in front of it.

Ectoplasmic beings cannot take damage from physical things and vice versa. When a solid strikes a ghost, the ectoplasm that constitutes the ghost is pushed aside by the solid. As soon as the solid passes through the ghost, she immediately reforms with no harm done.

Because it is so ethereal, ectoplasm cannot exert force on matter. If a ghost strikes a material person, the ghost's fist would impact, but the living person would not feel it.

Interaction of Matter and Ectoplasm

The easiest way to deal with the properties of ectoplasm is to remember three rules.

- A lost soul can touch and feel material objects, but cannot exert any force on them.
- A solid object will pass through a larger incorporeal object.
- A solid object will push aside a smaller incorporeal object.

Dust motes, insects and rain all move through a lost soul without any effect. A rock thrown at a lost soul would pass right through. Yet an incorporeal goblet dropped on a floor would stop because the floor is much larger than the goblet.

Another curious aspect of being a ghost is the ability to walk atop the most fragile surfaces. Although ghosts have weight, they do not exert force on material objects. To a lost soul, a piece of butcher paper laid over a manhole would be just as solid as the pavement around it.

A lost soul can even walk across firm liquids, such as wet cement. But moving liquids, water for instance, cannot support a ghost and can even disrupt his ectoplasm (see the Swimming skill).

Questions on Ectoplasm

Here are a number of questions and answers that may help you in judging situations relating to the interaction of ectoplasm and matter.

Question: If a lost soul put his hand on a material door, would he feel it?

Answer: Yes, it would feel solid to him.

Question: Can a lost soul open a door?

Answer: No. A lost soul cannot physically effect material objects.

Question: If the door swung open suddenly, what would happen?

Answer: The lost soul would be shoved along by the door.

Question: Can a lost soul walk through rain?

Answer: A ghost could walk through a rainstorm because the raindrops are so small. A ghost could walk through a hurricane or sandstorm with equal ease, unruffled by the minute objects passing through it.

Question: Can a lost soul walk through a wheat field?

Answer: Yes. A lost soul faced by a wheat field could push his way through because the individual stalks are each smaller than a person.

Question: Can a lost soul walk through a bead curtain?

Answer: Yes, a lost soul can easily pass through the individual strands. However, solid drapes would be impassable.

Question: Jill the spirit is driving an ectoplasmic car. What happens when she hits a flying insect?

Answer: The insect passes right through the car (and Jill). It's not large enough to cause a problem. The car would even pass through a wire strung across the road, without breaking the wire.

Question: What happens if she hits a telephone pole?

Answer: The car extends far enough on either side of the pole to allow the car to pass through the pole.

Question: What happens if she hits a building?

Answer: The building would stop the car cold. Jill would take damage as she was hurled against the inside of the car.

Question: Brian the ghost steps onto an elevator and presses the up button with a supernatural power. The elevator starts to move. Does the floor of the elevator move through Brian, leaving him standing in the shaft?

Answer: No. The floor of the elevator has enough surface area to push Brian, just as it would lift a living person. There is no room for Brian to pass around the elevator floor.

Question: Brian is standing on a grill which slowly rises. What happens?

Answer: The grill passes through Brian. In this case, the gaps in the grill allow enough room for Brian's ectoplasmic form to distort through.

Question: Brian is hit by a truck. What happens?

Answer: The truck would push Brian along until he fell to the pavement and it rolled over him. If the truck were ectoplasmic, it would hurt Brian just like a material person being hit by a solid truck.

Question: Could Brian grab a material bar and chin himself?

Answer: No. A chinning bar would be considered a small object. Brian's hands would pass right through it.

Question: What happens if Brian falls from a ten story building and hits the ground?

Answer: Brian would probably distort a little on impact with the ground, and then snap back into shape on the following turn. The fall would not damage him unless he fell on an ectoplasmic floor, in which case he would be injured the same as a material being falling on a solid floor.

Question: Can a lost soul walk across a material tightrope?

Answer: No. His feet would pass through the thin rope.

Question: What happens if Brian goes to a supermarket, and gets caught in the sliding door? Say he's cut in half with part of his body inside the supermarket and the other part outside.

Answer: A divided lost soul re-forms on the side of a solid barrier where the majority of his ectoplasm is located. If the division is completely equal, the narrator arbitrarily decides on the side.

Question: What happens if a spirit is trapped in a room with closing walls?

Answer: If a lost soul is forced to occupy a physical space that is too compact for his full volume (say, a bottle), the spirit is trapped, unable to move or act until released from his cramped space.

Question: What happens if someone drives a material spear through Brian, and then holds it in place?

Answer: If the spear is small enough to pass through him, then he can simply step aside without difficulty, the spear simply passing through his incorporeal form.

Question: Brian is sitting on a material couch and a physical person sits on him. What happens?

Answer: A person is too large to pass through a lost soul. Either Brian would be shoved out of the way, if at all possible, or he would be pinned much as in the example of a lost soul in a room with crushing walls. It's also possible that only a part of Brian would be pinned. If Brian's legs were sat on, he'd have to pull himself free with his arms before he could re-form. If Brian's head were sat on, he wouldn't be able to see, hear, or speak until he moved out of the way to where he could reform.

Since a lost soul's personality is located in no specific part of his body, having his head disrupted will not hinder Brian's ability to think.

Question: What happens to ectoplasm in a vacuum? Can a ghost be sucked into a vacuum cleaner?

Answer: A vacuum draws matter toward it, but it has no effect on ectoplasm. A ghost on a space shuttle could open the air lock and watch the contents of the shuttle get sucked into space without being affected. A lost soul can exist in a vacuum as comfortably as anywhere else.

Question: How long does it take for a ghost to re-form after being dispersed by a solid?

Answer: Re-formation occurs instantly. A ghost struck by a material tennis racket would re-form even as the racket passed through it.

Outer Planes

Besides the physical world of the living, there are many other planes of existence, called the Outer Planes. Lost souls may travel to these other dimensions. Some are places of eternal torment, others of unimaginable bliss. It's very easy for a lost soul to become trapped in one of the Outer Planes, dismissing the quest for Karma in favor of an eternal existence as a lost soul.

An Outer Plane has no physical connection to the material world. The only way to get to an Outer Plane is through a gate created by technology or sorcery. An Outer Plane is like a self-contained pocket universe, with natural laws different from the physical world. No one knows who created the Outer Planes, or whether they are a natural part of the cosmos. Most likely, each Outer Plane came into existence in a unique fashion, many as the work of incredibly powerful beings some people deem gods.

Outer Planes are not very big. Most are smaller than a city and many are no larger than an office building. While most Outer Planes have been stable for millennium, that doesn't mean they are eternal. During times of cataclysmic turmoil, Outer Planes have been known to collapse, destroying all they contain. Smaller planes are the most unstable.

Outer Planes are inhabited by denizens both unique and common. The entities that haunt Earth have found access to many planes, and been stranded in quite a few. And then there are those beings unique to their own planes that can hardly be described in earthly terms.

In most Outer Planes, matter is made semi-material, allowing incorporeal and material beings to interact freely. Unless otherwise specified, lost souls can use their supernatural powers on any of the planes.

Adventures can easily lead a group of lost souls to an Outer Plane, whether in pursuit of a demon to his home turf or in search of information. With the approval of their narrator, a group of lost souls could even make an Outer Plane their home, using it as a base of operations.

The following are brief descriptions of just a few of the planes that lost souls may find themselves exploring.

The Physical World

Consistency: Material.

Description: This is the everyday realm of the living. The physical world encompasses the earth, the planets, the galaxies, and all the other places that can be physically experienced by the living. The physical world is made up mostly of matter, with only a little ambient ectoplasm. It is by far the largest plane of existence and most adventures will occur there.

Inhabitants: The primary inhabitants are material creatures, including animals, humans, and evil creatures such as werewolves and ghouls. Demons and lost souls are capable of existing in the physical world.

Players may run into whole towns built by lost souls uninterested in the process of rebirth. These ghosts are content to exist forever in the world of the living, and they build strange structure out of ectoplasm for a variety of purposes. These ectoplasmic cities are completely intangible to material creatures, who simply pass right through them, but lost souls must treat them as solid. The ectoplasmic buildings are often built atop the ruins of ghost towns and other favored haunts. Because sunlight destroys ectoplasm, the builders must devise methods of protecting their dwellings, either by having them shift to another plane during

daylight hours, or by constantly investing Karma to upkeep the structures.

Who's in Charge: There is no one leader. Kings, presidents, drug lords, big business, and other despots each rule their portion of the physical world.

Limbo

Consistency: Vaporous ectoplasm.

Description: Limbo was created and is maintained by spirits who call themselves Mentors. They have taken it upon themselves to instruct lost souls in the proper decorum for the afterlife. Depending on the point of view, it can be thought of a finishing school for lost souls or a homeless shelter for the naive.

Mentors actively search for fresh souls to bring to Limbo. They select only those that are confused, malleable, and not especially dangerous. Using gates that appear like tunnels of darkness, the Mentors scoop up the newly departed and bring them to Limbo.

The Mentors present Limbo as a divine sanctuary blessed by higher powers. The newly dead often accept this at face value, but in reality Limbo is nothing more than a realm run by Spirits. The Mentors send their charges on tasks designed to bring enlightenment or that somehow benefit the Mentors. In return, the Mentors offer assistance and more advice than most people can stand.

While Limbo may provide a Sanctum for beginning lost souls without a domain of their own, most quickly find a way to move out to a less restrictive environment.

Properties: Limbo is a huge ectoplasmic tower made and maintained by all Mentors. Each Mentor controls one floor, which appears as an endless maze of corridors lined with doors. Rarely do the Mentors allow lost souls to travel from one floor to the next. Doing so requires the cooperation of both Mentors involved, plus the consent of any Mentor who's floor is passed through. The Mentors collectively create a spiral staircase where needed for the lost souls to ascend or descend.

The tower has no exits. Lost souls can only leave the tower via a Tunnel of Light or astral gate. As new spirits become Mentors, they add new levels to Limbo. A Mentor can extend his floor if he wishes to make more room for his lost souls.

Inhabitants: Lost souls are found in Limbo. Mentors frequent Limbo to visit their charges, but they do not call it home. While in Limbo, Mentors are completely immune to the supernatural powers of their charges. However, they can be affected by the supernatural powers of other lost souls, and for this reason they tend to keep to their own floor.

Who's in Charge: Each Mentor is in charge of her own floor, and can change the appearance of a room just by concentrating for a half hour. Lost souls may also alter the appearance of a room or two, but it will cost them Karma. Collectively, all Mentors maintain Limbo.

Occasionally, demons try to invade Limbo. Because Mentors are not all-powerful, they need the added force of the lost souls to help them drive the invaders out.

The Abyss

Consistency: Solid ectoplasm.

Description: The Abyss is a vast plane consisting of many kingdoms. The Abyss appears to be underground, though in some areas the caverns are so vast that entire ectoplasmic cities are built within. It is always dark and murky within The Abyss.

Powerful demons constantly squabble amongst themselves for control of The Abyss; intrigue is common. Though demons are ranked according to their powers, they can achieve greater rank by destroying those with a superior rating. Currently, the highest ranking demon is Shaitan. His goal is to take over the physical world.

Inhabitants: Demons, evil spirits and supernatural creatures.

Who's in Charge: High level demons, constantly struggling to maintain loyalty and control over lower-ranking demons.

The Underworld

Consistency: Solid ectoplasm.

Description: The Underworld is sometimes known as Hades. It includes Tartarus, the Empire of Eternal Darkness, and the Elysian Fields.

To enter The Underworld, one must pay Charon, the ferryman to ferry you across the river

Styx. After he has set you on the opposite shore, the visitors must grope around in semi-darkness until they come across Cerberus, a three-headed dog. It must be pacified with barley cakes in order to pass.

Shortly thereafter, the lost soul will encounter three judges (Minos, Aeacus and Rhadamanathus) who pass sentence on him based on his Karma. The lost soul is then sent to dwell in Tartarus (where he will be tortured for his transgressions) or the Elysian Fields, where he spends eternity in a perpetual summer.

Once a lost soul has entered The Underworld it is very difficult for him to get out (mediums are sent home as soon as it is discovered they are still living). He can appeal to the three judges, but they will generally force him to drink from Lethe, the spring of forgetfulness, after which he will accept his fate. His other recourse is to appeal directly to the rulers of The Underworld, Hades and his wife Persephone.

Inhabitants: Lost souls who wandered into the plane; supernatural beings who punish or reward them according to their Karma. Lost souls cannot use their powers in The Underworld, though they can use supernatural items.

Who's in Charge: Hades and his wife Persephone.

Asgard

Consistency: Solid ectoplasm.

Description: The dwelling place of the Higher Beings known as Aesir, and once worshipped as gods by the Teutonic peoples. Asgard resembles a Viking settlement, complete with the great Hall of the Slain, Valhalla. Valhalla is built from shields laid upon a framework of spears, with breastplates lining the floor. It has 540 doors, each wide enough to admit a column of marching men 800 abreast. Here the souls of mighty warriors sup all night, telling stories and singing songs. In the morning, they go outside to hunt, sail the seas, or more likely, fight a great battle. In the evening the slain rise again, and a new feast begins.

The gate from Asgard to the physical world appears as a kaleidoscope of lights. It is known as Bifrost.

Inhabitants: The Aesir, including Odin, Thor, Loki, Freya and others. The lost souls of dead

warriors and the supernatural creatures known as Valkyries also inhabit Asgard.

Who's in Charge: Odin.

Nirvana

Consistency: Luminous ectoplasm.

Description: This lovely world is made up of rolling hills, beautiful flora and gentle animals. The dwellings are made from gleaming stone and jewels, and the rivers run with milk and honey. It is inhabited by supernatural creatures who enjoy making lost souls happy and comfortable. Persons with relatively low Karma may find Nirvana a bit boring, but those with high Karma (20 or more) may find it hard to leave.

Inhabitants: A variety of beautiful creatures, many of them humanoid. The inhabitants of Nirvana can appear and disappear at will, fly, and perform other miracles. Nirvana is also the home of lost souls who wish only to indulge a variety of peaceful fantasies.

Who's in Charge: Nirvana is one harmonious whole. If anything, the place itself seems to be "in charge" for none of its inhabitants have ultimate authority. Anyone who does not fit in with the natural rhythms of the world will see nightmarish creatures and other hallucinations until forced to leave.

Realms

In rare cases, the dying duplicate not only themselves in ectoplasm, but their surroundings as well. This happens when the emotions involved in a person's death are strongly tied to a location, or when many people die tragically together or in the same place over a long time. Such ectoplasmic settings are called realms.

A realm is a mix of a soul's history and personality made manifest. It is ectoplasmic and may be a room, vehicle or an entire building. It must be a place that was important to the lost soul who created the realm. Often, it's a twisted reflection of the place the person died, distorted by the feelings of its maker.

A realm exists on Earth only at certain times or under set conditions. The conditions are

established at the time the realm is created, and may not be known to the lost soul who made the place. Most realms exist on Earth only at night, disappearing at dawn. Many legends have grown up around castles that appear only in moonlight, or phantom trains, spectral ships, ghostly carriages, and other nocturnal contrivances. A few realms are stuck on Earth permanently. They manifest only in gloomy forests, the depths of the sea or in caves and catacombs. Realms are immune to sunlight, and protect their inhabitants from the sun's rays.

While most ectoplasmic buildings always appear in the same spot, this is not a requirement of realms. Ghostly vehicles can travel the world, and show up almost anywhere.

Entering a realm when it is on Earth is just like walking into a normal vehicle or building. Though solid-looking to lost souls, realms are invisible and intangible to mortals. The realm of a very powerful person may transform mortals who approach it into semi-material matter, allowing them to see and enter the realm. In such eerie places, the living can see and interact fully with the dead.

When not on Earth, a realm returns to an Outer Plane of its own. Any incorporeal beings who are in a realm when it returns to its Outer Plane go with it, and are trapped in the realm until it reappears on Earth. Material beings who were in the realm are not transported.

The familiar surroundings of his realm allows the creator of the place to heal at the rate of 1 WTL per hour. The healing occurs no matter how active the character is. In addition, while in his realm, a character can increase abilities, make gear at the non-earthly cost, and gain powers.

A lost soul who spends a long time in a realm comes to belong there, and gains the same benefits as the realm's creator. When this happens, the lost soul loses his ability to return to his old Sanctum. The realm becomes his new Sanctum.

The creator of a realm has no special control over what happens in it, and can't control its shifting to and from Earth. A realm vanishes forever when its creator(s) are reincarnated. If this happens when the realm is in an Outer Plane, those in the realm are returned safely to Earth.

Gates

Gates transport beings from one plane to another, or to different areas within the same plane.

Gates can be created by a spell, a magic item, a technological device, or even a supernatural creature. A few are natural occurrences that simply can't be explained. They appear in a variety of forms. Some look like great balls of light; others appear as open doors or a large mirror.

Gates are material manifestations, and unlike tunnels of light and darkness, living people can pass through gates. When entering another plane of existence, the bodies of the living are converted into ectoplasm. Normally, by passing through a gate that returns to the material world, the ectoplasmic body of the living will be converted back to matter. But this isn't always the case, and if he's not careful, an adventurer can easily find himself turned into a ghost.

Though someone can own an item that calls forth a gate, he may not be able to control where it sends him. As a rule, gates are unpredictable. A gate may be one way, stranding its passenger in a distant location, or it may be two way, allowing back and forth travel. It may be stationary, or it could be activated by a device small enough to carry. A few can be summoned as needed. Some gates are random while others open and close in a predetermined pattern. While most gates have a hypnotic allure, very few actually compel a person or lost soul to enter them. A few gates are unstable and may close forever once a person has stepped through. Fortunately, the majority will allow more than one being to pass through before closing.

As this brief summary indicates, every gate has its own quirks which will have to be determined at the time the gate is discovered.

The Mentor

Should the players choose Limbo as their Sanctum, they will have many dealings with a spirit Mentor. At least initially, the Mentor will appear as a trusted, albeit deceased, friend or relative. The Mentor may keep up appearances for as long as

they like, or they may drop the disguise altogether. Mentors select their true form from their past lives, choosing the appearance from the life that was most important to them.

A Mentor may appear at the start of every adventure, handing out missions like a general. Other Mentors believe their charges will ascend the Karmic scale more quickly if they learn the facts of the afterlife for themselves. They choose to keep distant from their soul mates, letting them grow on their own. Rather than presenting missions for their charges, they offer opportunities and allow their soul mates to decide for themselves what to do.

A Mentor who believes in the hands-off approach will behave most mysteriously, and will rarely tell his charges the secrets of the afterlife, choosing silence instead. He avoids appearing before his charges, and when he does, it's to a single lost soul and then only in the same guise in which he originally greeted the character. He makes it the central character's task to recruit the others for an adventure.

Starting Adventures in Limbo

It's a Mentor's duty to present his charges with opportunities to gain Karma. This can be as blatant as telling them their mission—sort of the Mission Impossible school of thought—or it can be done more subtly. Adventures can start without the Mentor even making an appearance.

Another common way for an adventure to start is for a character to make a ghostly vow to resolve some unfinished business on Earth. The others in the group vow to help the central character. Since the Mentor knows everything that happens on his level of Limbo, he doesn't need to be present to hear the character's vow. The Mentor, if he feels the vow is worthy, creates a tunnel of light to send the group back to Earth. The Mentor decides where, and when, the tunnel drops the characters. This type of beginning works best if the players tell the narrator in advance what their vows will be, allowing him to work up an appropriate adventure for them.

The player characters have spent a long time together in Limbo, and by now they know a lot

about each other. Instead of giving just the central player a copy of the background story, a narrator may give everyone a copy. This will involve all the players in the adventure right from the start, increasing their enjoyment. If the central player objects to having his past revealed to the others, the Mentor can give him a little lecture about the importance of sharing, and the detrimental affect secrets have on team bonding. The Mentor can even tell the other characters the background story himself.

Characters don't always have to return to the material plane to complete personal business. Though a player may be eager to participate in an adventure that focuses solely on his character, it is not imperative that unfinished business be resolved immediately. After all, the characters have an eternity to set things right. The narrator should encourage players to return to Earth for less selfish reasons — saving the world from supernatural evil, defending the helpless, preventing criminal actions. Defeating evil, no matter what its source, provides Karma. A variety of missions will keep a *Lost Souls* campaign fresh and interesting.

The Mentor's Powers

While in Limbo, a Mentor has several main powers used to keep his charges in check:

- The Mentor can assume any form he desires.
- The Mentor can appear and speak to one lost soul at a time. If others are present, the character looks like he's talking to himself.
- The Mentor can teleport at will to any area on his floor of Limbo.
- The Mentor is immune to the abilities and supernatural powers of his charges.
- The Mentor can create tunnels of light to send his charges to the material world or to return them to Limbo.
- The Mentor can reshape Limbo, creating domains for his soul mates.
- The Mentor is aware of everything that happens on his level of Limbo.

Chapter 10

Running the Game

Starting Adventures

A common way for an adventure to start is for a character to make a ghostly vow to resolve some unfinished business on Earth. The others in the group vow to help the central character. The primary character uses the Graveyard Shift power (possessed by all lost souls) to transport the group to the start of the adventure. This type of beginning works best if the players tell the narrator in advance what their vows will be, allowing him to work up an appropriate adventure for them.

Often, players will find themselves investigating their own deaths.

Characters don't always have to return to the material plane to complete personal business. Though a player may be eager to participate in an adventure that focuses solely on his character, it is not imperative that unfinished business be resolved immediately. After all, the characters have all eternity to set things right. The narrator should encourage players to return to Earth for less selfish reasons — saving the world from supernatural evil, defending the helpless, preventing criminal actions. Defeating evil, no matter what its source, provides Karma. A variety of missions will keep a Lost Souls campaign fresh and interesting.

So What Do You Do With a Dead Guy?

As this chapter shows, there's a lot more to being a ghost than wearing a sheet. A lost soul on Earth is faced with incredible challenges, and can easily become frustrated with his inability to affect the material world. Here's some of the problems player characters (PCs) face, and tricks the narrator can employ to keep the game interesting.

There's no one for the PCs to speak with: The material world is filled with lost souls and other incorporeal beings. Most are hostile, but some will be friendly. Many are happy with their existence on Earth and do not seek to be put to rest. The players may wish to develop relationships with local spirits, and visit them in future adventures as contacts who can tell them news of earthly events. Famous ghosts are especially useful as reoccurring characters, giving continuity to a campaign.

The PCs are ignored by the living: Not all mortals are oblivious to the supernatural. Many living people are psychically sensitive enough to detect ghosts, and there are always NPC mediums for the players to contact. A smart group of players will seek out local mediums for help.

The PCs can't move physical objects: It's difficult being an incorporeal ghost in a material world. Frequent visits to an Outer Plane or realm where everyone is ectoplasmic will help the players feel on equal footing with their environment.

The PCs seem weak: To affect the material world, characters need supernatural powers. In a small group of less than six players, it's a good idea to increase the number of powers the characters have. This can be done by giving them extra Karma at the start of the game. With 200 supernatural powers, there's enough to go around.

The PCs still seem weak: The afterlife is full of unique challenges. A liberal interpretation of the powers will help the game run smoothly. Allowing powers to last longer than usual or work over greater distances can help move an adventure without unbalancing the game. When dealing with powers, the narrator should loosely interpret a turn as anything up to a minute long.

Adventures

An adventure is a story, told by the narrator, in which the players participate. You may use pre-written adventures like the one at the end of this chapter, or you may create your own.

An adventure doesn't have to be played from start to finish at one sitting. A session ends when you find a good stopping place, or when half the players have fallen asleep and the sun is coming up. The next session picks up where the last one left off. To maintain interest, most adventures are finished within two or three sessions. Characters who survive an adventure may be used later.

An adventure begins with the lost souls returning to the world of the living to collect Karma. Between adventures, they return to their Sanctums to recuperate and advance in their abilities. Adventures happen in the world of the living or one of the realms of the dead, such as Hades or Valhalla. Most adventures happen in the physical world.

Designing Adventures

The best adventures are those designed specifically for your players according to their own interests and their characters' backgrounds. When a player makes a ghostly vow, he is giving himself a mission. Take advantage of this by designing adventures around ghostly vows. Your job is not only simplified, but improved.

There are five parts to every adventure:

Background

- NPCs
- Settings
- Events
- The Climax

Background

The adventure background explains how the characters become involved in the adventure. While in her Sanctum, the character's life passes slowly before her eyes. She recalls events that made an emotional impact on her, especially things

that she wants to set right. These flashbacks are the basis for adventures. The narrator writes up an incident from the character's life that relates to the adventure and gives it to the player to read.

The background must suggest a clear goal to the players, and it must be interesting enough for them to want to go on the adventure (even though it may also be a red-herring leading to a totally different and unexpected adventure). The background hints at mysterious happenings, and links the central character to those events.

The adventure background gives the player a reason for going back to earth. It motivates her to return to earth by appealing to her own desires: love, revenge, pride, or even curiosity. The background includes clues to the adventure, and suggests at least one ghostly vow the character might make. The central character must make at least one ghostly vow based on the background. Otherwise, the adventure will never begin.

Using Graveyard Shift (or the assistance of a Mentor if the player's Sanctum is Limbo), the central character and her companions travel to the setting of the adventure. It is up to the central character to explain to her companions what she remembers about the background, and why they have returned. The other characters can either make ghostly vows of their own (related to the background or to helping the central character) or they can simply go along and try to increase their abilities through adventuring.

It's possible for the narrator to create a background story for more than one player. While more interesting, this is also more difficult because the backgrounds must be interwoven into one plot with the same setting and NPCs. Not an easy goal!

NPCs

Write a description of the NPCs your players are likely to encounter. Pay particular attention to your NPCs' personalities and motivations, as these will have a tremendous impact on the course of the adventure. Be sure to write down any supernatural powers your NPCs have and how they are used (remember, NPCs do not roll to use their supernatural powers; players roll to resist them). Lastly, make a note of how you expect the NPC to interact with the characters.

Settings

An adventure must have at least one setting. The adventure could take place in a haunted house, an insane asylum, a library, or any other location.

Drawing maps of the settings in advance will help you run an adventure smoothly. A building map shows rooms, halls, and doors. Your map should be keyed to describe the purpose of each room, with a note of anything interesting there. For settings where you don't anticipate much action, you don't even need a map; a brief description of the location will suffice.

Although most adventures are set on earth, you need not limit your adventures to one plane. Other planes of existence are inhabited by demons, devils, and strange entities. Some ideas for planes of the dead include Tartarus, Hades, Gehenna, Acheron, The Abyss, Valhalla, Olympus, and Paradise.

Events

Events are the building blocks of an adventure, much like scenes in a book. Whenever a character interacts with an NPC, or confronts an obstacle, it is an event.

When creating an adventure, write a list of events you expect to happen. Try to anticipate the actions your characters will take, and come up with ways to frustrate their goals. Also create events that will give clues to steer the adventure back on course should the players get off track. Events should build one upon another to form a story. No event should be random.

Pace your events carefully. If your players have a combat, make the next event something that doesn't require fighting. Events don't have to occur in the order they are listed; pick and choose events as you play. Events can be keyed to certain locations, times, NPCs, or conditions. Some events will be triggered by other events, and some can happen at any time you choose.

It is your job to keep the challenge of each adventure on par with the abilities of the players and their characters. Don't pit a lost soul against a foe he can neither defeat nor escape. Particularly tough NPCs should be saved for the climax of a

story, so that the players can use everything they have in one last ditch effort to defeat him.

Inventing Events

There is no possible way for you to predict all possible events for an adventure. During play, you'll have to create events on the fly, allowing your plot to change as needed. The best events will twist the plot in a new and unexpected direction. Perhaps the players discover the person they thought was the arch villain is actually an innocent dupe!

You can also create complications from other events. The unexpected result of an action a player took earlier in the adventure - or even in a previous game - can be a fascinating event.

Running An Event

When you run an event, describe the setting and situation to the players and ask them how their characters respond. Then play out the event until the obstacle is overcome or avoided.

As a rule of thumb, the more important an event, the more detailed its setting. Tell the players what their character can see, hear, or otherwise sense. Instead of describing every item in a room, encourage your players to ask questions about their surroundings. If a player asks what color the walls are, tell him, even if you have to make it up on the spot. If you don't know the color of the walls, who does?

You may want to sketch the location on paper. This is especially helpful during combat, when you must track the position of many characters. This keeps the action straight in the minds of everyone involved, and can prevent many disputes (and it's another good reason to map the settings in advance).

Events should provide the possibility of some sort of reward (such as Karma or information) or penalty (such as wounds). Favors granted by a powerful ghost, or the friendship of a living person can also be powerful rewards. The key is to keep the reward equal to the dangers of the adventure.

There must always more than one possible resolution to every event, based upon what the characters do and how well they do it. If the

players have no choice, it's not an event; it's a transition.

Transitions

Transitions are little bits of business that link events. A transition can be as simple as a character stepping into the next room. Even a cross country trip may be transitional, as long as nothing of great importance occurs. Simply describe a few details, ask the players if they want to do anything special (if they do, play it out), and then introduce the next event. There is no need to design your transitions when creating the adventure. They will occur naturally as you play.

The Climax

The climax is the big finale of the adventure. Usually, this is the event that will allow the central character to complete the ghostly vow he took at the beginning of the adventure. Don't try to plan your climax in every detail. Often, the players will come up with their own method of resolving the adventure. If they try something clever, allow it a chance to succeed even if you didn't think of it first. You players will feel more a part of your adventure if you allow them to devise their own solutions, instead of forcing them to follow a pre-determined course of action.

Wrapping Up The Game

At the end of the adventure, let the characters return to their Sanctums where they can rest and recuperate. Allow the players to ask questions about the game, and fill them in on things that their characters missed or didn't fully understand. In return, ask them what they liked or disliked about the adventure. You can learn a lot about how to run exciting adventures simply by listening to your players!

After each game session, you may want to make notes on what has happened. In this way, you can keep track of NPCs that the characters meet, the things they've seen and done, and incidents that may lead to future complications. Use the log to recap what happened in the last session when

you are starting the next one. Not only will the log help you maintain continuity, it is also fertile ground for the genesis of new adventures.

Adventure Ideas

Psychic Detective: A medium is a well-known psychic detective who specializes in unusual cases. Her band of ghost partners use their special powers to help track down master criminals and supernatural transgressors.

The Gate: A powerful vortex is appearing on earth in the neighborhood of one of the character's family. The players return to find out what is causing the rift, and to stop it before it sucks a loved one to the vast unknown. This could easily lead to adventures on another plane.

Nefarious Plot: Although the characters have died from seemingly unrelated causes, it soon becomes clear that one person is behind all of their deaths. The players find out that they are all heirs to the Frothingham fortune and have been killed one by one by their twelfth cousin, Bernard Frothingham. Can they bring him to justice before the last heir is dispatched?

Demon Wars: Though demons rarely cooperate with each other, they have banded together under the rule of one - Caratacus. The ghosts of great military heroes - Hannibal, Napoleon, Rommel - have joined forces to fight him, but they need inside information to win. The players vow to infiltrate Caratacus' lair.

Amnesia Victim: The players find the astral projection of a medium wandering in a daze. She has a bump on her head, and can't remember where her body is or why she is astral traveling. She is carrying a piece of paper with the words "Ikto Maia Domiba Ge" written on it. She doesn't remember what it means, or why she is being pursued by demons who seem to want the note.

Psychic Research: For years Grant Angelthorpe, psychic researcher, has been the bane of the supernatural world. In his frenzied search to prove that ghosts exist, he has captured a spirit! He plans to present his find to the scientific community in less than a week. A spirit player vows that he must be stopped at all costs.

Madness Takes Its Toll: One of the player characters has been driven mad. He fears that the

other ghosts are trying to destroy him, so he plans to reincarnate them first, one by one. No one wants to harm the character, but his actions are very dangerous. Can he be cured before someone is reborn as a newt?

The Orphanage: The child of one of the party members is sent to the Glumly Orphanage. The directors of the orphanage are Oscar and Ophelia Miscovitch, a brother and sister team. They not only hire out the children as slave labor, they also sell them to the highest bidder for all sorts of nefarious purposes. Can the party overthrow the Miscovitch's evil empire? Will the child find a loving home?

Insane Mastermind: Before he died, a spy character discovered that the leader of a powerful country has gone completely mad, and plans to blow up the world with a new secret weapon. The player vows to stop the madman before the Afterlife is hit by a mass immigration.

Evil Possession: The spouse of one of the party members is invaded by an evil spirit. While seemingly normal to those around her, she begins to commit horrific crimes on the sly. It's only a matter of time before she is caught and punished for acts she didn't even realize she performed. Can the party drive the spirit away before the loved one's life is completely destroyed?

Return of the Mummy: The ancient remains of the Egyptian mummy, Princess Atar-Um-Ra is owned by the Julio Conquestos Museum in Houston, Texas. The director decides that the profitability of the mummy would be increased if it were unwrapped. When this is done, the spirit is released from its supernatural shroud, and she appears before the party members. She is embarrassed that her remains are on display, and demands to be returned to her Egyptian tomb, giving the players the opportunity to vow not to rest until they escort her spirit and her mummy back to Egypt. To add even greater interest, you might even make one of the players the spirit of Princess Atar-Um-Ra.

The Magic Sword: The party is drawn, against their will, to the séance table of a wizard. He demands that they bring him the Sword of Light and Darkness, an artifact that was purportedly thrown into the pits of Hell. If they do not do so within three days, he will kill their loved ones, reincarnating them as pond scum.

The Performance: The ghost of King Henry VIII loves to be entertained. Every century, ghostly troubadours and performers travel to Hampton Court to put on a show for him and other nobles. This time, the master magician Harry Houdini has promised to recreate some of his best tricks. He is chained, bound with rope and placed in a trunk which is then hoisted over the Kings' throne. A few moments later, it is lowered and Houdini is gone! The only problem is, he never returns. What happened to Houdini? If he was reincarnated by a rival, how was it done? And if he's hiding, where is he and why?

Pirates: A large number of ships and pleasure boats are disappearing off the coast of Florida. The players vow to investigate the depths of the sea to find out if some supernatural occurrence is behind the phenomenon. Sure enough, they find that the famous ghost ship, the Flying Dutchman, has been manned by Blackbeard and his pirates. They're having the time of their afterlife sinking ships and draining the will to live of the hapless victims. Can the party stop them?

Wild Powers: The players are drawn to a child, the latest in a line of mediums. The child has a "wild power" which draws lost souls like a magnet. The child, unaware of his powers, keeps moving in a vain attempt to stay ahead of the ghosts. He feels pursued and haunted. The players must rescue the child from the evil spirits he has attracted, and teach him how to control his powers.

Campaigning in the Afterlife

Adventures fall into two categories: single story and campaign.

A single story adventure is one which has a definite conclusion, and normally ends within one or two gaming sessions. Most single stories revolve around one character or NPC the players care about.

It's easy to develop a single story for a *Lost Souls*. Each character provides at least three different sources: background, cause of death and unfinished business. A narrator need only glance at one of his player's character sheets before he is off and running.

Campaigns are a little different. A campaign involves a number of related adventures which all have the same underlying theme or goal involving the same group of characters. The players may not even realize that the adventures are linked until half way through the campaign. Their interest will be heightened when they realize that nefarious things have been going on right under their noses!

Let's say you were running an adventure involving a princely demon. The players invade his lair and manage to dispatch him. This is an example of a typical single story adventure. But let's add a mysterious, shadowy figure and a bizarre necklace inscribed with strange symbols. During the next adventure, *whatever it might be*, the players are constantly beset with a feeling of being watched and the character who adopted the necklace has a strange fainting attack. These two events have nothing to do with the action at hand, but will be remembered in conjunction with future events.

At the start of the next adventure, the players encounter an Arcane Scholar who identifies the necklace as a trinket of the demon Welthana. The players are sure that the demon is the one tracking them and causing the fainting spells. They decide to lay a trap for her.

Ultimately, the players will discover that the necklace is a badge of authority and Welthana wants it in order to remain Queen of The Underworld. Of course, her brother Rollo will pay any price to obtain the necklace for himself, and sends an evil medium to join the party and steal the item. And so on, and so on.

Designing a Campaign

The easiest way to design a campaign is to get someone else to do it. Campaign adventures are available at your local game store and can provide hours of enjoyment with very little effort on your part. Unfortunately, these are not always available, and you will have to use your little gray cells to create unique campaigns. Here are a few rules of thumb for you to follow.

Encourage characters to grow: Since the same characters will be campaigning together, give them plenty of time to interact, work out personal goals and develop personality traits. Between adventures, players should be allowed to expend

Karma points to increase their abilities and improve their equipment.

Introduce constant NPCs: These are generally neutral or good NPC's who form a relationship with one or more members of the party. They provide information, require rescuing, or make mischief which the characters must deal with.

Make use of foreshadowing: A campaign may have its roots in a seemingly unrelated adventure which took place many sessions ago. The actions taken by players in the first few adventures of a series should have great impact by the story's end. As the narrator, you will carefully want to note any and all hints and foreshadowing encountered by the characters before the adventure proper begins.

Focus on world changing events: Personal goals are better suited for a single story adventure. A campaign deals with events which will literally change the world or plane of existence. Perhaps demons are planning to invade Limbo or a tabloid has plans to publish proof that lost souls do exist. The actions of the players should have long ranging results. If they fail to stop a demon from becoming the President of the United States, their campaign world will be radically changed as the demon's influence spreads. The players should feel they are an important part of the campaign world.

Focus on a major foe: This should be a powerful being who is not encountered until the last adventure in the series. Normally, the players must be prevented from confronting the major foe too soon. Perhaps he's in a secret hiding place, or he might have only one weakness which must be found before he can be defeated. The characters battle against his minions as they research the origins and motives of the major foe. Finally, they find his secret hiding place or bane and confront him. The major foe should be interesting, unique and mysterious.

Focus on a wide ranging conspiracy: A well-orchestrated conspiracy can be just as frightening as a major foe. Lets say Napoleon, Hitler and Ghengis Khan have developed a plan to take over the earth and make it a haven for evil spirits. The living would be made their slaves. Their minions are already starting to implement this plan when the characters start bumping into them. At first, they don't realize what's going on, until they start to put two and two together.

Focus on opposing organizations or groups: In simple terms, this comes down to good and evil, but it really refers to any opposing forces. Players could find themselves in the middle of an intrigue involving Fiends and Mentors or dedicated to defending The Underworld from invasion by the minions of The Abyss.

Narrator Tips

One of the most enjoyable aspects of *Lost Souls* is the interaction between the incorporeal characters and the physical world. Just traveling from one place to another can be a challenge for a lost soul. With their supernatural abilities, the players are enormously powerful, yet they can be stopped by something as mundane as a closed door. They may be able to banish demons, but can they handle a human adversary who is fleeing in a car? By focusing on the character's limitations, you encourage your players to use their problem solving abilities, and you also enhance the distinctive appeal of a *Lost Souls* adventure.

Splitting the Group

It's easiest to manage an adventure when you keep the characters together, but inevitably the party will split up. There are three ways to handle this situation. The easiest way is to leave everyone at the table and alternate between the different groups. This keeps everyone involved, and lets you jump between groups at dramatic moments: "You lift the coffin lid and as the creature within leaps for your throat, we switch over to Rupert in the chapel..." Not only does this create tension, it also encourages the group to rejoin, especially if one group is having all of the fun!

Or, if the separation is brief, and you want to create an air of mystery, simply take the separated players into another room and role play their actions in private.

You needn't always speak to a party of adventurers as a unit. If a character makes a private discovery, write his player a note giving him the details. He can decide for himself whether or not to share the information. Players can write notes to you, but don't let this get out of hand. Keep

your notes short, or else you'll spend all of your time writing.

Note passing creates tension between the players, especially if they think you're favoring someone. One of the quickest ways to generate distrust between the players is to start passing notes. This may be the very effect you desire!

Character Control

Normally, you should never take control of a character or tell a player what his character is doing (unless the character is under the influence of a supernatural power). After all, why should the players bother to play if you run their characters for them? NPCs will allow you plenty of opportunity to role play.

There are some situations where you must remind a player of how their character feels. If a player forgets that his character is scared of spiders, you should remind him. If the player refuses to play accordingly, you should penalize him by not giving him any bonus Karma at the end of the adventure.

Reincarnating Characters

The narrator's job is to keep the game enjoyable, not to reincarnate the characters. Face it, you could squash them like bugs at any time. Don't put them in hopeless situation. Quick thinking should be rewarded, and there should always be a way out.

When a character is in a situation that might result in obliteration, be impartial. Don't let him survive just because you think he's a fine character. If the players learn that you won't really allow them to be reincarnated, they'll attack everything in sight with the arrogance of immortality. The risk of reincarnation should always be present.

If a character is reincarnated, his demise should be traceable to a choice the player made. If he attacked a demon single-handedly, he really can't complain when his character is reborn as bread mold.

In a campaign, reincarnating characters is even more tricky. Campaigns generally reflect a lot of work by the characters, and it would be a shame for the players to lose everything they've worked

for, especially a well-developed character. Instead, consider giving them Karma penalties.

Role Playing Horror

Why do people play horror role playing games? Horror as a method of entertainment has puzzled psychologists and artists alike for many years. The psychology of horror has been examined in many fine books, but they still don't answer the widespread appeal of the genre. The following section does just that (many of the ideas in this section were inspired by Noël Carroll's scholarly work, *The Philosophy of Horror*).

The Theories

How can real emotions be created by something your players know is not real? Understanding this will help you inspire horror (or any other emotion) in your players, even as they sit in a cheerfully lit living room. There are many different theories on how to encourage players to react to your horrific scenarios the way you want them to. Below are some of the most common concepts.

Willing Suspension of Disbelief: This theory suggests that players can be horrified only by that which they believe in. The narrator makes his story as realistic as possible in an effort to make the players believe in demons, vampires, Old Ones from the deep and all the rest. Unfortunately, no matter how realistic you make your adventures, your players will always be perfectly aware that it's just a game, that crypt lurkers aren't after them, and that there are no such thing as chain rattlers. Disbelief is a normal reaction to the supernatural, and your players can't be forced to believe in what they know is not true no matter how vividly you portray your monsters. Expecting them to willingly suspend their disbelief would be like asking them to check their reason at the door. Besides, horror can affect a player whether they want it to or not, there's nothing willing about it!

Play Acting: In order to explain why people can be horrified by what they know is untrue, it's been proposed that an emotional involvement in the story is an act of make believe. The narrator

presents supposedly frightening situations to the players, and they make believe they are scared. They might even scream in mock terror when the monster jumps from the closet, but like any play acting, such yowls are usually followed by embarrassed laughter.

Creating mock horror is a lowly goal, especially since real emotions *can* be generated by fiction. An erotic description can easily create true arousal in its audience, not some phony make-believe arousal. In the same way, a narrator can move his audience to horror without settling for pretend horror.

Character Identification: Some people have suggested that a role player should strive to increase character identification to the point where the player somehow thinks that he is the character he is playing. Thus, when the character experiences fear, the player will too.

While it's reasonable for players to like their characters, or to sympathize with their plight, it's not natural for anyone to be deceived, entranced, or manipulated into believing they are their character. If your players start thinking they are their characters, existing in the world of *Lost Souls*, do them a favor and call a psychiatrist.

The emotions a player feels are rarely the same as his character's. When a character struggles with a terrible monster, the player may feel suspense concerning the outcome. The character, presumably, is too active to feel anything but fear, determination, anger, or another emotion appropriate to the situation.

The opposite might be true as well. The character may be oblivious to any danger, but the player (after noticing the narrator looking up statistics for demons in the rulebook) is in a high state of anxiety. He knows what is in store for his unsuspecting character.

The Gross Out: In this strategy, the narrator focuses on disgusting imagery in an effort to make his players nauseous, thus duplicating the physical effects of horror. This approach soon degenerates into a constant escalation, with the audience growing more resistant to the graphic violence and the narrator having to go to ever greater lengths. Since role playing games lack the visual special effects of the movies, going for the gross out is even less effective.

Shock is also aimed at eliciting a similar reaction. Movies are filled with monsters suddenly

jumping at their victim in an effort to induce physical surprise in the audience. On a twenty foot screen, a jumping monster has an immediacy that can't be denied. In a role playing game, the thought of a leaping monster isn't nearly as startling.

Cliché Horror: Another tactic is to try to tap into your audience's memories. In this method, the narrator relies heavily on accepted stereotypes of what is scary, and on NPCs who indicate how the players are supposed to feel. This commonly degenerates into melodrama, with the audience experiencing make-believe emotions. It is also decidedly not horrific. We've read so much about malevolent black cats, creaking dark houses and mysterious strangers that they've become familiar, if not comfortable, to us. To your players, turning the lights down low isn't atmospheric, it just makes it harder to read their character sheets.

Successful Horror

As you have probably realized by now, none of the commonly accepted methods of creating horror in a game are truly effective. None give you the same thrill of terror that you get by watching *Alien* or reading a short story by Lovecraft. Why not? And what can you do as a narrator to develop those feelings that make people shiver with horror?

In this non-visual medium, you must engage your players' minds if you want to reach their emotions. We all have emotional reactions to our thoughts. It doesn't matter whether those thoughts are about something real or imagined. It's the idea of vampires that is horrifying, not our belief in the existence of such beings.

As a narrator, you must present your players with horrific concepts to think about, and then compel them to dwell upon the significance of those ideas. If your ideas are truly horrifying, they will elicit the horror. Don't rely on clichés to do your work for you.

The Appeal of Horror

In order to create horror, it helps to understand the emotion that you aim to instill in your players. You may begin by asking yourself why people enjoy horror in the first place.

Horror is more complicated than fear. You can be terrified of the IRS, but you can't be horrified. The missing ingredient is disgust. By definition, horror is a combination of terror and revulsion. Additional emotions can be added to create an even more powerful effect.

Real horror is an intensely *painful* feeling of fear and disgust. No one in their right mind would seek out real horror, much less receive enjoyment from the sensation. If a role playing game instilled real horror, few would play it twice. Your players would flee from the gaming table, or turn away in disgust.

The world is already too full of real horrors for us to consider creating even more. Our objective in this section is to help you generate an exciting, thrilling sense of horror that's much more enjoyable than the real thing, and yet with just as sharp an edge. To do this, you will combine elements similar to fear and revulsion.

Fear vs. Suspense

Fear is the feeling of alarm caused by the expectation of danger, pain, or disaster. Fear in itself isn't fun nor pleasant. Attempting to terrorize your players is a fruitless exercise, and at worst it can be depraved. If you really want to frighten your players, just threaten them with a knife and see if they come back, which they probably will - with the police. Instead of frightening your players away, you want to rivet them to their seats.

In a role playing game, any anxiety the players feel is for the sake of their characters. It doesn't matter that their characters are fictional. The prospect of a well-liked character coming to an evil end (and perhaps being removed from the rest of the adventure) makes us apprehensive. Once the character has been accepted into the player's circle of things to worry about, they can be a primary source of suspense.

With real fear, you dread what you expect will happen, and so you seek to avoid the situation. With suspense, you dread what may happen, but your curiosity to find out the result is just as strong. The two urges within you produces even greater tension and emotional excitement. Suspense is a pleasant, intense feeling that can give all the enjoyment and excitement of a roller coaster ride, with none of the danger.

To create suspense, a question must be raised in the player's minds, and the answer suspended until later in the adventure. The question should be implied, not clearly stated. It should have an obvious, unfavorable conclusion that seems impending, and a favorable answer that seems unlikely.

Revulsion vs. Fascination

Horror requires revulsion, a feeling of extreme dislike or aversion. The trick is to create repugnance without causing your players to turn away.

Unnatural. Alien. Strange. All are terms used to describe something that does not fit within our conceptual categories. Snakes cause revulsion because they move yet they have no legs. Body fluids (most notably blood) also cause disgust because what should be inside is on the outside. The undead violate the separation of dead and alive. Severed body parts are revolting because they violate the category of completeness. Evil children violate the common conception that children are innately good.

Things existing outside our conceptual categories are considered repulsive, yet they hold an undeniable attraction. The unnatural is innately interesting simply because it is unknown. The desire to know the unknown motivates most horror plots. The ultimate answer, as in *Frankenstein*, may be that the unknown is best left unexplored. In *Invasion of the Body Snatchers*, we learn that what we don't know *can* hurt us, and we had better learn more about the unknown to protect ourselves against it. In either case, the plot focuses on the exploration of the unknown, the very subject which most causes fear.

In a role playing game, the life threatening aspects of the unknown are removed, so the players are safe to explore their fascination. The players may want to turn away from what they find, but they should find themselves so fascinated that they are compelled to continue. Again, the player's emotions are pulled in two directions at once; the stressful emotion (disgust) is carefully balanced by the enjoyable emotion (fascination) creating a exciting tension. Revulsion is the necessary price to be paid for learning about the unknown.

Monsters

In horror, the object of fear is almost always embodied in an entity, called the monster. Monsters are an easy method of combining fear and disgust in one being. The monster is dangerous (i.e. an object of fear) and unnatural (it violates conceptual categories).

In *Jaws*, the monster is a shark. Now, if the shark had been just a natural shark (that is, only dangerous), it would have been a thriller or action film rather than a horror movie. But the shark in *Jaws* is more than natural. First of all, it's enlarged. And it exhibits greater intelligence plus a dogged desire to kill vacationers that makes it even more dangerous and unnatural.

Monsters, being creatures with unknown properties, make appropriate subjects for discovery. They are fascinating because they don't fit within any of our conceptual categories (the very thing that makes them simultaneously loathsome), which leads us to want to learn more about them.

The player's curiosity is awakened by the strange properties of the monster. If properly done, they will want to learn more about it. Part of the appeal of horror role playing is the sense of discovery as the characters slowly uncover the monster and deduce its powers, weaknesses, motives, and origins. Because of this, horror stories share a common bond with mysteries. Both involve discovery and rationalization. The difference is that a straight mystery does not create the conflict between repugnance and fascination that gives horror its morbid appeal.

The Emotional Payoff

The process of confirming the monster's abilities engages the player's mind, forcing them to think about the ideas you are presenting, no matter how repugnant they may be. As the extent of what you are presenting dawns on the players, they are filled with a sense of *fear* for their characters' safety and *repugnance* at the taboos they are forced to confront. In other words, they feel horror. At the same time, their curiosity insists on satisfaction. Their fear is matched by the suspense of wanting to know what happens next. Their revulsion is

matched by their fascination. It is the interplay of these four emotions which causes the thrill of horror. Effective horror role playing causes real emotional conflict not only for the characters, but for the players themselves. This, then, is the emotional payoff of horror.

Creating Horror

Putting all the elements of horror together in an adventure may seem a daunting task, but it can be surprisingly easy. True, horror cannot be turned on and off like a switch, but the following suggestions should help you build a sense of horror in your players. Remember, none of these ideas on its own will salvage an adventure. The plot itself must be horrifying and your players must have an emotional stake in their characters.

Character vs. Player Fear

You can't make your players frightened by telling them their characters are scared. A good role player will obligingly act afraid, but his actions are simply mock fear, a reaction you should avoid. Likewise, Sanity Checks cannot create fear in a player. They are just a tool for implementing the effects of terror on a character.

One trick that does work is to have the characters meet NPCs who are frightened. This won't scare the players in itself, but it will cause them to wonder what scared the NPC, and their own thoughts will begin to disturb them. Over the course of the adventure, you can grow this worry into anxiety and even dread. It also engages the player's curiosity, a necessity in horror.

Originality

Because a horror story is so involved with the fear of the unknown and discovery, it's imperative that it be as creative and inventive as possible. Old, tired ideas will not create horror. It takes fresh, surprising twists to make them exciting and to attract the player's interests.

For instance, everyone knows that a vampire can be destroyed by pounding a stake into his

heart. If your players manage to dispatch a villain in this time-worn manner, what would they think if he regained life just moments later?

Reality

Be consistent when you present unnatural occurrences to your players. Make sure that there is a reason for everything the players encounter, even when confronting the supernatural. If a werewolf suddenly flies away, there should be a reasonable explanation to account for this unknown ability. Perhaps a magician has placed a spell on him. Whatever the reason, the answer should be available to the players if they choose to look for it. Players will be less inclined to become involved in your story if it doesn't make sense to them. Don't lose their attention by glossing over logic and reason.

Mystery

Don't tell your characters everything about your monster right away. A slow disclosure will maintain their interest, and build suspense. The unknown can be more frightening than everyday fears because your players magnify the threat with their imaginations. To maintain suspense, there needs to be some unanswered questions about the monster. For this reason alone, don't reveal everything about it, or else you're missing an opportunity. In the movies, Van Helsing knew an awful lot about Dracula's powers, but he didn't know where to find him or what his purpose was. The suspense created by this mystery culminated in true horror when Van Helsing's questions were finally answered.

Taboos

Breaking taboos can be an easy way to create repugnance, but there's a fine line between taboo-breaking and absolute disgust. As the narrator, you can determine just what will be acceptable to your players without causing them to view you as a sick pervert.

If you wish to rely on breaking taboos for your adventures, you might try focusing on social

taboos. *Rosemary's Baby* is a classic example of this type of story. After giving birth to the devil's child, Rosemary accepts it as her own. By mothering her unnatural spawn, Rosemary steps outside the realm of what is natural and expected. We are repulsed, yet fascinated by her choice.

Suggestion

Ask your players specific questions. Instead of saying "What do you do next?" suggest some obvious course of action: "Do you open the door?" Or "What hand do you open the door with?" A hint of concern in your voice will intensify the unknown factors that may lurk ahead.

Suggestion forces a player to imagine all sorts of nasty things that could happen if he did the stated action. This is a great way to add uncertainty and suspense to your game.

Descriptions

In general, it's preferable to state your adventure in concrete terms. Instead of telling a player his character is afraid, try describing the source of his fear. While this won't necessarily frighten the player, it will give your adventure a greater sense of reality. For this reason, you might also want to involve all six senses. Try describing the smell of spilled blood, or the slippery feel as a character steps in a puddle.

Foreshadowing

Foreshadowing contributes to suspense by raising a question about the future that is answered later. Many films show us the power of foreshadowing. First, a meteor falls to earth. Next, Farmer Brown discovers a strange oozing substance in his garden and is never heard from again. The audience knows that danger is lurking about, but precisely what it is remains a mystery until the protagonist faces down a huge mass of people-eating jelly.

Isolation

In *Lost Souls*, the characters are innately isolated because of their condition - they can't easily report nefarious activities to the police. This forces the characters to rely on themselves to solve problems. It also increases the drama and suspense of your story, and allows the characters to develop fully. If the players insist on soliciting outside help instead of relying on their own abilities, make the help so incompetent that the players have to end up rescuing their saviors. Or when the players call for help, send in some of their enemies instead. And if all else fails, simply have no one believe them.

Unease

Create a feeling of uneasiness and confusion by showing the players things are not as they expect. One of the easiest methods is to reveal that a helpful NPC is really an evil entity secretly working against them.

The Glimpse

Until the climax, the main villain should be able to get away easily (through supernatural means, if need be). This allows you to give the players glimpses of the monster, without forcing a confrontation. Encourage the players to speculate on the powers of the foe until they have developed a healthy respect for its abilities.

You can also send minions from the main monster to confront and harass the players. This allows the excitement of a direct conflict without letting the players confront the main source of evil prematurely.

Pacing

To create suspense, build up your story slowly, and then speed up as the players confront actual danger. The build up should last longer than the actual confrontation. The entire adventure could be viewed as the build up for the final confrontation with the main villain.

Spooky Settings

Some people swear by spooky settings, foggy moors, haunted houses, and all the rest. They're mistaking the trappings of past horror movies and books as the source of terror.

Whenever you come upon a traditionally "scary" setting, try to figure out what originated the tradition. For instance, old houses are considered "spooky." Why? There's nothing inherently scary about an old house. But we have come to associate "old things" with death and decay. This emotional response is what elicits horror.

Don't rely on old traditions, instead invent your own settings. Some of the best horror stories take place in such innocuous settings as shopping centers, lake side resorts and motel rooms.

Darkness

Movies have trained us to think of the dark as scary (actually, it's more useful for keeping the zippers hidden on the back of monster suits). Put your monsters in half light, allowing the players to see glimpses of things they wish they hadn't. Complete blackness will only frustrate your players.

Clutter

It's more interesting to have settings that are complex and full of objects. Give the monsters plenty of places to hide and your players a plethora of things to see and examine. The clutter can also help you suggest certain things to your players, both real and imagined.

Humor

Lost Souls creates an additional conflict by combining horror with black humor. Again, the conflicting emotions pull the audience in two contradictory directions, creating even greater tension and impact. It also makes the game more enjoyable to play.

All role playing games are social activities, and the primary purpose of *Lost Souls* is to be fun. It's not meant to teach a moral, or to be an allegory. It's just a game. Humor and laughter are an important part of any social gathering. *Lost Souls* allows you to introduce humor without losing the sense of horror.

Humor compliments the absurdities so commonplace to a lost soul's existence. As spirits, your players will have difficulty just opening a door, which makes it hard to take the situation too seriously. Much of the humor will be a natural outgrowth of the character's unusual predicament and the limitations they experience.

Humor in Lost Souls

One way to introduce humor is to alternate humorous scenes with horrifying scenes. Another, more difficult yet effective method, is to combine humor and horror. Thus, the very thing which causes the horror is also the source of the humor. This can evoke powerful conflicting emotions in your players, who may find themselves chuckling and gasping at the same time.

It's important that these are not the make-believe emotions of play acting, but real reactions. The creepy guy in a cape with the Hungarian accent may elicit mock horror and real humor, but that's not what we're seeking. The horrors must be real, but they're presented with a wit and irreverence that makes them even more terrible if you can stop laughing long enough to think about it.

Sustaining Suspense

While laughter can release tension, it can also be used to sustain suspense. How often have you seen a character in a movie fleeing from a monster? The character jumps into a car, locks the door, and a look of relief passes her face as she thinks she can now escape. Then she reaches for the keys and realizes that they're still in the car door.

To the character, this is extreme horror. To an outside viewer, it's a fine example of irony. And yet the humor does nothing to alleviate the tension, in fact, the situation is now even more suspenseful than before!

Black humor and irony work well to compliment the horror of *Lost Souls*, but if you aren't a master of gallows humor, go with whatever you do best. Do you enjoy parody? Then run adventures as subtle digs at traditional horror stories. Do you have a knack for slapstick? Then, when a character makes an Awesome or Catastrophic roll, exaggerate the results to absurd levels. Don't suppress your sense of humor in an attempt to create a "horrifying" atmosphere. Horror exists in the plot structure of an adventure, not in the mood. As long as you retain those elements crucial to horror, you will create the conflicting emotions that will leave your players uneasy, disturbed, or even horrified.

Keep Monsters Dangerous

Even when adding humor, you must keep your monsters dangerous and repulsive. If your monster is a bungling idiot, you'll lose the element of fear

needed to create horror. This doesn't mean that your monster can't be funny. As an example of a wise cracking monster, we need look no further than Freddy Krueger and the *Nightmare on Elmstreet* movies.

Forced Comedy

It's also important to remember that you don't have to be a comedian, and neither do your players. Keep the humor at whatever level you are comfortable with. Some days you might be feeling in a jolly mood where the jokes come fast and easy, other times just cracking a smile will be a chore. That's all right, just don't try to force the comedy. There's nothing less amusing than someone who is trying too hard to be funny.

And of course, if you and your players are not looking for laughs, then you can down play the humor as much as possible.

Chapter 11

Non-Player Characters

Running NPCs

Over the course of an adventure, the players will meet many characters who are controlled by the narrator. These characters are called non-player characters (NPCs). While NPCs normally provide conflict and challenge, they are not all belligerent, and in fact many are quite friendly. An NPC can be anyone from a psychic child to the arch-villain of the adventure.

Using their abilities, players can influence NPCs but they won't be able to control them. That's your job. Without the influence of the players, an NPC will do whatever you believe is reasonable, depending on the situation.

NPC Abilities

Although player characters have 60 abilities, it would be very difficult for you to assign that many values to your NPCs. It would also be a waste of time, since most NPCs use less than a half dozen abilities. For this reason, NPCs are given only those abilities that they will mostly likely use during a game.

An NPC whose main purpose is to fight only needs Attack, Damage, and Defense. You can set his other abilities when they are required. If an NPC needs to use his Stealth, and you haven't determined it already, you can assign any value you like. Just try to keep it reasonable and in character. A horribly clumsy NPC would have a low Stealth, and you could expect a very alert NPC to have a high Track. If in doubt, assign your NPC a Passable rating.

Some NPCs don't even need abilities. These are the people a character sees on the street or talks to in passing. They provide atmosphere and little else. If it becomes necessary to know their

skills or attributes, you can make them up on the spot.

Column Ratings

The biggest difference between NPCs and characters is that NPCs have column ratings for their abilities instead of numerical values. The column ratings correspond to the column results on the ART. The **NPC Ability Level** table shows how an NPC compares to a player character.

NPC Ability Level

NPC Rating	Character Ability
Catastrophic	1
Pathetic	2-3
Feeble	4-5
Inferior	6-7
Poor	8-9
Passable	10-12
Good	13-15
Great	16-19
Superior	20-24
Awesome	25
Inhuman	—

For example, instead of a Strength of 13, an NPC would be assigned a Strength of Good. The NPC could then perform any task that required a Good Strength roll. Once you set an RR for a task, it applies equally to NPCs and characters alike.

By the same token, once you establish an NPC's abilities, do not change them later without good reason. If you give an NPC Good Strength, it should stay Good forevermore. It's this kind of consistency that will help make your NPCs believable and realistic.

NPCs with an ability of Inhuman are beyond Awesome. There is no way a character could out-muscle a demon with Inhuman Strength, just as there is no way she could outrun a raptor with Inhuman Speed.

Interacting With NPCs

NPCs can't always have their way. When an NPC is interacting with a player, there is almost always a die roll involved. The die roll is made by the player; the narrator never rolls against the NPC's ability. Do not think of it as the NPC's chance to accomplish a task, think of it as the player's chance to resist (or affect) the NPC. NPCs are constants; the players are the variables.

Example: *Rupert challenges Jon, an NPC, to an arm wrestling competition. To win, Rupert must roll his Strength versus his opponent's. Since Jon has a Passable Strength, Rupert's roll required is Passable. Rupert has a Strength of 12. By rolling 61, he achieves a Good roll, barely defeating Jon.*

Example: *A specter with a Strength of Great grapples Bob, pinning him for (target's Strength vs attacker's Strength) x 2 turns. Bob has a Strength of 14, but only manages to roll 34, a Passable result. The results of (Passable vs Great) = 3 columns. Bob is pinned for 3 x 2 = 6 turns.*

Example: *While exploring the ectoplasmic town of Muddy Flats, Antoinette bumps into the shadow of a gunslinger. "Draw," the shambling figure mumbles as he aims his six-shooter straight at her heart. Antoinette turns and runs.*

The narrator decides that if Antoinette's Run roll is greater than the gunslinger's Quickness, she will get away. Otherwise, he will get 1 shot off at her for every column by which she fails. This would be written using the RR shorthand as (Run vs Quickness) shots.

Before Antoinette makes her Run roll, the narrator must assign the gunslinger a Quickness. Since most gunslingers are fast, the narrator sets his Quickness at Great. Antoinette must roll over Great on her Run to escape.

*Antoinette rolls and gets a Poor result. This isn't high enough for her to get away, so the narrator tells her that as she flees, the gunslinger fires 4 shots at her, which would be resolved using the combat rules in **Chapter 8: Combat**.*

Creating NPCs

In order to prevent your players from knowing as much about your NPCs as you do, each

adventure should contain unique NPCs. This will maintain the air of mystery crucial to a supernatural role playing game.

There are up to nine things you should know about an NPC: its Name, Abilities, Type, Appearance, Personality, Objectives, Combat, Powers, and Gear. This may sound like a lot, but most of this information can be made up on the spur of the moment.

Name

An NPC's name should relate to his personality, appearance, or function. An apt name will make him easier to remember and more vivid in the player's imagination.

Type

An NPC's type shows whether he is alive or dead, or altogether outside the cycle of life and death.

Lost Soul: All spirits are classified as lost souls, no matter what their type. For some reason, certain lost souls resist reincarnation. They may have unfinished business on earth, or they might have a Ghostly Vow which is preventing them from resting. Some lost souls have been driven mad by the horrors of the afterlife. They fear rebirth and avoid it at all costs, even to the extent of draining WTL from their victims. When a lost soul runs out of WTL, it is reincarnated. All lost souls are incorporeal.

Creature: Creatures are material beings, including natural animals and physical, supernatural creatures. When a lost soul is reincarnated, it becomes a creature. Good and neutral lost souls become animals or people, while evil lost souls become unnatural creatures such as zombies and werewolves.

Person: Living people are advanced creatures. While all babies begin their lives with high Karma, their actions in life can quickly drop them to negative Karma, and thus into an evil existence. When a person runs out of WTL, he dies. While some people may come back as lost souls, most are immediately reincarnated. All people are material.

Higher Being: A Higher Being is a lost soul who has achieved the apex of 60 Karma. They

disappear from this world, reputedly to a better place, never to be heard from again.

Fiend: A lost soul which drops to -60 Karma becomes a Fiend. A Fiend cannot be reincarnated. If it loses all its WTL, it is banished to The Underworld for a time. If a Fiend's Karma rises above to zero, it will become a lost soul again.

Entity: Entities are beings from other planes of existence. Some are evil, and others benign. They may either help or hinder the character's quest for Karma. When out of WTL, an entity is forced to return to its plane of origin (if it's already on its home plane, it is destroyed). It does not go to Limbo, nor is it reincarnated. Since they cannot be reincarnated, they have no interest in collecting Karma. Entities may be material, incorporeal, or dual.

Demon: Particularly powerful evil entities are called demons. They are cunning, dangerous, and armed with a number of supernatural powers.

Credo

An NPC's credo defines his fundamental attitude toward others. It is based upon the being's Karma level.

Evil: An evil being has Karma of -1 to -60, and will purposefully prevent others from gaining Karma by causing their premature death or reincarnation. Evil spirits seek to gain negative Karma in hopes of being reborn a powerful unnatural creature, or even becoming a Fiend.

Neutral: A neutral NPC has Karma of 0 to 24. Neutral beings simply live according to their nature. They are neither especially friendly nor cruel. Lower animals are considered neutral, as are some minor unnatural creatures.

Good: A good being has Karma of 25 to 60. They tend to be helpful and kind. Many natural animals are considered good simply because of their lack of malice.

Consistency

An NPC's consistency describes what he is made from. It is normally dependent upon the being's type.

Incorporeal beings are made of ectoplasm. They cannot physically interact with material beings. A lost soul is an incorporeal being.

Material beings are made of solid matter. They cannot physically interact with incorporeal beings. A living person is a material being.

Unnatural beings are material, but their supernatural nature allows them to affect incorporeal beings. An unnatural being is fully aware of ectoplasmic beings; it can see, hear, and smell them. While an unnatural being can harm lost souls, incorporeal beings must still treat the unnatural being as material. Unnatural creatures can be some of the most dangerous foes.

Dual beings can change at will between incorporeal and material. Changing density requires an action. A being which changes its consistency can take no other action on the turn it transmutes. Dual beings can physically interact with material or incorporeal beings, but not both at the same time. In either state, dual beings can see both ectoplasmic and material beings.

Defense

Since players sometimes attack even an innocuous NPC, all NPCs need a Defense rating. When setting an NPC's Defense, consider how hard it is to hit and hurt. A large NPC, though easy to hit, will have a high Defense because he is so difficult to injure.

Will to Live

The WTL of NPCs ranges from 1 up to 100 or more. A typical NPC has a WTL of 20.

Abilities

As explained earlier, you don't need to assign every ability to your NPC. Just note those abilities that he will most likely use. For the most part, all you will need to specify are Agility, Intelligence, Strength, and Defense.

If an NPC needs to use an ability that has not been pre-determined, either make up an appropriate rating on the spot, or simply set the ability at Passable.

Appearance

An NPC's appearance should be something that distinguishes him from all others. Even one special feature can do wonders. Saying "The zombie with the missing nose" is much more colorful than saying "Zombie number three."

Personality

This can be a key trait, or an elaborate description. For the most part, an NPC's personality can be summed up in a few choice words (you may even want to use the **Personality Traits** table from **Chapter 2: Character Creation**). Try to make the NPC react to situations according to his personality. A cheerful NPC would not act morose without reason.

Motivation

An NPC's goal will give you an idea of what the NPC wants and the purpose he serves in the game. An NPC's objective can be as simple as preventing characters from entering a tomb, or as complicated as taking over Tartarus. His motivation will generally be determined by the needs of the adventure. An NPC with a specific goal is a lot easier to play than one who just wanders by. Knowing his motivation will help you direct the course of your adventure through the actions of your NPCs.

Combat

In this section, note the forms of attacks the NPC is capable of, and the damage he does on each.

Supernatural Powers

You should assign your NPC a few supernatural powers. These can be extrapolated from **Chapter 7: Powers**. Remember, NPCs do not roll to use their powers; players roll to resist them. If a player character resists an NPC's power, he is immune to that particular power for the rest of the encounter.

NPCs usually have fewer powers than player characters. They may also have greater limitations on how often they can use their powers. Because NPC powers are radically different from those of player characters, it's importantly to clearly define what an NPC is capable of. Examine the foes in the Sample NPC section to determine how supernatural powers are adapted for NPCs. For instance, NPCs never roll for duration. The power may have a pre-determined duration or the target may have to roll to see how long he is affected.

Gear

Note the armor your NPC is wearing (if any) his weapons, and any other special items he is carrying. Some NPCs, such as animals, do not have any gear at all.

Other

If an NPC is being used in an adventure, it have had information that it can provide the payers.

Chapter 12

Supernatural NPCs

Acheri

Type: Neutral Lost Soul

Consistency: Semi-material

Defense: Good

WTL: 18

Abilities: Great Charm, Good Empathy

Appearance: An Acheri looks like a young Indian girl. She lives in the mountains, hiding in dark caves until nightfall. Skipping in the moonlight, she comes into town, looking for children to play with. Unfortunately, her shadow spreads a wasting disease to anyone it falls upon, unless they wear a special amulet made of red thread around their necks. The Acheri wears just such a talisman to protect herself.

Personality: Sweet and charming. She desperately wants to be friends, though she knows her presence is potentially harmful to others.

Motivation: To find a playmate.

Combat: If forced to fight, an Acheri will defend herself with her hands for (Defense vs Poor) damage.

Powers: Anyone who is within her presence must roll Good on Fate or else become infected with a wasting disease. Each hour, starting immediately, those infected must roll Superior on Stamina or else lose one point from their WTL. Points lost due to the illness can only be regained if a red thread is placed around the victim's throat, at which time the curse is broken.

Algul

Type: Evil Entity

Consistency: Dual

Defense: Great

WTL: 30

Abilities: Superior Strength, Good Persuade

Appearance: A seemingly normal lost soul, the Algul has an enormous, razor-sharp tongue that acts as a straw. An Algul shoots out its tongue, piercing the exposed skin of its victim. It then sucks blood (or WTL) until the victim is weakened or dead. The Algul prefers to do its dirty work undetected, and may appear to be friendly until it can get its victim alone.

Combat: Tongue lash for (Defense vs Good) x 2 damage.

Powers: All those who view an Algul will trust it. Four times per day, the Algul can cause those in thrown range to roll Great on Memory or else forget what happened in the past 4 turns.

Alouqua

Type: Evil creature

Consistency: Dual

Defense: Passable

WTL: 24

Abilities: Good Agility, Great Strength, Superior Charm, Good Intelligence

Appearance: An alouqua is a beautiful woman with dark skin, hair and eyes. Her voice is low and inviting. She has hooves instead of feet, but hides this fact behind flowing, low-cut gowns.

Personality: An alouqua is a sensual being who enjoys exhausting men sexually then driving them to suicide.

Motivation: To cause the deaths of as many men as she can.

Combat: If attacked, the alouqua will assume vampiric form, striking with her claws for (Defense vs Passable) x 2 damage.

Powers: An alouqua is a combination of a succubus and vampire. In succubus mode, she uses her alluring eyes and body to entrance male victims (most women are not affected). Her victim will completely desire her for (victim's Will vs Great) x 3 minutes. During this time, he can think

of nothing but satisfying his craving, even if it means protecting her from his companions.

While thus engaged, the alouqua will assume her vampiric form. Her nails will grow into claws and her teeth will become pointed fangs. Her bite drains 1 WTL per minute. Her victim won't even notice. A victim who is drained to 1 WTL will become despondent and fall under the alouqua's power. He will do her bidding until he is healed to more than 1 WTL. Often, the alouqua will command him to perform murder or suicide.

Alp

Type: Evil Lost Soul

Consistency: Dual

Defense: Superior

WTL: 16

Abilities: Superior Strength, Good Agility

Appearance: This lecherous spirit may appear as a handsome man, cat, pig, bird or dog with flaming eyes and tongue. An Alp can fly in any form and always wears a floppy hat in all his manifestations.

An Alp prefers not to force himself violently on his victim; rather, he uses his hypnotic stare to induce a trance. His tongue becomes a snake-like protrusion, which he pushes into his victim's mouth. WTL is drawn from the victim until she is completely drained. The Alp is particularly fond of women and will always choose them as prey if he has the opportunity.

An Alp has two weaknesses; his hat and his left eye. If his hat is stolen, the Alp will drop to Poor Strength and can no longer turn into a cat, bird or demon dog, nor will he be able to fly. The Alp will generously reward anyone who returns his hat, usually with a supernatural artifact.

If his left eye is damaged, the Alp will lose his hypnotic ability.

Combat: As a man, the Alp attacks with a long sword for (Defense vs Good) x 4 damage. As a cat or bird, he scratches and bites for (Defense vs Good) x 1 damage. As a demonic dog, he bites for (Defense vs Great) x 3 damage and can breathe flame at one target within thrown range for (Defense vs Passable) x 5 damage.

Powers: An Alp can shape change between a man, cat, bird or demon dog. Four times per day, an Alp can change into mist. In this form, he is

invulnerable to all attacks. With the glare of its left eye, an Alp can put a victim into a hypnotic trance for (Will vs Good) x 2 minutes. The victim will follow simple commands, but is unable to fight or move quickly. This ability will not work if the Alp's left eye is pierced or covered.

Asanbosam

Type: Evil Entity

Consistency: Incorporeal, translucent

Defense: Good

WTL: 22

Abilities: Good Strength, Poor Agility, Great Climb, Good Jump

Appearance: These nasty demons like to lurk in rafters or high in trees. They have sharp teeth of steel and giant hooks for legs. Anyone walking underneath one will be snatched up and killed by its hooked legs.

Combat: An Asanbosam attacks twice with its hooked legs for (Defense vs Good) x 2 damage and bite for (Defense vs Good) x 4 damage.

Aswang

Type: Evil Entity

Consistency: Dual

Defense: Great

WTL: 20

Abilities: Good Strength, Superior Charm, Good Lie, Great Cunning

Appearance: When appearing as a living creature, an Aswang shows itself as a beautiful woman. As a lost soul, the Aswang appears as a pregnant woman (she is actually bloated from all the blood she has drunk from the living). This vampiric creature turns into a giant mosquito at night and uses her long, hollow tongue to slurp up blood (or WTL). She is accompanied by up to six night birds that act as bloodhounds, leading her to her prey. The night birds make a distinctive Ki! Ki! sound as they fly through the night sky.

Combat: An Aswang will use her considerable charm to dissuade anyone from attacking her. If threatened, she will send her six night birds to attack for (Defense vs Poor) damage each. The birds have a Defense of Poor. She may turn into a mosquito and fly away, or if worse comes to worse,

she can fight with her proboscis, draining (Defense vs Good) WTL. She gains any WTL she drains from a victim, up to a maximum of 40 WTL.

Barghest

Type: Evil entity

Consistency: Incorporeal

Defense: Good

WTL: 18

Abilities: Good Strength, Poor Intelligence, Great Alertness

Appearance: A fierce dog standing 3 feet at the shoulder with shaggy black fur, fiery red eyes, and a set of six inch horns protruding from its forehead.

Personality: Dogged and unerring trackers, barghests are sometimes used by demons to track down ghosts. They are very hostile towards spirits of all sorts.

Motivation: To track down and drag ghosts to the nether regions.

Combat: Barghests may attack with either their bite or horns, but not both on a single turn. Their bite does (Defense vs Passable) x 4 damage. Their horns do only (Defense vs Poor) x 1 damage, but if the victim takes any damage, he will also be paralyzed for (Stamina vs Poor) x 2 turns. The barghest will grab a paralyzed ghost in his powerful jaws and teleport to the infernal regions. It takes the barghest 1 complete turn to do the teleportation (it will slowly grow misty and faint). If it takes damage during this vulnerable time, the barghest will drop his victim and teleport alone.

Powers: Three times per day, a barghest's howl can summon a hell hound. The hound will attack the barghest's enemies to the death.

Bearded Demon

Type: Neutral entity

Consistency: Dual

Defense: Great

WTL: 40

Abilities: Great Strength, Good Dexterity, Inhuman Stamina, Good Cunning

Appearance: The Bearded Demon is a swarthy dwarf with a luxurious black beard. He carries a linen bag tied around his waist and carries a long spear.

Personality: Friendly and agreeable initially, the Bearded Demon will become sullen and suspicious if he thinks he is in danger of losing the Philosopher's Stone.

Motivation: The pursuit of knowledge and the protection of the Philosopher's stone, which he carries in a linen bag tied around his waist.

Combat: The Bearded Demon fights with his spear which does (Defense vs Good) x 4 damage.

Powers: **Teleport Other** (Uses = 8): By winking at his target, the Bearded Demon can teleport him to any plane of existence. The victim must roll Good on Fate to resist the spell.

Flying (Uses = 4): The Bearded Demon can fly at will.

In addition, he has the powers of the Philosopher's Stone, which is described in **Chapter 10: The Afterworld**.

Bergmonck

Type: Neutral Lost Soul

Consistency: Dual

Defense: Superior

WTL: 16

Abilities: Superior Strength, Superior Religion, Great Conceal

Appearance: A monk dressed in brown robes standing about nine feet tall. He carries a large staff and a rosary hangs from his belt.

Personality: Grim and restless. A Bergmonck haunts treasure-bearing mines and drives away thieves with his supernatural powers.

Combat: The monk's staff does (Defense vs Good) x 3 damage.

Powers: By moaning, the Bergmonck begins a resonance within the mine that causes feelings of unease or downright terror to those who hear it. With a wave of his staff, the monk may command part of the cave to collapse, causing (Dodge vs Superior) x 4 damage to all those inside and trapping any lost souls in the rubble.

Bhut

Type: Evil Lost Soul

Consistency: Incorporeal, vaporous

Defense: Good

WTL: 26

Abilities: Good Strength, Great Filch, Good Bully, Great Brawling

Appearance: Bhuts are the evil ghosts of men who died by execution. They are dressed in traditional east Indian clothing and may be detected by their nasal twangs. Bhuts never rest on the earth, but float a few inches above it. They are so terrified of touching the ground that one can avoid being attacked by a Bhut if one lies flat on the bare earth.

Personality: Criminal.

Motivation: To reincarnate unsuspecting lost souls. To steal precious items.

Combat: Bhuts carry short knives, which do (Defense vs Good) x 2 damage. Their garrotes can only be used on an unsuspecting victim. The victim must make a Great Dodge roll to avoid the leather cord before it slips over his head; if the roll is failed, he will take (Stamina vs Awesome) points of damage each turn until the Bhut is destroyed or the victim makes a Superior Strength roll to free himself.

Bibi

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

WTL: 22

Abilities: Great Charm, Superior Folklore, Good Nature

Appearance: This lovely gypsy is a tall, barefoot woman wearing a red dress. Bibi is accompanied by two small girls and two white lambs. She demands instant hospitality from all she meets, and if she does not get it, she will punish people with her supernatural powers.

Bibi knows many arcane stories and can read the tarot cards.

Personality: Bibi is proud of her heritage and sex.

Combat: If Bibi feels insulted, the two little girls will transform into ravenous black bears and the two lambs will become vicious lions. They have Great Defense and attack twice with their claws for (Defense vs Good) x 4 damage and a bite for (Defense vs Passable) x 5 damage. Bibi fights with a dagger for (Defense vs Good) x 2 damage.

Blue Cap

Type: Neutral Entity

Consistency: Dual

Defense: Great

WTL: 30

Abilities: Superior Strength

Appearance: A squat dwarf wearing a blue cap. He can grow up to ten feet tall.

Personality: Childish and greedy. Blue Caps love presents, and expect them upon demand. They will be pleased with small gadgets or toys, but they are partial to items that sparkle, like glass or gems. Though they are not normally aggressive, they can be bullying and petulant. Blue Caps enjoy underground life, and are often found near caves.

Motivation: To get a present. In return, the Blue Cap may use his great strength to help the gift-giver, usually by digging tunnels or building a shelter out of giant stones.

Combat: He does (Defense vs Good) x 2 damage with his fists.

Powers: A Blue Cap's leather skin is invulnerable to fire. At will, a Blue Cap can grow up to ten feet tall. His strength increases to Inhuman, his Defense rises to Superior and his huge fists do (Defense vs Good) x 5 damage.

Butterfly, Funereal

Type: Evil creature

Consistency: Unnatural

Defense: Passable

WTL: 20

Abilities: Good Speed

Appearance: Small white butterflies which come out only at night. The particularly noxious ones have large black dots like eyes on their wings. They sometimes flutter around the heads of demons.

Personality: Mindless insect.

Motivation: To smother sleeping children with their velvet wings. To nibble the ectoplasmic flesh of lost souls and other creatures.

Combat: Funereal butterflies travel in large swarms of a hundred. A swarm of funereal butterflies is only affected by area affect weapons. Killing individual butterflies does little to reduce their numbers. A swarm of butterflies has 20 WTL.

For every WTL lost, five butterflies are considered to be slain. The WTL of the swarm determines the damage it is capable of doing.

WTL	Damage per Turn
1-5	(Stamina vs Inferior) damage
6-10	(Stamina vs Poor) damage
11-15	(Stamina vs Passable) damage
16-20	(Stamina vs Good) damage

They prefer sleeping victims; a living person who is actively struggling receives +3 columns on her Stamina roll.

Powers: See Combat, above.

Callicantzaro

Type: Evil Entity

Consistency: Incorporeal, solid-looking

Defense: Great

WTL: 30

Abilities: Great Strength, Great Empathy

Appearance: This imp normally manifests itself as a dwarfish creature with a black face, red eyes, donkey ears and sharp fangs. Callicantzari enjoy terrorizing the living and lost souls with hideous hallucinations.

Personality: Callicantzari hate one thing above all else: the smell of burning shoes (these must be shoes of the living, not incorporeal shoes). If a Callicantzaro is anywhere near burning shoes, it will flee the area forever.

Combat: Its fangs do (Defense vs Poor) damage.

Powers: A master of illusion, a Callicantzaro can cause people to believe that something exists when in reality it does not. A Callicantzaro can force people to view their worst fears for (Will vs Superior) x 2 minutes. Depending on the reality of the vision, the victim may drop in a dead faint, run away screaming or suffer permanent insanity.

Chain Rattler

Type: Evil lost soul

Consistency: Incorporeal

Defense: Poor

WTL: 30

Abilities: Good Strength, Passable Intelligence

Appearance: Chain rattlers wear long gray cloaks, and carry many heavy chains. Their faces are bony and pale. They can be heard at some distance by the rattling of their chains.

Personality: This evil spirit is not interested in rebirth. Instead, it wishes to stay in the afterlife and prey on others for WTL. They take malicious pleasure in frightening others.

Motivation: To drain WTL.

Combat: Chain rattlers strike with their long, heavy chains, doing (Defense vs Poor) x 3 damage. For every 3 points of damage the chain rattler does, he gains 1 WTL (this may allow him to exceed his initial score of 20 WTL).

Instead of striking for damage, a chain rattler may try to ensnare its victim. The target must roll Passable on Dodge or else be entangled. Each turn, he may try to roll Great on Strength to struggle free. If failed, he loses 3 WTL, and the chain rattler gains 1 WTL.

Powers: Once per day, a chain rattler can materialize for up to 5 minutes.

Child of the Ravenmocker

Type: Neutral Entity

Consistency: Dual

Defense: Passable

WTL: 25

Abilities: Great Agility, Passable Strength, Passable Intelligence

Appearance: A Child of the Ravenmocker appears as a short, spindly humanoid, covered with dried skin. Its skull is that of an oversized hawk or vulture, its fingers end in sharp talons and a skin webbing stretches between each wrist and ankle. Although it is not harmed by sunlight, a Child will avoid it, since it prefers not to be seen by anyone except its victim. A Child of the Ravenmocker has no voice, but can communicate, if necessary, with simple gestures.

Personality: Single-minded and merciless. A Child may interact in a non-hostile manner with beings whose goals are similar to its own.

Motivation: These small flesh-spirits are created by the casting of an ancient spell on the corpse of a child. This new Child of the Ravenmocker becomes a guardian of its burial ground. If graves there are desecrated, the Children (there may be as many as ten in a large graveyard),

will awaken to hunt and slay the violator. Upon the target's death, the Children return to their graves.

Combat: A Child attacks twice with its claws, doing (Defense vs Poor) x 2 damage. If both claws do damage, the Child gets an additional bite attack for (Defense vs Good) x 3 damage.

Powers: A Child can fly at Great Speed. It has a flawless tracking sense that allows it to follow a target indefinitely.

Churel

Type: Evil Lost Soul

Consistency: Incorporeal, luminous

Defense: Great

WTL: 30

Abilities: Superior Strength, Good Stealth, Good Quickness

Appearance: A Churel is a woman with long sharp teeth, slobbering lips, unkempt hair and a long black tongue. She is white in front and black behind. She hates other lost souls because they remind her of her sad life among the living. She tries to strangle them with her long ropy hair and often hides in shadows so she can jump the unsuspecting.

Combat: The Churel will target a single lost soul within thrown range. Her victim must make a Great Agility roll to avoid being entangled by the Churel's hair. Once she has a victim entangled, the Churel will bite her victim for (Defense vs Passable) x 2 damage per turn. Each turn the entangled character may attempt to roll Good on Strength to escape, but no other action is possible.

Destroying a Churel's WTL will drive her back into her body, where she must stay until the next stroke of midnight. The Churel never strays too far from the place of her death. The only way to destroy her is to drive small nails through her forefingers and thumbs, and enclose her big toes inside two tight iron rings that have been welded together.

Cowled Gibberling

Type: Evil lost soul

Consistency: Incorporeal

Defense: Good

WTL: 16

Abilities: Great Agility, Good Strength, Poor Intelligence

Appearance: Small yet surprisingly powerful, cowed gibberlings scamper about in black robes, their faces concealed in perpetual shadow. White, three fingered hands protrude from their flowing sleeves. A cadaverous reek issues from their hoods, along with an incessant gibbering.

Personality: Traveling in packs of up to two dozen, gibberlings prey on weakened spirits. They hate the sun so much that they vanish during the day, and only come out at night.

Motivation: To gibber, caper, and attack weakened groups of lost souls.

Combat: Gibberlings strike with their long, bony fingers, draining (Defense vs Poor) x 2 damage.

Powers: If the gibberlings wish, the hideous noises they make can cause all characters coming within their local area to flee for (Will vs Passable) x 1 turn for every gibberling present.

Crypt Lurker

Type: Evil entity

Consistency: Incorporeal

Defense: Passable

WTL: 30

Abilities: Great Strength, Good Intelligence, Superior Stealth

Appearance: A crypt lurker has a skeletal form robed in black. They carry large scythes. They dwell in the dark recesses of tombs, crypts, and catacombs, wherever they can find fresh souls to ensnare.

Personality: Grim and silent.

Motivation: To collect souls.

Combat: As a soul leaves its body, a crypt lurker will try to attack it before it is reincarnated. The crypt lurker strikes with his scythe, doing (Defense vs Good) x 4 damage. A victim reduced to zero WTL screams in agony, but is not reincarnated, he instead becomes trapped in the crypt lurker's crystal.

The crystal may be on a necklace around the lurker's neck, or hidden somewhere nearby in a safe place. Each victim resides in a facet of the crystal, where they float in icy liquid. A crystal will have a facet for each soul it contains, and will grow as souls are added. Shattering the crystal frees the

souls trapped inside, and destroys the crypt lurker. The size of a lurker's crystal determines his status among the other lurkers in the graveyard.

Powers: Although a crypt lurker cannot use his scythe on the living, he can use his supernatural powers.

Fright (Uses = 2): By appearing abruptly, the crypt lurker can cause a living victim to make a Stamina roll. On a Catastrophic or Pathetic roll, the victim has a heart attack and dies. On a Feeble or Inferior roll, the victim faints for 5 minutes. On a Poor roll, the victim is paralyzed with fear for 2 turns.

Icy Touch (Uses = always): The touch of a lurker does (victim's Stamina vs Poor) x 1 damage to the living.

Weakness (Uses = 2): Targeted on one victim, it causes that character (whether incorporeal or material) to be at -2 columns on all abilities for (victim's Strength vs Good) x 2 turns.

Dame Blanche

Type: Neutral lost soul
Consistency: Incorporeal
Defense: Poor
WTL: 25

Abilities: Great Alertness, Superior Charm, Great Knowledge

Appearance: A regal looking woman with long white hair. She has pale skin, blue eyes and is dressed in long, flowing white robes.

Personality: Distant and Aloof. Dame Blanche never stays in one place for long. She often travels with the lost souls of children, whom she trains and cares for.

Motivation: To train children in the mystic arts.

Combat: Dame Blanche has the ability to disappear and teleport at will. She can take up to 20 other entities with her.

Powers: **Healing** (Uses = 4): Each use heals 5 WTL.

Encourage (Uses = 4): With a word, Dame Blanche can make a person feel that they can achieve a certain goal. For the next (Passable vs target's Will) hours, the target cannot be swayed from pursuing the goal Dame Blanche named.

Dark Cloak (Uses = 4): This power surrounds the lost soul with darkness, allowing them to travel

in the daylight safely for up to (Inferior vs target's Nature) x 30 minutes.

Comfort (Uses = unlimited): Eye contact with Dame Blanche gives a person a sense of comfort and ease.

Drude

Type: Evil Lost Soul
Consistency: Incorporeal, solid-looking
Defense: Good
WTL: 20

Abilities: Passable Strength, Great Intelligence, Great Cunning

Appearance: Middle aged woman dressed in black or gray robes.

Personality: Usually arrogant and power-hungry. Many dislike men and do all they can to lure them into a false sense of security before destroying them.

Motivation: Drudes were witches in life, and they willingly gave up their mortal shell for the promise of power in the afterlife. They soon found out that the demons who made these promises had no intention of making them rulers of the Afterworld. For this reason, Drudes hate demons and will work to destroy them.

Combat: Drudes fight with long knives for (Defense vs Poor) x 2 damage.

Powers: Drudes have many supernatural powers that allow them to create horrible hallucinations. A Great Sanity roll is needed to disbelieve their illusions.

Creepy Crawlies (twice per day): The victim believes that spiders, cockroaches and other insects are crawling on his flesh, nesting in his hair and invading his body.

Putrid Flesh (twice per day): The victim is convinced that one of his limbs is gangrenous and completely useless. If it's an arm, he'll drop whatever he is holding. If used on a leg, the victim will collapse to the ground.

Tortured Loved One (three times per day): The victim sees his closest friend or lover being tortured by a demon with pincers, hooks and knives. The friend implores the victim to follow the Drude's instructions, so that the torture will cease.

Dybbuk

Type: Neutral lost soul
Consistency: Incorporeal
Defense: Poor
WTL: 24

Abilities: Poor Strength, Awesome Knowledge, Good Intelligence

Appearance: A dybbuk takes on the appearance of a scholarly man dressed in medieval style robes. He often carries a small sack that contains books, parchment and ink quills.

Personality: A dybbuk is interested in a variety of studies. He is curious and friendly, though his friendliness is actually self-serving. A dybbuk enjoys the company of scholars.

Motivation: Dybbuk seek to possess the living in order that he may pursue his studies.

Combat: If attacked, the dybbuk will possess one of his antagonists (see below).

Powers: **Possession** (Uses = 2): A dybbuk can possess the living and even lost souls just by touching them (to avoid being touched, the victim must roll Passable on Dodge). The victim is possessed for (victim's Will vs Good) hours. During this time, the dybbuk will have complete control of his body. Dybbuk are immune to exorcism.

Eretica

Type: Evil Lost Soul
Consistency: Dual
Defense: Great
WTL: 17

Abilities: Superior Strength, Good Persuade, Great Disguise, Good Dexterity

Appearance: These evil lost souls usually appear as beggars dressed in rags. They entice their victims to a cemetery and then their comrades burst forth from the ground, dragging the prey into a grave with them. It takes a Superior Strength roll to break free from an Eretica. While in a grave, lost souls suffer a -1 column shift to all rolls.

Combat: Ereticy turn into strong able-bodied soldiers once they have grabbed their victims. They use short swords for (Defense vs Passable) x 3 damage.

Furies

Type: Neutral entity
Consistency: Dual
Defense: Good
WTL: 30

Abilities: Good Strength, Good Intelligence, Great Cunning

Appearance: The furies appear as three sisters wrapped in shrouds. Their hair and eyes are dark, and while their faces could be beautiful, they have been marred by grief and self-inflicted scratches. Their ancient names were Alecto, Tisiphone and Megaera, and they will answer to them.

Motivation: To punish those who have wronged the dead, especially murderers. The Furies appear before their victim and relentlessly follow, screeching and crying. They use psychological techniques to cause their foe to confess his guilt and, ultimately, to commit suicide. They only harm lost souls who try to interfere with them.

Personality: Scary and grim. These women are very intense. They see things in black and white, and do not take into account extenuating circumstances when judging the living.

Combat: If forced to fight, the furies attack with their claws for (Defense vs Poor) x 4 damage. The wounds they cause quickly fester, hence the high damage multiplier. If reduced to zero WTL, a fury will return to its own plane, and torment that victim no more.

Powers: **Harry** (Uses = 1): By visiting their victim (Catastrophic vs victim's Will) times (maximum of once per day), the furies can cause him to confess any crimes he has committed. Once the victim has confessed, if the furies determine his crimes deserve punishment, they will continue to badger him until he commits suicide, usually within another (Catastrophic vs Will) days. If the second Will roll is Great or better, the victim resists the prosecution. However, this does not mean the furies will ever stop tormenting him.

Galleytrot

Type: Evil Lost Soul
Consistency: Incorporeal, luminous
Defense: Great

WTL: 40

Abilities: Superior Memory, Good Direction, good Dodge, Superior Track

Appearance: These dog-like men wear clothing popular in the 18th century England. A Galleytrot has large claws and a mastiff's head encircled by a flaming halo. Though as intelligent as a man, the Galleytrot can only growl and snarl.

Personality: Cold and imposing. The favored companion of pirates and other ruffians, the Galleytrot has often been bound to a place to guard a buried treasure. He may offer a female party member a ring; if she accepts, he will insist on a formal wedding. If the Galleytrot feels like he has been betrayed by his betrothed, he may punish her by walling her in a dungeon.

Motivation: To find or guard treasure, whether it is an ectoplasmic item, or solid gold pieces. A Galleytrot knows the location of many treasures, and may be persuaded to lead others to the spot.

Combat: A Galleytrot claws for (Defense vs Poor) x 3 damage and bites for (Defense vs Passable) x 4 damage. Each turn, the circle of fire surrounding his head strikes at one attacker within thrown range, doing (Dodge vs Great) x 2 damage.

Ghoul

Type: Evil creature

Consistency: Unnatural

Defense: Passable

WTL: 20

Abilities: Good Agility, Superior Strength, Inferior Intelligence, Pathetic Charm

Appearance: Ghouls live in crypts and underground warrens beneath graveyards. They have gelatinous gray flesh, jackal-like muzzles, and a stooped gait. They move silently on large feet, and when they stand still, they are nearly invisible (it takes a Superior Alertness roll to notice a motionless ghoul). They are enormously strong and a single ghoul can wrench the stone slab from a crypt.

Personality: Ghouls have a well developed taste for flesh. Although they prefer carrion, they may occasionally seek a fresh meal, especially if some foolhardy interloper stumbles into their domain at night. Their vocabulary is limited, and when hungry, their desire for flesh blots out all other thoughts and feelings. Alone, they are

cowardly; in a pack, they are fearless. If properly fed, they may serve as assistants to evil mediums.

Motivation: Hunger. A ghoul who eats a corpse consumes part of its life force as well. A lost soul who has his corpse eaten by a ghoul permanently loses 5 points of WTL until the ghoul is found and destroyed. A ghost can sense which ghoul has eaten his body just by looking at it.

Combat: Ghouls hunt in packs, tearing their victims apart with teeth and claws. A ghoul may either bite his victim for (Defense vs Poor) x 2 damage or claw him twice, doing (Defense vs Poor) x 3 damage each time. Because of their supernatural nature, ghouls take only half damage from material attacks. In addition, a ghoul's claws and bite can even affect incorporeal beings.

Powers: Ghouls can see and hear ectoplasmic beings. A material being who takes damage from a ghoul's bite must roll Poor or better on Stamina or else contract a rare disease called "grave robber's curse." A character who makes a Good Occult roll will recognize the symptoms of grave robber's curse, and can cure him with a Great Medical roll using common drugs from the local pharmacy.

Each night, the victim of grave robber's curse must roll his Will:

Awesome to Good: No effect

Passable to Poor: The victim walks in his sleep to the nearest graveyard and prowls around, returning to his bed before daybreak. In the morning, he won't remember anything about the experience, although he may be puzzled by the dirt clinging to his bare feet.

Inferior to Feeble: As above, but the victim also exhumes a casket. Again, he will return to his bed before morning with no memory of the event. He may wonder why he is so tired, and why there is grave mold under his fingernails.

Pathetic to Catastrophic: As above, but the afflicted character consumes the corpse. Once this stage is reached, the victim suffers -1 column on all future Will rolls to resist the grave robber's curse. He'll awake with no interest in breakfast, and a sheet of gore on his night shirt. After three such nocturnal meals, the victim will become a ghoul, and never return from his nightly excursions.

Gremlin (Fifinella)

Type: Neutral entity

Consistency: Dual

Defense: Superior

WTL: 6

Abilities: Great Agility, Pathetic Strength, Superior Cunning, Poor Charm, Great Dexterity

Appearance: Gremlins are male. They are about two feet high with yellow, warty skin. Their hair is black and wiry. They have no thumbs, but their fingers are very facile. Fifinellas are the female counterpart to gremlins. They are paler in color and have longer hair. They also tend to have piercing green eyes.

Personality: Gremlins and fifinellas are not evil creatures, just mischievous. They like playing pranks on the living and lost souls alike. On occasion, they set aside their fun for more serious pursuits, but not for long.

Motivation: To cause havoc and destruction in the name of fun.

Combat: Gremlins would rather run away than fight, but if cornered, they will bite for (Defense vs Poor) damage. Their small size and agility makes them hard to hit.

Powers: **Chameleon** (Uses = 4): Gremlins can make themselves nearly indistinguishable from their surroundings for up to 10 minutes at a time. While using their chameleon power, the gremlin cannot move.

Noisemaker (Uses = 3): This power projects a sound of nuts and bolts clattering noisily to the ground or a loud explosion. Those within the local area must roll Good on Alertness or else be startled for one turn (losing one action).

Scamper (Uses = 3): This power allows the gremlin to move twice as fast as normal for up to 20 minutes, giving it two actions per turn.

Hecate

Type: Evil entity

Consistency: Unnatural

Defense: Great

WTL: 40

Abilities: Good Strength, Good Nature, Passable Intelligence, Good Charm

Appearance: Hecate has the body of a mature woman dressed in a simple outfit. She has three faces: in the center, that of a woman; on the right, that of a horse; and on the left that of a dog. She is always accompanied by a large pack of dogs. She

carries a long bow and arrows. Hecate's power is intensified if she stands in the middle of crossroads.

Personality: Regal. Hecate favors sorcerers, witches and women.

Motivation: Dedicated to The Underworld.

Combat: Hecate will always order her dogs to attack first. There are approximately 10 dogs, each with a Defense of Passable. Their bites do (Defense vs Poor) x 2 damage. Meanwhile, Hecate will attack with her bow for (Defense vs Good) x 4 damage, or her scimitar for (Defense vs Good) x 4 damage. If the dogs become incapacitated, she will draw her bow, which does (Defense vs Good) x 5 damage. If her dogs are slain, Hecate will escape on a flying broomstick, which she always keeps near.

If Hecate is within a crossroads when attacked, she can use her special powers to cause earthquakes and start fires (see below).

Powers: If standing on a crossroads, Hecate can cause the earth to shake for up to 5 minutes. Buildings within one mile will shudder, and anyone in the local area must roll Great on Agility or else fall down. She and her dogs never lose their balance during such quakes. When on a crossroads, she can also throw balls of fire at her victims, doing (Defense vs Poor) x 4 damage. She can throw up to three balls per round.

Hell Hound

Type: Evil creature

Consistency: Dual

Defense: Good

WTL: 30

Abilities: Great Agility, Great Strength, Feeble Intelligence, Superior Nature, Awesome Alertness

Appearance: A jet black, three-headed mastiff.

Personality: Hell hounds roam with their mate or in a pack no larger than five. Very independent, the hell hound is difficult to tame.

Motivation: Survival.

Combat: A hell hound can bite with all three heads each turn, doing (Defense vs Passable) x 3 damage each. Instead of biting, the left head of the hell hound can breathe fire once every three turns, doing (Defense vs Great) x 3 damage to one character within thrown range. The middle head can breathe a cloud of noxious gas. Everyone within melee range suffers a -1 column on all rolls

for (Stamina vs Poor) x 2 turns. If the third head does damage, its burning poison will do an additional (Stamina vs Superior) x 1 points of damage, even to lost souls.

Powers: See combat above.

Ishologu (Impundulu)

Type: Evil Entity

Consistency: Dual

Defense: Good

WTL: 30

Abilities: Superior Charm, Great Strength, Superior Agility

Appearance: An Ishologu takes on the form of a handsome young man who then seduces a woman, usually a wizard or medium. Once he has consummated the relationship he is known as an Impundulu and will cause his mistress to suffer a terrible death if she does not help him lure unsuspecting folk to their doom.

Combat: The Impundulu wears a heavy bracelet on each wrist. When a victim approaches, he twists his wrists and foot-long spikes spring forward. The Impundulu uses these spikes to pierce the soft mid-flesh of his prey, doing (Defense vs Good) x 4 damage. Afterward, he feeds on their flesh, or, if they are incorporeal, their ectoplasm.

Powers: An Impundulu has the power to turn invisible at will. He is so charming that a character must roll Superior on Will to assault him (unless the Impundulu has already attacked the party). He is psychically linked to his mistress, and she will experience debilitating pains in her midriff if she does not obey his commands. The mistress will not be freed from this relationship until the Impundulu is destroyed.

Jaracacas

Type: Evil Entity

Consistency: Incorporeal, translucent

Defense: Good

WTL: 80

Abilities: Superior Strength, Good Quickness, Superior Agility

Appearance: These serpents can be up to twenty feet long. It's chameleon ability allows it to

remain undetected unless a Superior Alertness roll is made.

Combat: A Jaracacas attacks by twining its body around a victim, then thrusting its tail into its prey's mouth. A character must roll Superior on Agility to avoid being grappled. He then takes (Strength vs Superior) x 2 damage each turn. On an Awesome Strength roll, the victim breaks free.

Powers: The Jaracacas is immune to supernatural fire and cold.

Kelby

Type: Evil creature

Consistency: Dual

Defense: Good

WTL: 50

Abilities: Great Speed, Superior Strength, Poor Intelligence

Appearance: A beautiful white stallion wearing a black leather saddle. It lives in rivers, or deep streams, or the ocean surf. A kelby never travels far from running water.

Personality: More cunning than a normal animal.

Motivation: To drag lost souls to their doom underneath the water.

Combat: By flicking a lost soul with its tail, the kelby can set his ectoplasmic hair and clothing on fire. The target must make a Good Dodge roll to avoid being hit. The flames do 1 WTL damage per turn, and can only be put out if doused in water from the kelby's dwelling place.

Powers: A kelby tries to beguile a lost soul into riding it. It will bow before the person with the highest Charm, and beckon him to mount. If the lost soul refuses, he must make a Poor Will roll to resist the kelby's allure. If the roll is made, the kelby will turn its attention to the next lost soul. If all resist, it will rear and whinny fiercely, stomping the ground with frustration before dashing back into the waters from whence it came.

If a lost soul does mount the kelby, it will gallop into the water. As the victim tries to leap from the kelby's back, the beast will grip him firmly in its strong teeth, holding him to its back unless its victim makes a Great Strength roll to extricate himself.

See the Swimming skill in **Chapter 6: Abilities** for more information on what happens to a

character in water. Kelbys take no damage from water.

Kirk-grim

Type: Neutral Entity

Consistency: Incorporeal, luminous

Defense: Passable

WTL: 25

Abilities: Great Climb

Appearance: This animal appears as a large pig or lamb.

Personality: A Kirk-grim is the spirit of an animal buried somewhere in a church, often under the altar or in the church tower. Its purpose is to protect the church from evil spirits.

Combat: Whether in pig or lamb form, the Kirk-grim does only (Defense vs Poor) damage in brawling combat.

Powers: A Kirk-grim's powers depend upon the form it currently inhabits. It may change form once per hour. As a pig, a Kirk-grim has these Powers:

Rain of Dung: Dung appears from nowhere and is flung into the faces of the intruders, blinding them for (Dodge vs Passable) turns.

Passel o' Pigs: For (Sanity vs Poor) minutes, all targets in the church fall to all fours and behave as pigs, grunting, rolling in the mud and hunting for truffles. They will feel compelled to wander away from the church yard.

Squeal: This loud noise is akin to fingernails on a blackboard. All those in hearing range must roll Great on Will or else involuntarily wince, dropping whatever they are holding. On a Feeble or lower roll, the victim falls to the ground and screams in pain for 2 turns.

As a lamb, a Kirk-grim has these Powers:

Baa: This soft bleating sound makes all those in hearing range very passive for (Will vs Great) minutes. One of them will take the roll of the Shepherd and will "herd" the rest away from the church. Those who fail their roll cannot return to the church for three days.

Curry and Comb: Those affected will feel an overwhelming urge to comb their hair and preen for (Sanity vs Good) x 2 turns.

Spring Lamb: The victim cavorts and gambols like a baby lamb for (Sanity vs Great) x 2 turns.

Kuang-shi

Type: Evil Lost Soul

Consistency: Dual

Defense: Great

WTL: 45

Abilities: Good Strength, Feeble Cunning

Appearance: A Kuang-shi is tall, with short white hair all over its body. It has long fangs, sharp claws, and eyes with no pupils. The Kuang-shi is very hardy. Only a bolt of lightening will kill it; otherwise it must be caged in a room lined with iron. The Kuang-shi is not very bright. If peas, rice or other small objects are scattered before it, it will stop what it's doing to gather them up.

Combat: The Kuang-shi leaps in and out of the fray, getting two attacks per round with its nasty claws for (Defense vs Good) x 2 damage each. Once it has forced an opponent to his knees, the Kuang-shi will bite deeply into his throat for (Defense vs Poor) x 6 damage.

Powers: The Kuang-shi can leap up to twenty feet. To strike a Kuang-shi before it jumps away, a character must make a Good Quickness roll.

La Llorona (the Weeping Woman)

Type: Evil Lost Soul

Consistency: Incorporeal, vaporous

Defense: Good

WTL: 20

Abilities: Good Strength, Feeble Sanity

Appearance: A young woman dressed in long white robes weeping piteously. Upon drawing closer, one can see that she lacks a face.

Personality: Insane with jealousy and grief. La Llorona was once an Indian Princess living in Mexico City in 1550. Dona Luis de Olveros fell in love with a nobleman, Don Nuno de Montesclaros. She bore him twins and he promised to marry her, but did not. She confronted him on his wedding night, but he spurned her. Insane with rage and humiliation, she returned to her home and stabbed her children to death. She wandered the streets, weeping, until the authorities took her away to be hanged.

Motivation: To punish those who are wicked; to slaughter children.

Combat: La Llorona's cry brings pity into the hearts of those who do not make a Great Will roll. Those who fail their roll will be drawn to her. Once she wraps her misty shawl around a victim he will slowly lose (Stamina vs Great) WTL per turn until reincarnated. La Llorona may attack with her stiletto for (Defense vs Great) x 3 damage.

Lamashtu

Type: Demon

Consistency: Dual

Defense: Good

WTL: 25

Abilities: Great Strength, Good Speed, Passable Intelligence, Catastrophic Charm

Appearance: A hideous woman with wormy hair and dangling eyes. Her skin is rough and porous, her breath foul and her tongue long and black. Lamashtu often wears a veil over her face. She carries huge hooks in each hand.

Personality: Cruel and malicious.

Motivation: To drain WTL from all creatures, but particularly from children and pregnant women. She particularly enjoys using her sharp hooks to torture the innocent.

Combat: The hooks Lamashtu carries drain (Defense vs Good) x 3 WTL from the victim. For every 3 points drained, Lamashtu gains 1 WTL, which can even allow her to exceed 20 WTL.

Powers: Lamashtu is so ugly that anyone seeing her for the first time in an encounter is paralyzed for (Sanity vs Poor) x 30 minutes.

Langsuir

Type: Evil Entity

Consistency: Dual

Defense: Passable

WTL: 30

Abilities: Good Strength, Good Charm

Appearance: A Langsuir is a lovely woman who wears green robes. Her nails are long and her black hair hangs down to her ankles, covering a large hole in the back of her neck. She craves the taste of raw fish, and can often be found near the mouths of rivers. She also enjoys stealing the

lifeforce from young children, and may be found near schools and playgrounds. She offers to give children piggyback rides, and when they agree, two green tentacles shoot out of the hole in her neck and strangle the children.

The Langsuir can be returned to her normal, non-evil self if her nails are cut and her hair is shorn and shoved into the hole at the back of her neck. When this is done, she will lose her supernatural powers and become a passive, sweet-natured woman.

Combat: Not much of a fighter, she attacks with her long nails for (Defense vs Poor) x 2 damage and her tentacles for (Defense vs Poor) x 3 damage.

Powers: A Langsuir can fly by spreading her robes wide. She can make a piercing cry, which scares those who hear it for (Will vs Great) minutes. Or, she can croon a sweet lullaby, which attracts all children within hearing to her. A Langsuir is not dispelled by water and can swim quite readily.

Lemure

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

WTL: 28

Abilities: Passable Strength, Good Brawling

Appearance: A pale figure, usually male, wearing an ancient Roman tunic. Lemures often carry broad swords, shields, daggers or other weapons of the period.

Personality: Wicked. Lemures are most active in May. They are very sensitive to loud noises, and can be driven away with the beating of drums. If beans (or similar small objects) are strewn before a lemure, he will become entranced, and will stop all action until he picks up every bean.

Combat: Lemures fight with broad swords for (Defense vs Good) x 4 damage.

Loogaroo

Type: Evil Entity

Consistency: Incorporeal, luminous

Defense: Passable (human form), Superior (skinless form)

WTL: 15

Abilities: Great Agility, Good Aim, Poor Strength

Appearance: In its natural state, a Loogaroo is a tiny old woman dressed in rags. It stands about three feet high. Every night, it takes off its skin and flies around as a sulfurous ball. The Loogaroo takes pleasure in burning items in its flaming manifestation.

The Loogaroo never travels too far from its skin. If the skin is found and destroyed, the Loogaroo will quickly burn itself out and perish.

Combat: As a quick-moving ball of fire, a Loogaroo can inflict (Defense vs Good) x 4 damage. As a beggar, the Loogaroo does only (Defense vs Poor) damage.

Lugat

Type: Evil Entity

Consistency: Incorporeal, solid-looking

Defense: Good

WTL: 50

Abilities: Superior Strength

Appearance: A giant hulking man covered in mud and gore. Standing about ten feet tall, a Lugut can deliver powerful blows with its hammy fists. Fire and wolf attacks do double damage against it.

Combat: A Lugut does (Defense vs Poor) x 7 damage with his fists.

Madan

Type: Neutral entity

Consistency: Dual

Defense: Poor

WTL: 100

Abilities: Inhuman Strength, Poor Agility, Feeble Intelligence

Appearance: About seven feet tall, muscular and very hairy.

Personality: Greedy and gluttonous. A madan is almost always hungry and will eat all he can. Madans are one of the easiest entities to summon, requiring just the promise of plenty of food. Many magicians use them as bearers.

Motivation: To eat.

Combat: A madan is incredibly strong and can easily lift a ton. It uses its long arms and huge fists

to pulverize its foes, doing (Defense vs Passable) x 5 damage. A madan is naturally protected by its thick, leather-like hide. If necessary, a madan can remove itself from combat by slowly levitating upwards and away from the battleground.

Powers: **Levitation** (Uses = 6): A madan can levitate at the rate of 10 feet per turn. A madan can carry up to one ton while levitating.

Mongoose, Talking

Type: Neutral entity

Consistency: Incorporeal

Defense: Great

WTL: 5

Abilities: Superior Agility, Inferior Strength, Passable Intelligence

Appearance: A talking mongoose is invisible, even to a lost soul. When they do choose to appear, they look like large mongooses. A talking mongoose may choose to speak to spirits and people without showing itself. They hate animals because they are always visible to them.

Personality: Secretive and suspicious, they seek only their own amusement. A talking mongoose will sometimes adopt a person, usually a child or an adolescent, as its "most trusted friend."

Motivation: A talking mongoose wants only to play with his friend, and may seek to eliminate those who would interfere.

Combat: A talking mongoose normally does not fight. It will use its friend to fight for it, or it will use its telekinesis to wield weapons with Poor skill. If it must, it can bite incorporeal opponents for a (Defense vs Passable) x 1 damage.

Powers: **Telekinesis** (Use = 4, 6 turns per use): Allows the mongoose to move one small object of less than a pound.

Telepathy (Use = 4, 3 minutes per use): Allows the mongoose to communicate telepathically with any one known sentient being, no matter where the target is. While linked, the mongoose may try to delve into his target's mind to gain information the target wishes to withhold. The target must roll Good on Intelligence to resist the mongoose's prying. If the target fails his resistance roll, the mongoose may claim him as his "best friend." A mongoose has continual telepathy with his best friend, and is always visible to him. A mongoose may have only one friend at a time.

Mind Control (Use = 5): Allows the mongoose to mentally control his best friend. The mind control lasts for (victim's Sanity vs Good) x 2 minutes.

Night Hag

Type: Evil lost soul

Consistency: Incorporeal

Defense: Passable.

WTL: 24

Abilities: Good Strength, Passable Intelligence

Appearance: Night hags appear as beautiful women dressed in flowing white gowns. Their true appearance is of a horrible, warty hag. They always face their victims for their backs are hollow, like rotten tree trunks.

Personality: Intelligent and cunning, they seek to seduce their prey into a position of vulnerability. They can be bargained with.

Motivation: A thirst for the Karma of others.

Combat: A night hag attacks with her four ectoplasmic tentacles. They spring from the hollow of her back and can stretch up to twenty feet. A character must roll Good on Dodge to avoid being hit by a tentacle. If it hits, it will drain (Fate vs Poor) Karma each turn until the victim drops to 1 Karma, the tentacle is severed, or the night hag is killed. For every 5 points of Karma drained, a character loses 1 supernatural power. Since a night hag cannot drain a character below 1 Karma, they are less of a threat to someone with low Karma.

Each rubbery tentacle has 20 WTL and a Defense of Poor. A severed tentacle will still function, it will just be shorter. The tentacles grow back at the rate of 1 foot per minute. Only a character who gets past the tentacles can attack the night hag's body.

If forced to, a night hag will fight with her dagger, doing (Defense vs Passable) x 2 damage.

Powers: On her turn, a night hag may switch between being material or immaterial. It takes the night hag's complete concentration to effect the change. In either form, she can see and hear lost souls.

Nightmare

Type: Neutral entity

Consistency: Incorporeal

Defense: Good

WTL: 40

Abilities: Great Agility, Awesome Strength, Feeble Intelligence

Appearance: A dark steed standing slightly taller than a normal horse. It's coat is coal black, its eyes fiery, and flames shoot from its mouth. The nightmare can gallop across a continent in one night.

Personality: Wild, uncontrollable. It is not particularly hostile, but it does not like to be ridden.

Motivation: To run free.

Combat: A Nightmare attacks with its razor sharp hooves, doing (Defense vs Poor) x 3 damage. On the same turn, it can also bite for (Defense vs Poor) x 2 damage.

Powers: Once per hour, a nightmare can breathe fire, doing (Defense vs Great) x 2 damage to every incorporeal being before it. Once per night, the nightmare can carry a single rider anywhere on the continent (nightmares cannot cross oceans). The rider must subdue the nightmare by reducing it to 5 or fewer WTL, and then mount it by rolling Great on Quickness. The rider must then roll Good on Ride to make the nightmare go where he wants. Otherwise, the nightmare will go wherever the narrator chooses.

Nuggle

Type: Neutral Entity

Consistency: Incorporeal, solid-looking

Defense: Passable

WTL: 30

Abilities: Great Agility, Superior Swimming

Appearance: Nuggles are small horses that looks very much like Shetland ponies except that their tails curve over their backs.

Personality: Frisky and fun. Nuggles enjoy playing.

Motivation: To entice lost souls into water. For some unknown reason, Nuggles enjoy watching spirits disperse in water. Nuggles themselves are unaffected by liquid.

Combat: Not normally combative, a Nuggle can bite for (Defense vs Poor) damage.

Penanggalan

Type: Evil Entity

Consistency: Incorporeal, luminous

Defense: Superior

WTL: 20

Abilities: Great Strength, Good Stealth

Appearance: This creature is always female.

Appearing to be a normal lost soul, a Penanggalan reveals its unique nature when it attacks.

Combat: The Penanggalan rips her head and neck from her body, leaving intestines dangling beneath them. Her organs immediately swell to twice their normal size and glow in the dark. She then flies through the sky, swooping down on her victims. The blood and gore dripping from her intestines cause terrible sores, doing (Defense vs Great) x 3 damage to anyone she flies over, even to a group of up to six characters. When her victims are weakened, the Penanggalan settles down and feasts on their ectoplasmic flesh. The process of feeding heals any damage her head has taken.

While her head is flying around, the Penanggalan's body remains under her control. It can fight with its hands, doing (Defense vs Good) x 2 damage.

Upon returning to her body, the Penanggalan must drink from a flask tied to her waist. This is filled with vinegar, which causes her swollen intestines to shrink to normal size so she can reattach her head to her body. If she doesn't drink the vinegar within one hour, the Penanggalan will continue to swell until she bursts and dies.

Damage is applied separately to the Penanggalan's head and body. When she rejoins, the damage is totaled.

Phantom Monk

Type: Good Lost Soul

Consistency: Incorporeal, vaporous

Defense: Passable

WTL: 17

Abilities: Passable Strength

Appearance: A male figure wearing the robes and cowl of a monk. He sometimes carries a lighted candle, holy book, or quill and parchment.

Personality: Reflective and helpful. Phantom monks are dedicated to aiding others. All monks

are willing to impart advice or instructions to those they consider novices.

Combat: Eastern monks are very physical, and like nothing more than going hand to hand with demons. Their martial arts do (Defense vs Superior) x 4 damage, and the magical mantra "Tao" helps them defeat their enemies. By chanting Tao continuously, a monk does 1 WTL damage per turn to every hostile supernatural creature in the local area. A large group of chanting monks can be devastating.

Western monks are non-combative, but if pressed, they will chant a Te Deum. Like the Tao mantra, it does 1 WTL damage per turn to hostile beings in the local area. Western monks are very adept at leading people through mazes; they never lose their way.

Pooka

Type: Good Entity

Consistency: Dual

Defense: Great

WTL: 16

Abilities: Superior Agility, Good Disguise, Great Charm

Appearance: Pookas appear as short, chubby men or tall, thin men. They are very genial and quick-witted. They can shapeshift into any form of mammal and are particularly fond of changing into black dogs or rabbits.

Personality: Cheerful, helpful and a little mischievous.

Combat: The Pooka will change into a fleet-footed animal and run away if threatened. If he stays to fight, he takes on the form of a black bear, doing (Defense vs Good) x 4 damage.

Preta

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Good

WTL: 40

Abilities: Passable Strength, Superior Stamina

Appearance: Once human, Pretas have skin like burnt bark, very tiny heads and large bellies. Their voices are thin and reedy, and they whine and clamor to anyone who will listen.

Personality: Irritating and grasping. Can be dangerous if threatened.

Motivation: Pretas have been cursed with a never-ending desire for food and drink. Unfortunately, their physical build (plus the fact that they're dead) precludes them from satiating their hunger. A Preta will sometimes become deluded and believe that a lost soul is hiding food from him. He may go into a feeding frenzy, devouring books, aspirin, penknives and other items he finds secreted in a lost soul's pockets.

Combat: Pretas are extremely tough. Their rough skin allows them to take blows and even gunshot wounds with little damage. Their nibbling bite does (Defense vs Superior) damage.

Radiant Boy

Type: Neutral Lost Soul

Consistency: Incorporeal, luminous

Defense: Great

WTL: 10

Abilities: Inferior Strength, Poor Agility, Great Charm

Appearance: Radiant boys look like sweet-faced young boys with innocent expressions. They glow with a gold or green light. This light can be muted or blindingly bright, depending on the wishes of the boy. It can illuminate an area that has been darkened by supernatural means.

Personality: Like all children, Radiant boys are curious, eager to please and mischievous. Because they were murdered by their mothers, they are afraid of women.

Combat and Powers: Radiant boys can throw small balls of fire, doing (Defense vs Passable) x 4 damage. They can make their bodies incredibly hot, doing 1 WTL damage to anyone within brawling range. And they can shine so brightly that anyone who looks upon them is blinded for (Stamina vs Superior) minutes. All of these powers may operate at once.

Rakshasa

Type: Evil Entity

Consistency: Dual

Defense: Great

WTL: 35

Abilities: Superior Strength, Passable Agility, Inferior Intelligence, Good Brawling

Appearance: In its natural state, a Rakshasa is frightful to behold. Its skin is black, yellow, blue or green, and is draped from its yellow matted hair to its talons with entrails and bones. Rakshasas stand about eight feet tall, have huge bellies, and slit-eyes. They can shapeshift into dogs, vultures, owls or beautiful humans. They are nocturnal creatures and do not like the light.

Personality: Ravenous. They long to eat the blood, flesh and bones of the living, and take joy in sucking away the WTL from lost souls.

Combat: The touch of a Rakshasa does (Defense vs Great) x 5 damage.

Powers: The Rakshasa has the power to reanimate corpses, and can possess the living if they eat food polluted by his foul breath. When possessed, the victim either goes mad or becomes ill and dies, after which the Rakshasa departs.

Arcane Scholars who roll Superior on Occult will recall that a Rakshasa can be banished by saying a single word to it. The specific word is left to the narrator to decide, and may be different for each Rakshasa (though historically the word is always "uncle").

Raptore

Type: Neutral creature

Consistency: Incorporeal

Defense: Passable

WTL: 15

Abilities: Poor Strength, Good Agility, Inhuman Speed

Appearance: A hawklike bird with gray plumage.

Personality: Bird of prey. A raptore can be trained by a lost soul or medium to attack on command. Raptore hate demons.

Motivation: None.

Combat: Attacks with claws and beak, doing (Defense vs Good) x 2 damage.

Ropotou

Type: Evil creature

Consistency: Incorporeal

Defense: Great

WTL: 80

Abilities: Good Agility, Good Charm, Inhuman Strength, Good Intelligence, Superior Cunning

Appearance: This 20 foot long dragon has green-gray scales, yellow eyes and a savagely twitching tail. Its breath blasts a 100 m.p.h. gust of foul smelling air. The Ropotou has large, scarlet claws and teeth.

Personality: The Ropotou wants one thing: to become corporeal again and stalk the earth.

Motivation: The Ropotou was a horrible dragon which ran rampant in France and China in the Middle Ages. It was banished to the afterlife by Saint Franck who splashed it with holy water. To this day the Ropotou is terrified of liquids. Its greatest fear is drowning.

The Ropotou is not a stupid creature. It believes that it can be transported back to the world of the living if it finds and eats the ectoplasmic equivalent of three things: the heart of a maiden, the liver of a brave man and the Ebony Altar of Thoth. See **Chapter 10: The Afterworld** for a complete description of the altar.

Combat: The Ropotou can attack three opponents per turn, one with each claw for (Defense vs Good) x 5 damage and once with its bite for (Defense vs Good) x 7 damage. Because of its size, it cannot center all its attacks on one target.

Powers: Once every half hour, the Ropotou can breathe a blast of hurricane force, noxious air, doing (Strength vs Great) x 3 damage to all those before it.

Sasquatch

Type: Neutral creature

Consistency: Dual

Defense: Good

WTL: 40

Abilities: Poor Agility, Superior Strength, Poor Intelligence, Good Defense

Appearance: Ranging from six to nine feet high. Humanoid, covered with brown shaggy fur. When a Sasquatch dies, its body becomes incorporeal. It usually spends the daylight hours in material form.

Personality: Shy, solitary creature. Enjoys roaming the woods in corporeal form, where it is often spotted by incredulous persons. Usually flees (or turns incorporeal) when approached, but will

attack if it feels threatened. Capable of understanding some American Indian words.

Motivation: To avoid spirits and the living and go about his business of eating roots and berries.

Combat: The Sasquatch usually grabs his victim in his bear-like hands and squeezes him to death. To avoid being grabbed, a victim must roll Passable on Dodge. A grabbed victim will be pinned for (Strength vs Superior) x 2 turns, each turn taking (Stamina vs Great) WTL damage. A Sasquatch sometimes uses rocks and clubs as weapons against physical beings, doing (Defense vs Passable) x 3 damage.

Powers: **Mournful Cry** (Uses = 2). The Sasquatch's deafening howl causes all within the local area it to quake with fear for (Will vs Good) x 1 turn.

Screaming Skull

Type: Neutral Lost Soul

Consistency: Unnatural

Defense: Inferior

WTL: 10

Abilities: Great Intelligence, Superior Cunning

Appearance: A Screaming Skull is the yellowed cranium of a person who was decapitated in a horrible way, often as the result of religious persecution.

Personality: Obstinate and demanding.

Motivation: There are two types of Screaming Skulls: those who want to be buried with the rest of their remains and those who want to be interred within the walls of their homes.

Skulls who want to return home were once family patriarchs, and seek in death to continue watching over their homesteads. Though head and body were buried intact, the skull used its supernatural powers to make its way home, much to the dismay of the residents. On a more positive note, a Screaming Skull will protect its house from all other supernatural entities.

Combat: A Screaming Skull has no physical combat abilities.

Powers: A Screaming Skull regenerates 1 WTL each turn, and can completely reform itself even if shattered and crushed. It can teleport home once per day. In its home, it can teleport from one room to another once per hour. Once per day, it can curse a victim. The target must make a Great Fate

roll or else suffer -1 column on all rolls until accomplishing some task set by the skull. Noises, but not actual words, can be created by the skull. It can also produce normal or ghostly fires that do (Defense vs Good) x 2 damage to material or incorporeal beings, respectively. It's most awful power, usable once per week, is the power of death. It can cause a living person who fails a Good Stamina roll to dry up and die within the week.

Shojo

Type: Neutral Lost Soul

Consistency: Dual

Defense: Good

WTL: 20

Abilities: Good Strength, Great Charm, Superior Swimming

Appearance: These Japanese spirits populate the oceans. They have vivid red hair and can often be seen dancing on the waves.

Personality: Shojos are happy-go-lucky. They enjoy drinking sake and swimming the seas. They are master seamen, and may be induced to pilot a ship or boat, particularly if drink is offered as a reward.

Motivation: To have a good time.

Combat: Shojos rarely fight, but if they must, they will use knives for (Defense vs Poor) x 2 damage.

Powers: A Shojo can summon an enormous wave to swamp his enemies. It overturns small ships and can easily drown the living. Ectoplasmic beings take (Swimming vs Superior) x 3 damage from the churning wave.

Shojos disperse in water very slowly, and can spend short periods of time in the water without fear from harm.

Skeleton

Type: Neutral creature

Consistency: Unnatural

Defense: Passable

WTL: 18

Abilities: Good Agility, Passable Strength, Feeble Intelligence, Great Dexterity

Appearance: Skeletons are the reanimated bones of a person, created from corpses to serve

evil wizards or demons. They are able to see incorporeal as well material beings.

Personality: None to speak of. Because they are not under their own control, they are not considered evil.

Motivation: To serve their master.

Combat: Skeletons favor scimitars and bucklers. When so armed, they do (Defense vs Poor) x 5 damage. Their unnatural nature allows them to harm ectoplasmic beings as well as material creatures.

Powers: Skeletons radiate fear. A character must try to stay (Will vs Passable) x 3 feet away from the skeleton. If forced closer, he must Dodge away and cannot attack.

Succubus

Type: Evil Entity

Consistency: Dual

Defense: Passable

WTL: 35

Abilities: Good Agility, Great Strength, Passable Intelligence, Good Nature, Passable Alertness

Appearance: In its true form, the shapeshifting Succubus looks like a gigantic, toothsome, upright lizard. A psychic vampire, it will often spend days or weeks in its incorporeal form, tracking and studying its prey. Eventually, it will take the material form of its victim's spouse or loved one in order to get close enough to feed.

Personality: Whatever fits the occasion, but if its true identity is discovered, it will become violent and deadly, attacking everything in the area.

Motivation: A Succubus exists to feed upon the lifeforce of dying mortals.

Combat: A Succubus prefers to seduce its victim. Then, when the victim is the most helpless (usually in the throes of passion), it will transform into its true likeness. This display will paralyze its victim for (Will vs Good) turns. In close combat, a Succubus will use its claws to rend its prey for (Defense vs Great) x 4 damage and its razor-sharp teeth to do (Defense vs Good) x 5 damage. It usually prefers to tear the throat out of its victim before he can scream. It feeds off the lifeforce of the dying, healing all damage it has taken.

Powers: A Succubus can transform at will into the physical likeness of any living being it has observed for two days or more.

Upior

Type: Evil Entity
Consistency: Dual
Defense: Good
WTL: 40

Abilities: Passable Strength, Passable Agility

Appearance: An Upior is distinguished by its long barbed tongue, which can extend nearly ten feet. Those struck by the barbs are instantly stupefied, allowing the Upior to drain the victim's blood or WTL.

The Upior is one of the few supernatural beings that can stand the light of day. It is often active at noon and hibernates only in the early morning hours. During this time, the Upior lies unconscious in a giant vat of blood. If this vat is found and spilled before the Upior can return, it will die by noon.

Combat: A Upior's powerful claws do (Defense vs Good) x 3 damage. Its tongue can lash at one victim per turn. The target must make a Good Dodge roll or else be hit. Anyone hit will be paralyzed for (Stamina vs Great) x 3 turns. An Upior can drain (Stamina vs Great) WTL per turn from a paralyzed victim. The Upior gains any WTL it drains, up to a maximum of 40 WTL.

Vampiric Pumpkin

Type: Evil Entity
Consistency: Unnatural
Defense: Poor
WTL: 5

Abilities: Poor Agility

Appearance: A large orange vegetable. Any pumpkin kept more than ten days after Christmas will come alive. It will roll around, chase people and growl. In its ravenous state it may also sweat blood. If it contacts bare skin, the Vampiric Pumpkin will cause a stinging sensation, much like a nettle. It can affect both mortals and the incorporeal.

Combat: A character must make a Good Dodge roll to avoid the attack of a Vampiric Pumpkin.

Those too slow to get out of the way take (Stamina vs Poor) damage from the stinging sensation. The damage is rolled each turn until the victim makes a Superior Stamina roll to shake off its effects. Swelling with strength, the Vampiric Pumpkin gains 1 WTL for each point of damage it does, up to a maximum of 20 WTL. It does not have to stay attached to a victim to drain him.

Wendigo

Type: Evil Entity
Consistency: Semi-material
Defense: Good
WTL: 100

Abilities: Superior Strength

Appearance: Fifteen feet tall, the Wendigo is dressed in bright white clothing and has a star impressed upon its forehead. It has large teeth, which it uses to rip and tear human flesh. The Wendigo roams the swamps, forests and snowy mountains of North America.

Personality: Cannibalistic monster.

Combat: A Wendigo attacks with each claw for (Defense vs Great) x 3 damage and with its bite for (Defense vs Poor) x 5 damage.

Powers: A Wendigo can freeze inanimate objects, up to the size of a pond, by touching or breathing on them. Any living person (including mediums who are astrally traveling) coming within brawling range of a Wendigo must make a Great Stamina roll or else contract Wendigo Sickness. They will become intensely paranoid and cannibalistic. Sanity rolls are required for the victims to resist their unnatural urges. The symptoms last until the Wendigo who caused the illness is destroyed.

Whisht Hound

Type: Neutral Entity
Consistency: Incorporeal, luminous
Defense: Good
WTL: 25

Abilities: Good Stamina, Superior Track

Appearance: These large black dogs have no heads and seem to glow with a black light. Although they are headless, they can bay and

breath fire. Whisht hounds often accompany the entity Odin.

Personality: Alert.

Combat: A Whisht hound's fiery breath does (Defense vs Good) x 3 damage.

Powers: A Whisht Hound's baying causes despair for (Sanity vs Great) minutes. They can also breathe smoke, obscuring vision.

Zombie

Type: Neutral creature

Consistency: Unnatural

Defense: Poor

WTL: 30

Abilities: Poor Agility, Good Strength, Pathetic Intelligence

Appearance: Zombies are the reanimated corpses of the newly dead. They are pale, with greenish or gray skin that smells of rancid meat. Dressed in rags, they stare, open mouthed, and may drool black bile.

Personality: Zombies moan and gibber mindlessly, with no memory of their past life, and are only capable of obeying the simplest of commands. They are often used by unscrupulous plantation owners to work in fields and orchards. They do not eat or rest, and will perform their tasks endlessly. After a few years, a zombie will wear out.

Without the control of a zombie master, some rogue zombies develop a strong craving for human flesh. They can be identified by the blood and gore smeared over their clothing and faces. Rogue zombies are quite strong, and though their movements seem stiff, they are surprisingly fast. A zombie who is fed meat will become a rogue zombie.

Motivation: To obey the will of their master. Rogue zombies seek only to eat human flesh.

Combat: Zombies attack with rusty, makeshift weapons, doing (Defense vs Poor) x 3 damage. If unarmed, they will attack with their bare hands and powerful teeth, doing (Defense vs Poor) x 2 damage. They travel in groups, and where one zombie is found, another will appear every three turns. Because of their unnatural state, their bite can affect incorporeal beings.

Powers: If a zombie is fed salt, he will instantly realize that he is dead. He will run screaming to the

nearest cemetery, where he will bury himself in the soft earth.

Demons

"Demon" is a term applied to any of a number of unique evil entities. Demons come in many shapes and sizes, and most have an individual name. They may be two legged humanoids, or amorphous blobs. Among the humanoid sort (frequently called devils), the colors red, blue, and green are prevalent. Many of them have tails, a few have bat wings and most of the humanoid kind have animal hooves instead of feet. In combat, some use archaic weapons such as spears, swords and pitchforks. Others attack with teeth, claws, horns, or barbed tentacles. Demons possess a variety of powers. Some can breathe fire, grow at will, or cause weather changes.

Demons inhabit the Outer Planes, dwelling especially in The Underworld and The Abyss. They form a rigid hierarchy consisting of six ranks, with the first rank being the most powerful, as shown on the **Demon Rank** table.

Demon Rank

Rank	Title
1	The Princes
2	The Ministers
3	The Ambassadors
4	The Justices
5	The House of Princes
6	The Lesser Pleasures

Sample Demons

Abigor (Rank 1): A handsome man riding a winged horse, bearing a lance, standard or scepter. He knows the secrets of war and can foresee the future.

Abraxas (Rank 5): A fat man with the head of a cock and a gnarled tail. He carries a whip and a shield.

Adramelech (Rank 2): He has a human head and torso, the body of a mule and the tail of a peacock. He is very vain.

Aguares (Rank 1): Rules the east part of The Abyss. Teaches languages, can make people dance and misdirects people with his spells.

Andras (Rank 1): Prefers the title Marquis. He has the head of a wood owl and the body of a winged angel. He often wears a concealing cloak or floppy hat. He rides a black wolf and carries a saber.

Astaroth (Rank 1): This powerful demon looks pale and sickly. He has two drooping wings and wears a crown upon his head. He is often seen nude riding upon a dragon. He carries a pet viper with him and gives off a terrible odor. Astaroth can see the past, present and future and can detect secret desires.

Baal (Rank 2): Baal has the head of a cat, crowned man and toad. His muscular torso ends in spider legs. He is able to make himself invisible and can easily trick those who summon him.

Belial (Rank 5): This lisping, slim young man is nevertheless rather handsome. He rides a chariot rimmed with fire, which burns all who approach it.

Buer (Rank 3): He is an expert in medicine and can cure any disease, mental or physical. He has the head of a lion and has five goat's feet. He moves with a tottering gait.

Dagon (Rank 1): He has a forked fish tail and reigns over the oceans. He can be tempted by baked food or freshly cut wheat, which he adores.

Empusa (Rank 3): Demon of Midnight. This demon can appear in any form she likes, but she favors that of a pretty woman. She can always be detected since her left foot never changes - it is always that of an ass's hoof. She enjoys breaking the arms and legs of her victims and making them suffer great tortures. Empusa is often seen in the company of Hecate.

Eurynomus (Rank 6): His horribly deformed body is covered with fox fur; he uses his long teeth

to feed on decaying carcasses and dead bodies. He is capable of eating the bodies of lost souls as well.

Furfur (Rank 3): He appears as an angel or as a winged stag with human arms and a flaming tail. He controls storms and will only answer questions with lies unless enclosed inside a magic triangle. If this is done, he will solve the most abstract problems.

Malphas (Rank 2): He often appears as a large crow, but can also appear as a heavily armed soldier encased in armor and carrying a sword. He builds impregnable citadels and destroys enemy ramparts easily. He is a notorious liar.

Mastema (Rank 5): Born from the union of a living man with a succubus. Mastema controls a large legion of demons. Considered a rebel amongst the established hierarchy, he is slowly taking control. He is shown as a strong young man carrying a sword.

Paymon (Rank 4): He appears in the form of a strapping young man with the face of a woman. He is crowned with jewels and rides a camel. Paymon is interested in all social activities.

Ukobach (Rank 6): The inventor of fireworks and frying, Ukobach always appears with his body in flames. He can create oil with just a wave of his hand.

Uphir (Rank 3): A chemist and doctor, this demon is well-versed in medicinal herbs. He is responsible for the health of the demons.

Zagam (Rank 3): He can change water into wine, lead into silver, blood into oil and copper into gold. He is the demon of counterfeiters and deceit. Zagam has the wings of a griffin and the head of a bull.

Chapter 13

Living NPCs

Seeing Ghosts

Usually, lost souls must rely upon their supernatural powers to interact with the living. Yet there are a few unique individuals who can interact with ghosts quite easily — and not all of them are mediums.

Some people have special items that allow them to eavesdrop on the dead. Others are psychically sensitive and do not require any enhancements. Many small children, animals and schizophrenics can sense spirits. When seeking help from the living, smart players might want to visit their local day care center or sanitarium.

Gifted individuals are curious about the paranormal and are more likely to respond to a supernatural occurrence with acceptance rather than fear. Their friends and family tend to view them as eccentric at best.

Aaron Kelmer

Type: Neutral Person
Consistency: Material
Defense: Good
WTL: 20

Abilities: Superior Dexterity, Good Entertain

Appearance: A slender man with curly black hair and dark eyes, Aaron speaks in a reassuring voice, and keeps up a bright patter. His fingers are unusually long and slim.

Personality: Very pleasant. Aaron immediately puts people at ease. He enjoys being the center of attention, though he pretends to be modest and self-effacing.

When he was young, Aaron's mother told him that his ability to communicate with the dead was a gift from God that should be used to help others,

but Aaron feared people would call him a freak if they knew. It wasn't until he was in his early twenties that he realized he could use his powers to his advantage.

Aaron poses as a psychic. He uses knowledge he's gained from spirits to con unsuspecting people, making them think he can read their minds. He also uses simple magic tricks he learned from the shade of Harry Houdini to prove he has telekinetic powers. Sometimes he coerces lost souls into using their powers to twist spoons or hurl teapots across rooms. He is fast becoming the most popular personality on the talk show circuit. Because of his conceit, he would rather people believed he possessed psychic powers than admit that he was receiving otherworldly assistance.

Motivation: Though Aaron is a con man, he isn't malicious. He simply wants to make his mom proud of him. He hopes to sign a book and movie deal before someone discovers his tricks.

Combat: When angry, Aaron has the latent ability to drain (Defense vs Great) x 2 damage from all supernatural beings within thrown range.

Powers: Besides being able to see and hear ghosts, twice per day Aaron can summon a specific ghost. The victim must stay within thrown range of Aaron for (victim's Will vs Great) x 10 minutes or until released.

Aldus Crowe

Type: Neutral Person
Consistency: Material
Defense: Passable
WTL: 25

Abilities: Good Science, Good Occult

Appearance: Aldus is a thin man in his mid-thirties. He has narrow shoulders, straw-colored hair and pale blue eyes. He habitually carries a camera at all times. Aldus moves quickly and nervously.

Personality: Earnest and driven. Aldus is the orphan son of two well-known photographers. He constantly feels overshadowed by his famous parents, and desperately wishes to make a name for himself in the world of photography.

Motivation: To gather the largest collection of spirit photos in the world and show them in a gallery exhibit. His friends indulge him, and even agree they see pictures of ghosts in his work, though the blobs of color actually look more like flaws in the film.

Combat: Aldus cannot harm lost souls.

Powers: Aldus inherited the keen eyesight of a photographer from his parents. When he concentrates, he can see the auras of lost souls as brightly colored glows, which he calls spirit lights. Using his spirit photography techniques, he has taken several photos of them, but few can be distinguished, and most of them look like blotches of light and shadow. If Aldus really concentrates, he can faintly hear lost souls.

Angus the Dog

Type: Good Dog

Consistency: Material

Defense: Passable

WTL: 15

Abilities: Great Agility, Good Strength, Great Nature, Superior Alertness

Appearance: Angus is a Border Collie with one gray eye and one brown. His nose is wet, and one ear stands permanently at attention.

Personality: Cordial and friendly to kindly lost souls and children.

Motivation: Angus exists to eat, sleep, bite fleas and chase sheep and butterflies.

Combat: When riled, Angus will set to barking loudly. This will drive antagonistic entities away for (Will vs Passable) x 30 minutes. If pushed into a fight, he will bite, doing (Defense vs Great) x 2 damage to a material target.

Powers: Angus can see, hear and smell ectoplasmic beings. He can also sense evil, and will emit a low growl as a warning.

Blind Bill

Type: Neutral Person

Consistency: Material

Defense: Inferior

WTL: 20

Abilities: Awesome Listen, Great Entertain

Appearance: Bill is a 42 year old Asian-American. He is short, stocky and wears his long black hair in a ponytail. His clothing is colorful, consisting of a baggy cotton shirt, blue jeans and turquoise jewelry. Bill wears dark glasses to protect his nearly sightless eyes from the light. He earns his living by playing a saxophone on street corners.

Personality: Sardonic and knowing. Blind Bill may seem distant and hard to approach, but he secretly enjoys the company of others.

Motivation: To earn enough money for an experimental operation that may restore partial sight to his eyes.

Combat: Blind Bill is trained in martial arts. His superior hearing helps him defend himself from attackers, allowing him to do (Defense vs Poor) x 2 damage to material beings. He carries a small knife in one of his boots. If necessary, he may use his saxophone as a cudgel.

Powers: Blind Bill's hearing is sensitive enough to hear ghosts. He cannot distinguish them from living people.

Casey O'Brian

Type: Neutral Person

Consistency: Material

Defense: Inferior

WTL: 16

Abilities: Great Entertain, Good Persuade

Appearance: Casey is 62 years old, with wispy white hair and bright blue eyes. He is chubby, and dresses in simple cotton shirts and pants. He often wears a tattered felt hat. His hands are calloused and rough, and he has a lovely singing voice.

Personality: Though Casey was born in the United States, his heart is in the country of his ancestors — Ireland. He is a staunch defender of the Emerald Isle, and often talks about it. Casey is a friendly man, but easily succumbs to alcohol.

Motivation: To obtain another shot of whiskey; to avoid being caught drinking by his loving granddaughter Kate. To visit Ireland someday.

Combat: Casey is completely worthless in a fight. He will cower or run away from living foes, and is completely defenseless against ghosts.

Powers: When Casey is in his cups, he can see and hear ghosts, whom he assumes are “fairies” from the old country. When he is sober, he can’t interact with them at all. Since his granddaughter is constantly confiscating his whiskey, the players will have to supply him with liquor before he will respond to them.

Donatello Fox

Type: Neutral Person

Consistency: Material

Defense: Passable

WTL: 18

Abilities: Superior Artistry, Good Fate, Great Dexterity

Appearance: A handsome black man with dark, soulful eyes. Donatello wears black clothing and smokes unfiltered Camels.

Personality: Histrionic and maudlin. As an artist, Donatello searches his soul nightly to pull forth the bizarre images he captures on canvas. His paintings are dark, haunting and very popular. Donatello’s real name is Harvey Fox.

Motivation: To bring meaning to his dissipated life. He believes the right woman will satisfy the emptiness he feels in soul. Every night, he continues his search for her — and invariably moves on the next day.

Combat: Donatello cannot fight lost souls.

Powers: Donatello’s artistic senses permit him, on occasion, to see into the incorporeal realm. Some of his best paintings were inspired by these glimpses into the afterlife. By focusing his senses, Donatello can see, but not hear, lost souls.

Janis Kosoko

Type: Living person

Consistency: Solid

Defense: Passable

WTL: 25

Abilities: Superior Artistry, Great Listen, Superior Track, Superior Interrogate, Great Persuade

Appearance: Janis is a chubby African-American woman with dark skin and eyes. She is 45 years old and has a penchant for bright pink, orange and yellow clothing. She carries a large straw bag filled with notebooks, pencils, peanuts, old maps, tissues and similar items.

Personality: Shrewd and funny. Janis makes her living working for the World-Wide Tattler, a tabloid that runs her column, “Voices from the Other Side” under the pen name, Sibyl Channeller. Using her powers as a medium, she scours the Afterworld looking for interviews with famous ghosts. She then prints her interviews in the paper, often revealing unknown or outrageous facts about her subjects. When she’s bored or in danger of missing her deadline, Janis often makes up a fantastic story for her column. She is amused that many readers believe her silly tales, while scoffing at the true interviews.

Motivation: A divorcee with three children, Janis struggles to support her family and maintain a meaningful career. She wants to make enough money to support her family until she is hired by a more prestigious paper. Worried that working for the World-Wide Tattler will look bad on her resume, so she keeps this fact a secret from all but her closest friends.

Janis will help lost souls in exchange for a scoop or a lead in ferreting out a story. She wants very much to interview Elvis.

Combat: Knowing how dangerous the afterlife is, Janis carries a 9mm pistol, which does (Defense vs Poor) x 3 damage. She can turn it semi-material temporarily.

Powers: Janis can see and hear ghosts. She can make a small object semi-material for up to five minutes at a time. She has telepathy with the dead, and can communicate with any ghost she knows well no matter how far away she is. However, she must initiate the mental communication.

Max

Type: Neutral Person

Consistency: Material

Defense: Passable

WTL: 23

Abilities: Good Direction

Appearance: Max is in his early fifties. He is short, with brown eyes and graying hair. He wears

shabby but clean clothes and a cap. He squints and has some trouble reading the Fate magazines he carries strewn in the back seat of his taxi.

Personality: Feisty and a tad paranoid. Max often mumbles and occasionally shouts at the sky. Most people avoid him. He tends to tippie a bit and his actions are sometimes attributed to drink. Max is a taxi driver, and knows his way unerringly around the city he calls home.

Motivation: To get rid of the voices in his head.

Combat: Max cannot fight incorporeal beings.

Powers: Max served in the Korean War and had a steel plate put in his head. Ever since then he has been able to hear the voices of lost souls and other spirits. He believes they are aliens who are transmitting from another planet and he finds them irritating. He is sure that the aliens are trying to learn about humans so they can invade Earth. In the trunk of his cab, he has an aluminum pie plate, which he wears on his head when he wants to shut out the voices.

Melissa

Type: Good Person

Consistency: Material

Defense: Pathetic

WTL: 7

Abilities: Awesome Empathy

Appearance: About four years old, Melissa is a painfully thin child with black eyes and blond hair. She suffers from a blood disease that tires her easily. To prevent her from endangering her health, she is often confined to her room in the orphanage. From her window, she watches the other children play in the yard.

Personality: Intelligent and curious. Melissa is frail but she is remarkably self-assured. She loves the nuns who care for her, but longs for a home of her own. Her only material friend is her pet rat, Whiskers. She fears the nuns would take Whiskers away if they knew about his nest under her bed.

Motivation: To find loving parents who will accept her. She worries that no one will ever take her because she's "broken," but she never loses hope that one day she may find the money needed for a medical treatment to cure her.

Combat: Melissa is incapable of harming living creatures much less ghosts.

Powers: Melissa was born with an amazing empathy, which lets her sense the needs and feelings of ghosts. Her ability is so strong that she can almost respond to spirits as though in a regular conversation. She believes that ghosts are invisible friends who come to visit and protect her.

Old Lazarus

Type: Good Person

Consistency: Material

Defense: Good

WTL: 30

Abilities: Great Agility, Good Strength, Passable Intelligence, Great Nature, Superior Alertness

Appearance: Old Lazarus is an ancient Native American shaman dressed in cowboy boots, with a black hat and duster. His long gray hair is streaked with white, and two crow feathers hang from the back of his hat.

Personality: Grim and unsmiling, Old Lazarus usually ends up frightening those he seeks to help. When he speaks, he does so in short, cryptic sentences.

Motivation: Old Lazarus is an Anasazi medicine warrior. He is a constant wanderer, going from town to town in a never-ending quest to root out evil. Old Lazarus is unusually enlightened and will occasionally take lost souls under his protection.

Combat: Old Lazarus uses an enchanted Anasazi war club, which does (Defense vs Passable) x 5 damage to both material and incorporeal beings. The club doubles as a healing device, restoring (Passable vs Nature) x 2 WTL. Aside from a small medicine bag on his hip, he carries nothing else.

Powers: Old Lazarus can see and hear incorporeal beings. He can also see evil through whatever guise it has taken.

Ophelia Osbourne

Type: Neutral Person

Consistency: Material

Defense: Poor

WTL: 24

Abilities: Great Empathy, Good Science, Superior Medical, Good Occult, Great Interrogate, Great Intelligence

Appearance: Ophelia is an attractive woman in her mid-thirties, with long black hair normally bound in a tight bun. When awake, she wears tasteful suits. In her sleeping form, she is dressed in a sheer white nightgown.

Personality: Ophelia is a Freudian psychiatrist with a prosperous practice. At work, she maintains a professional demeanor, but at home she likes to relax with her cat, Carl Jung.

Motivation: To preserve Freudian psychology as the bedrock of modern mental health.

Combat: In her dreams, Ophelia can do (Defense vs Poor) damage to ghosts.

Powers: While in graduate school, Ophelia participated in a sleep deprivation experiment that required her to stay awake for 120 hours straight. Toward the end of the test, her hallucinations became so realistic she began to speak with them, and apparently received lucid answers. The supervisors ended the experiment when she began screaming in terror at something she saw. Ophelia was released after a short convalescence, unable to remember her hallucinations. Though apparently mentally sound, her experience left her with the power to interact with ghosts while dreaming.

When Ophelia falls asleep, her subconscious mind projects an astral double of her body (see the Medium's Astral Projection power in the Lost Souls manual). In her ectoplasmic state, she wanders about her house, and often leaves a window open so she can travel outdoors. Her dream self can see and interact fully with lost souls. Ophelia believes her nightly jaunts are just dreams, and she'll analyze the events of her "dream" in Freudian terms. It may take some effort to convince her of the reality of her situation. Upon waking, Ophelia quickly forgets the events of the night, just as if it were all truly a dream.

Pastor Paul

Type: Good Person
Consistency: Material
Defense: Passable
WTL: 28

Abilities: Good Listen, Good Customs, Great Faith Heal, Great Religion

Appearance: Pastor Paul is in his early fifties. He has long brown hair and a beard with just a touch of gray. He wears a brown smock over baggy jeans and homemade sandals.

Personality: Growing up in the hippy counterculture of San Francisco, Pastor Paul earned a modest living as a folk singer in various coffee shops. In his youth Paul experimented with drugs, resulting in a permanent hazy condition. He gave up drugs and life in the fast lane after seeing a "vision." He then founded his own place of worship, "The Church of the Happy Being" and began ministering to the poor and sick. Pastor Paul's soup kitchen feeds many indigenous people in the area and he is beloved by many.

Motivation: To help the poor. To teach those who are spiritually unaware.

Combat: Paul is an avowed pacifist and will not resist an attack. However, he may move to defend his parishioners if they are threatened.

Powers: Pastor Paul's unique intake of experimental drugs in the sixties has resulted in an ability to both see and hear ghosts. He accepts this as perfectly normal, though he doesn't talk about it much. He knows that others may think the ghosts are hallucinations and he doesn't want to end up in an institution.

Phyllis Mayfair

Type: Good Person
Consistency: Material
Defense: Passable
WTL: 21

Abilities: Good Folklore, Great Fate, Good Empathy

Appearance: A middle aged homemaker, with permed hair and a touch of wrinkles around her eyes and mouth. She wears jeans and a pullover shirt when working in the garden, where she'll most often be found.

Personality: Friendly and helpful. She's always willing to stop and chat with a stranger, even if he isn't alive anymore.

Motivation: To make certain dinner is on the table before her husband gets home from work.

Combat: Phyllis does not fight.

Powers: When she doesn't take her medication, Phyllis can see and hear lost souls. She talks freely about her visitors with her neighbors,

and if her stories get too wild, her husband Paul takes her to a local rest home for a weekend of supervised medication.

Second Sight Sally

Type: Neutral Person

Consistency: Material

Defense: Poor

WTL: 30

Abilities: Good Bargain, Pathetic Sanity, Superior Filch

Appearance: Sally is a homeless woman in her early fifties. She has stringy gray hair, which she keeps bound in a ratty turban. Her layers of soiled dresses are topped with an old khaki coat, and her hands are covered in fingerless gloves. She pushes a shopping cart filled with plastic bags, tattered clothes, a bag of bird feed and a pile of junk.

Personality: Sally loves pigeons and will spend her last penny on food for them. She has a reputation in the park for having second sight; street people often come to her to hear their fortunes.

Motivation: To maintain her independence.

Combat: Sally will kick, spit, scream and throw things at anyone who appears threatening to her. She can see ghosts and knows she can disperse their ectoplasmic bodies with water. She also enjoys running her cart through them.

Powers: Sally has the amazing ability to see and hear ghosts. Her mental affliction prevents her from being believed.

Todd White

Type: Evil Person

Consistency: Material

Defense: Good

WTL: 25

Abilities: Great Cunning, Good Stamina, Good Strength, Good Aim, Great Intelligence

Appearance: A handsome man in his mid-twenties. He is clean cut and well dressed. Despite his genial smile, his eyes are ice blue and cold.

Personality: Todd is well spoken and always lucid. He has a shy charm that women find appealing. He admits that he was ill in the past, but he is doing much better now. Those who meet him

for the first time often wonder what he is doing in a sanitarium for the criminally insane. Only when they read his record and learn he is an attempted murderer does his behavior become suspect.

Motivation: Highly manipulative, Todd will do anything to escape the asylum. He fantasizes about killing young couples with a Colt .45 in one hand and a .357 Magnum in the other.

Combat: While dangerous to the living, Todd cannot harm lost souls.

Powers: Todd's mental disorder allows him to see and hear ghosts. He knows better than to tell his keepers of his visions, and does an excellent job of appearing to be normal. Todd will promise to assist any lost soul who first helps him escape.

Dr. Wesley Cripow

Type: Neutral Person

Consistency: Material

Defense: Passable

WTL: 17

Abilities: Great Medical, Superior Science, Poor Sanity

Appearance: Thin, with pinched cheeks and thinning hair. Dr. Cripow is in his mid-forties, though he looks older. His eyes are watery blue and he has a high, reedy voice. He wears a white lab coat over his suit; inside one of the pockets is a bottle of eye drops. An experimental scientist, Dr. Cripow specializes in human perception and sight.

Personality: Driven and irritable. Dr. Cripow has often been accused of being "a nut" by his colleagues, but he knows his theories are correct — if they'd only listen!

Motivation: To prove to the world that he is a brilliant scientist and not a crazy buffoon.

Combat: Dr. Cripow carries a .32 revolver to protect himself against thieves who want his lab notes. It does no good against ghosts.

Powers: Dr. Cripow has developed an eye drop solution that allows him to see into another dimension. He can see, but not hear, ghosts and other supernatural creatures. The effect is frightening to him, but it wears off after a few hours and Dr. Cripow is addicted to his eye drop solution.

Zigana and Nicabar

Type: Good People

Consistency: Dual

Defense: Passable

WTL: 27

Abilities: Passable Strength, Passable Agility

Appearance: Zigana and Nicabar are gypsy twins born on a Saturday. Zigana is a beautiful, dark skinned woman with raven colored hair. Her brother Nicabar is a strongly built man with dark, longish hair and a rogue's grin. They are always accompanied by their mastiff, Stalker. The twins have one prominent quirk: they believe that wearing their underwear inside out is an effective guard against evil ghosts. Oddly enough, for them it seems to work.

Personality: Normally carefree and witty, they become grimly serious when it comes to their vocation of hunting evil spirits.

Motivation: Because they were born on a Saturday, Zigana and Nicabar are known as Sabbatarians and have the ability to see ghosts and spirits. Like all Sabbatarians they are hunters, and can track down the evil undead simply by using their intuition.

Combat: In addition to their bags of hammers and stakes, Zigana and Nicabar carry bows with twelve silver-tipped arrows, which do (Defense vs Good) x 3 damage to both material and incorporeal beings. Their enchanted silver swords do (Defense vs Good) x 4 damage.

Powers: The twins can see and hear ghosts. They can read the auras of spirits and spot an evil being at missile range. With their special silver weapons, they can engage spirits in physical combat. Their dog, Stalker warns them of the presence of spirits.

Other Human NPCs

There are several kinds of human NPCs who employ supernatural powers. Cultists belong to a variety of organizations which all have one thing in common - to gain supernatural powers from the evil entities they worship. Mediums, including witches, psychics, and ghost-busting parapsychologists, all make good NPCs. A town

pastor compelled to rid the world of unclean spirits would be a challenge, especially if he were good, not evil. Never underestimate the amount of trouble the living can cause the dead. Here are some other ideas for human NPCs that may appear in your adventures. All these NPCs share the innate ability to see lost souls and other incorporeal beings.

Cleric

This medium is a priest or minister of any faith. The cleric often rationalizes her ability as a solely religious experience. She may not even be aware that she is a medium. Some clerics fear their supernatural powers, and try to deny or suppress them. Others view them as a blessing, and strive to comfort survivors with messages from their beloved dead. Clerics will try to act at all times according to their religious tenets. Any person playing a cleric should choose a faith for that character before adventuring begins.

Power: Exorcism. Once per day, a cleric can perform an exorcism. It takes 15 turns to perform the exorcism, and if during this time the medium is interrupted for 2 full turns, the exorcism is stopped and has no further effect. From the time the exorcism is started, all supernatural beings take (Stamina vs Good) WTL damage each turn they are in the building being exorcised. This power also damages any spirits possessing a character.

Demonologist

A demonologist uses his soul to bargain with demons, binding them to his will. All of his powers originate with these fearsome creatures from the far planes. Demons always demand a sacrifice related to the type of spell they grant. For instance, a demon with a fire spell might insist that the demonologist roast a live creature over a roaring fire. Most demonologists are not particular about where they get their victims.

Dealing with demons is a dangerous job, and some demonologists are consumed by the forces they seek to control, becoming little more than the puppets or playthings of forces so evil that mere mortals cannot hope to resist them.

Power: Banish. All supernatural beings in the local area must leave the local area for (Willpower vs Great) hours. If a lost soul cannot leave, for whatever reason, he is sent back to his Sanctum.

Mad Scientist

Mad scientists are usually middle-aged or older. They are socially inept, having sacrificed companionship for the sake of science. Mad scientists are obsessed with a scientific theory which is considered impractical or immoral by the mainstream. Some are driven by sheer madness, others by a personal obsession.

In combat, mad scientists use chemicals or inventions they have created to subdue their opponents. Others fall back on standard weapons such as guns. Most mad scientists have hulking assistants who do their fighting for them. If cornered, they pull a lever which will destroy their surroundings entirely.

Necromancer

Necromancers gain their power from the residual energy of the dead. They study the yellowed pages of ancient books, delving into forbidden secrets that humans were never meant to know. It is a dangerous study, fraught with sanity shattering lore too awful to contemplate. The reward is the power to control the dead.

The dangers of necromancy are possession and madness, and a grim knowledge of what awaits those who die. Many necromancers have already succumbed to their dark knowledge, and are quite insane.

Power: Command Undead. Works only on lost souls. The victim must do whatever the user commands, provided it is not self destructive (in which case the victim is freed from the power). The duration lasts (Willpower vs Passable) minutes.

Para-psychologist

This type of medium is very keen on proving the validity of psychic phenomena. All his life, he has scientifically explored such esoteric subjects as telepathy, prophetic dreams and astrology, only to

be mocked or shunned by the scientific community. Some parapsychologists resent this treatment; others merely ignore it and go about their work. Parapsychologists design elaborate machines to perform their seemingly supernatural powers.

Power: Astral Projection. The medium goes into a trance and creates an ectoplasmic body. His ectoplasmic body is just like a ghost. The medium makes an ectoplasmic copy of his clothes and whatever he is carrying. His spirit leaves his body behind and roams the world as a lost soul. He can see other lost souls and can interact freely with them. In this way, a medium can join his ghostly companions in adventures on other planes.

While using Astral Projection, the medium's body is left behind in a death-like coma. It is at the mercy of its surroundings; a house could burn down around it and the medium wouldn't know it until he tried to return and found he couldn't. If the medium's material body is destroyed, he can never return to it. He becomes a lost soul.

Mediums traveling by Astral Projection can be spotted by other ghosts by the warmth that they radiate.

Psychic

Psychics often have no idea that they are communicating with the dead. Occasionally they dream of a future event, never realizing that they've just been in contact with a spirit guide. Other times they'll be overwhelmed with a sense of happiness or foreboding, unaware that they've just walked through a lost soul. Psychics who fully realize their potential tend to attract spirits with future-telling abilities. Some open palm-reading shops or offer their services as psychic detectives. Others live simple, normal lives, occasionally using their spirit guides to pick the winning numbers in the local lottery.

Power: Channeling. The medium can allow a lost soul of her choice to enter her body. The possessing spirit has complete control for (Poor vs Stamina) x 2 minutes. The medium knows everything the controlling spirit does, and they can communicate back and forth, but the medium has no control of her body. At the end of the duration, the controlling lost soul may attempt to retain control for another (Poor vs Stamina) x 2 minutes. This may be repeated indefinitely.

Soothsayer

These country folk make their living as farmers, herbalists or midwives. They have great pride in their families and communities and are the true salt of the earth. Soothsayers learned their mystic powers from their granny or local country wise man. Many of their beliefs and practices are centuries old, finding roots in American Indian ceremonies and European peasant superstitions. Soothsayers often use divining rods to find water or treasure. They are generally taciturn and closed-mouthed.

Power: Trance. The medium may allow lost souls to speak through her. The medium goes into a trance. During this time, any lost soul in the local area can attempt to speak through the medium. The medium may choose to allow the spirit to speak, or not. Likewise, the medium may cut off a lost soul at any time. A lost soul speaking through a medium sounds as he did in life.

Spiritualist

There are two types of spiritualists. The first finds the afterlife utterly fascinating, and explores it every chance he gets. Sometimes he is gathering material for a book, or searching for a long-dead hero. Other times he is simply exploring the process of death and rebirth for his own knowledge. The second kind of spiritualist earns a living by putting survivors in touch with their dead loved ones. She is not interested so much in the afterlife as in earning a little cash.

Power: Circle of Protection. The medium creates an invisible barrier around himself in a ten

foot radius that no supernatural creature can willingly cross unless they make a Great Stamina roll. The circle of protection negates any supernatural power that crosses it. The circle moves with the medium.

Witch or Wizard

Through meditation and magic, these occultists have trained themselves to act as mediums. Whether practitioners of black or white magic, witches use ghosts to help them achieve their own ends. Evil witches encourage demons to sap the Will to Live from both the living and the dead; in return the demons grant them favors. White witches battle the demons and help ghosts build Karma. They know that by doing so, they too are gaining good Karma. It is the hope of every white witch to be reborn as a Higher Being upon death.

Power: Imprison lost soul. Summons a ghost. The lost soul summoned must be known to the user, or within the local area. The lost soul is forced to inhabit an object determined by the user. The object could be a pendulum, crystal ball, or an Ouija board planchette. The imprisoned lost soul can cause material changes in the object. For instance, a crystal ball could be made to change colors, a compass to point in the direction desired by the lost soul, or a planchette to move according to the lost soul's bidding (provided it is being touched by at least one person). If the object is smashed, the lost soul is released. The user may also free the lost soul at any time. In any case, the lost soul returns to where they came from in (Stamina vs Passable) x 2 minutes.

Chapter 14

Famous NPCs

Afterlife-styles of the Rich and Famous

Fame makes a person immortal. Literally. The afterlife is populated by the lost souls of the famous and infamous.

For most people, the Will to Live comes from within. It's a personal desire to achieve more before succumbing to the inevitable wheel of reincarnation. The famous person may have a strong Will to Live, but it isn't unfinished business that keeps him haunting the Afterworld, it's the adulation of his living fans. They simply will not let him die.

Fans direct a never ending stream of energy into a famous spirit, keeping his Will to Live eternally high. Whether the object of their obsession wants to continue his ghostly existence is unimportant; their mania constantly augments his life force.

Infamous lost souls are also kept in the afterlife this way. Anyone who is still talked about when they are dead will receive Will to Live from not only those who revere them, but also from those who despise them.

The Will to Live of a famous person regenerates at the rate of 1 to 20 points per turn. The rate of regeneration depends on how well known the character is. A notable poet might regenerate 1 point per turn, while Elvis regenerates 20 points every turn. Narrators should feel free to modify the rates of regeneration presented in this manual to conform to their own beliefs of how well known the lost souls are.

As a narrator, don't be afraid to reincarnate famous lost souls. Your players will find such foes to be interesting and challenging, so don't rob them of victory just to keep a renowned individual

"alive." When a famous lost soul is reincarnated, his fans will continue to adore him as they always have, but their life-sustaining adoration will simply disperse.

Antoinette, Marie

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

WTL: 40

Regenerates: 4 WTL per turn

Abilities: Superior Charm, Good Customs

Appearance: Dressed in a sumptuous court dress common to mid-eighteenth century France, Marie is bedecked in ribbons, jewels and a large gray wig decorated with fresh flowers.

Personality: Calculating, fun-loving and petulant. Marie likes to have it her way.

Motivation: To get what she wants, no matter what.

Combat: Marie does not fight.

Powers: Waltz: The command to Waltz! causes all those in the local area to grab a partner and dance for (Will vs Good) minutes.

Let them eat Cake: A huge table laden with cakes and rich pastries appears. All those in the area are compelled to stuff their faces until they choke for (Sanity vs Great) x 2 minutes.

History: (1755 — 1793) Josephe Jeanne Marie Antoinette was the daughter of Marie Theresa, Archduchess of Austria and Francis I, Holy Roman Emperor. She married Louis XVI in 1770 when he was still dauphin, and became Queen of France when he ascended to the throne in 1774. Marie made many enemies due to her frivolous nature, her devotion to Austria and the many scandals she became involved in. At the outbreak of the French Revolution she opposed the moderate reformers, appealing to Austria for help. She and her husband tried to flee Paris with their young son and

daughter, but they were caught. In 1793 the monarchy was overthrown and the King was executed on the guillotine. In October of that year she was also sentenced and guillotined.

Attila the Hun

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Great

WTL: 60

Regenerates: 5 WTL per turn

Abilities: Superior Bully, Awesome Ride, Great Brawling

Appearance: Attila is a short, barrel-chested man with dark hair and swarthy features. He is dressed in loose trousers and a padded cotton shirt. He wears a cap of leather and cloth and carries a sword at his side. Attila rides a short pony common to the Huns. He is quite fond of this beast and has nicknamed it "Little Bride."

Personality: Attila is a conqueror at heart and wishes to be feared and worshiped as royalty. He desires wealth for the women and fine horses it can buy. Though others view him as a savage, Attila is actually intelligent and clever. His sense of humor is sardonic and cutting.

Motivation: To conquer new worlds; to add another bride to his stable of women.

Combat: Attila can attack with his fine sword for (Defense vs Great) x 5 damage or his bow for (Defense vs Good) x 4 damage.

Powers: Mongol Horde: Attila can make it appear as though a battalion of Mongol attackers is bearing down on the victim. The vision is so vivid that the whinnies of horses and the smell of dust is experienced.

Animal Magnetism: This power allows Attila to excite the passion of any woman who lays eyes on him. Unless she makes a Good Will roll, she will find him irresistibly handsome and charismatic, and will willingly accompany him to his tent.

History: (406 — 453) After being driven out of China in the 2nd Century AD, The Huns settled in Germanic regions near the Roman border. The Romans exacted a yearly tribute from the Huns, and demanded that hostages be sent deep into Roman territory as a safeguard against invasion. This uneasy relationship remained cordial until Attila became ruler of the Huns.

Attila was the nephew of King Ruas. He spent some time in Northern Italy as a hostage, and during his incarceration he learned much about the Romans and their ways. He was 27 when the King died and he ascended to the throne.

In 444 AD, the Roman emperor Valentinian III banished his scandalous sister Honoria to Constantinople. Bored and distracted, she sent Attila her ring and promised to marry him if he would rescue her. It was just the sort of excuse he needed. Shortly thereafter, he invaded Rome.

His hordes swept through town after town, raping, pillaging and destroying all in their path. Some people managed to save their homes by offering the Huns hefty bribes. After many skirmishes, the Roman military got a handle on the situation, and managed to check Attila at the battle of Chalons-sur-Marne in France.

Attila was bloodied but unbowed. A brief year later he was at it again, rippling through Italy like a bloody tide. When Rome itself was threatened, Pope Leo I left the Vatican and personally appealed to Attila. Impressed with the Pope's bearing and bravery, Attila agreed to go home. A short time later, he hosted a gigantic banquet to celebrate his marriage to the virgin Ildico. That night, as he tried to consummate the marriage, he died. Happily.

Booth, John Wilkes

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Good

WTL: 50

Regenerates: 5 WTL per turn

Abilities: Great Agility, Good Aim, Superior Stealth

Appearance: A 28 year old American male with dark wavy hair, a full mustache and brown eyes. About 5' 8", John Wilkes Booth dresses in posh clothes of the 1860s with a cape around his shoulders. He carries a pistol at his side and a dirk on his belt.

Personality: Flamboyant and theatrical. Booth enjoys being the center of attention. He appreciates lovely young women, and is particularly charmed by southern belles. He hates those he deems "Northerners." Though seemingly rational, Booth suffers from insane paranoid delusions.

Motivation: To clear his blackened name. Booth wants a written apology from the President of the United States sent to all his descendents — “I am not a blackguard, but a hero!” he cries. He will willingly reincarnate any spirit he believes deserves such a fate, and takes pride in his status as “Afterlife Assassin.”

Combat: Booth’s old pistol is still effective and does (Defense vs Good) x 5 damage. The dirk, which he wore to add realism to the play Macbeth, does (Defense vs Passable) x 2 damage. With a wave of his cape, Booth becomes completely invisible to the denizens of the Afterworld. He can neither be seen nor heard for up to 10 minutes, and may activate the cloak up to three times in a day.

History: Booth came from a family of actors renown for their flamboyant style. He developed a strong sympathy for the South while touring with a number of plays, and it was inevitable when the Civil War broke out that he supported the confederates.

Just five days after the cease fire was declared, Booth stealthily entered a theatre box and fired a bullet into President Lincoln’s brain. He escaped by jumping onto the stage and running out the back door, but was soon hunted down. He died after a pitched gun battle when Union soldiers set fire to the barn he was hiding in.

The Borgias

In 15th Century Italy, the name “Borgia” was enough to make the bravest man quake in fear. Known for their cunning, wealth and utter fearlessness, the family ruled with an iron fist.

The Borgia clan was fathered by Roderigo Borgia, later Pope Alexander IV. He became a bishop shortly after his uncle became Pope Calixtus III. Roderigo quickly rose through the papal hierarchy, serving in the Curia under five Popes.

Roderigo’s religious career had more to do with bribes and family connections than piety. Highly-sexed and attractive to women, Roderigo found the licentious era much to his liking. In 1470 he began a long affair with Vanozza dei Catanei. She bore him four children: Giovanni (1474), Cesare (1476), Goffredo (1481) and Lucrezia (1480).

When Pope Innocent VIII died in 1492, Roderigo bribed numerous people to insure he would become the pontiff. Once the position was secured, he instantly showered his illegitimate children with riches. He made his oldest son leader of the Papal army and his son Cesare an archbishop at the age of 16.

Giovanni was an incompetent general, and was defeated by the French. After returning to Rome, he was mysteriously stabbed to death; it is widely believed the younger brother Cesare was responsible.

It is really Cesare who gives the Borgia name its resonance of evil. A manipulative politician and a cunning soldier, Cesare formed an alliance with the hated French to carve out his own kingdom in northern Italy. He pitted duke against duke in a bid to gain even more power and prestige. Nicolo Machiavelli’s slim book, *The Prince*, is a study of Cesare’s ruthless methods for obtaining power.

Unfortunately for Cesare, he could not retain power once his father died and the papacy was passed to an old enemy. Cesare was arrested and forced to relinquish his Romagna kingdom. He was later wounded while fighting against the Spanish. His captors stripped him naked and left him to die of thirst.

Roderigo (Pope Alexander VI)

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

WTL: 35

Regenerates: 3 WTL per turn

Abilities: Superior Bargain, Good Religion, Great Charm

Appearance: Handsome Italian man, about 45 years old, wearing papal robes.

Motivation: To support his son Cesare; to enjoy the company of beautiful women; to gain treasure.

Combat: Roderigo carries no weapons, though he is a superior swordsman and if armed does (Defense vs Superior) x 4 damage.

Powers: Confession: Unless he makes a Great Will roll, the victim feels a need to unburden himself of his deepest secrets. He will fall to his knees, and beg the Pope for forgiveness.

Penance: Unless he makes a Good Religion roll, the victim believes he must perform some sort of penance for sins committed. The Pope will instruct the character to donate an item to the church, make a pilgrimage or dress in sackcloth. Of course, any item given to the Pope willingly will then be maintained by him.

Cesare Borgia

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Good

WTL: 35

Regenerates: 1 WTL per turn

Abilities: Superior Bargain, Superior Brawling, Good Charm

Appearance: Brown hair, dark eyes with a beard and short cropped hair. Cesare has a wary look in his eye and is always cautious. He dresses in fine court clothes of the late 1400s: a slashed doublet, feathered cap and tights. He carries a sword and dagger.

Motivation: To carve out his own kingdom in the afterlife.

Combat: Cesare is an excellent swordsman, and does (Defense vs Great) x 4 damage with his sword and (Defense vs Great) x 2 damage with his dagger.

Lucrezia Borgia

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

WTL: 40

Regenerates: 2 WTL per turn

Abilities: Superior Charm, Passable Entertain

Appearance: Blond with blue eyes, Lucrezia is slightly plump. She is fun-loving and enjoys carnivals, music, poetry and other pleasures.

Motivation: To obey her father and brother.

Combat: Lucrezia carries no weapon.

History: Lucrezia probably bore her brother Cesare a child; it is possible she committed incest with her father as well. Cesare was insanely jealous of his sister, and couldn't bear to see her with other men. Nonetheless, she married three times; the first husband was forced to divorce her on the

grounds that he was impotent and could not consummate the marriage. The second marriage was successful until Cesare had her husband killed in a brawl. The third marriage was a happy one, and she died in childbirth. Today, her name is often invoked as that of a femme fatale or poisoner, but this is unlikely. She was probably a pawn in the masterful intrigue that took place in Italy at the time.

Cleopatra

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Good

WTL: 60

Regenerates: 4 WTL per turn

Abilities: Good Charm, Great Persuade, Good Bargain

Appearance: About thirty years old with light brown skin, slim figure and flashing eyes. Cleopatra has a hooked nose and large mouth, but she disguises these poor features with her artful use of make-up. Cleopatra wears a gauzy robe, gold jewelry and a black wig.

Personality: Shrewd and determined. Cleopatra likes to be in control and is determined to maintain her status as "Queen." She is extremely political, and knows the machinations of demons, fiends and even the living.

Motivation: To maintain political power and control.

Combat: Cleopatra carries a small flail, which does (Defense vs Good) x 5 damage.

Powers: Perfume: The scent of lotus leaves emanates from Cleopatra, affecting all those in the local area. Those who smell her perfume and fail a Good Will roll will instantly become friendly, affectionate or downright amorous toward others in the immediate vicinity.

Rain of Asps: Dozens of incorporeal adders fall from the sky. Everyone in the local area must make a Great Dodge roll each turn to avoid being bitten. The poison causes an immediate weakness in all areas of coordination: Agility and Dexterity and all related skills are at -1 for (Stamina vs Superior) hours.

History: (69 — 30 BC) The last queen of Egypt, Cleopatra was married to her two younger brothers: Ptolemy XIII in 51 BC, when she was 18,

and, after his death, to 12 year old Ptolemy XIV. Both were arranged according to Egyptian custom, which did not allow women to rule without a royal consort; it is unlikely these marriages were consummated.

Cleopatra fled her homeland at the age of 21 when her siblings became involved in a power struggle. She presented herself to the 52 year old dictator of Rome, Julius Caesar, at his palace at Alexandria. Caesar was a known womanizer, and they quickly became lovers. Shortly after that, Cleopatra gave birth to a son, Caesarion. Later, Caesar moved the two of them to Rome. Cleopatra was disliked by the Romans for her foreign ways and influence over Caesar. Upon his murder by political adversaries, Cleopatra returned to Egypt, but she soon learned that a new figure was rising in Roman politics: Mark Antony. Determined to seduce him, she set sail on a magnificent barge gilded with gold and silver. Antony was smitten and eventually left his wife for Cleopatra. This turn of events led to two years of war with Rome, culminating in Antony and Cleopatra's defeat at Actium. It is said that she let herself be bitten by an asp rather than suffer the humiliation of being paraded through the streets of Rome as a captive.

Cortez, Hernando

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Great

WTL: 50

Regenerates: 3 WTL per turn

Abilities: Superior Bully, Good Athletics, Good Search, Good Ride, Great Aim

Appearance: A Spanish explorer and soldier, Cortez is dressed in the light armor of a Spanish soldier circa 1521. He wears a rounded helmet and carries a musket and sword. Strong, thin and handsome, Cortez sports a dueling scar on his lower lip. He often rides a fine steed and is constantly accompanied by his teenaged mistress, Do-a Marina.

Personality: Arrogant and determined. Cortez is greedy, self-righteous and bold.

Motivation: To explore new worlds for "Gold, Glory and God" — in that order.

Combat: Cortez fights with a saber for (Defense vs Great) x 4 damage and a musket, which

does (Defense vs Great) x 4 damage. He has a small group of twenty soldiers who obey his every command. They have Passable Defense and are equipped with two small cannons, which do (Defense vs Inferior) x 8 damage, swords that do (Defense vs Poor) x 4 damage and muskets that do (Defense vs Poor) x 4 damage.

Powers: Smallpox: By breathing on, or touching a victim, Cortez can immediately afflict him with smallpox. Unless a Good Strength roll is made, the victim will fall to the ground, covered with sores and racked with fever. The illness lasts one full day during which all abilities will be at -4.

Godlike Visage: Anyone gazing on Cortez must make a Passable Religion roll or else believe he is a god. Believers will immediately fall to their knees and worship him. Any request he makes will be instantly obeyed.

History: (1485 — 1547) As a young man, Cortez immigrated to Cuba from Spain and became a plantation owner. Although married to a rich, aristocratic woman, Cortez was an outrageous philanderer and spendthrift. To get away from his wife and creditors, he offered to spread Christianity among the South Americans. In 1519 the governor of Cuba gave him 10 ships and a commission to explore Mexico.

During his travels, Cortez used weapons and horses (unknown to the people of Mexico) to terrorize and bully the natives into becoming Christians. He even managed to form an alliance with the Tlascalans, long-time enemies of the Aztecs.

The Aztecs mistook Cortez and his men for gods since their legends stated that white men with beards would some day rule the land. They were treated with honor and respect by the people until their leader, Montezuma was taken hostage. Cortez extracted a huge ransom for Montezuma's safety, but he was not released. Montezuma was later stoned to death by his people when Cortez forced him to try to quell a revolt.

Though the Aztecs tried to expel Cortez and his small army, they could not defeat his superior weaponry. He soon became the governor and captain general of "New Spain." He remained in Mexico until his arrogant ways attracted the attention of the Spanish Court and he was called home. Though treated with honor, he was no longer quite as popular, and he eventually retired to a small estate near Seville where he died.

Marina, Do-a

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Passable

WTL: 25

Regenerates: 0 WTL per turn

Abilities: Superior Cunning, Superior Language, Good Persuade

Appearance: An Indian woman with long black hair, wearing a gold crucifix and a modest cotton dress. A colorful shawl is draped over her shoulders.

Personality: A modest appearance hides a manipulative heart.

Motivation: To serve Cortez.

Combat: Do-a Marina uses a dagger for (Defense vs Passable) x 2 damage.

History: Born Malinal to a wealthy landowner, her mother sold her into slavery after her father died. She and twenty other women were given to Cortez as a peace offering by the natives of Tobasco. The priests gave her the Spanish name Marina where she was baptized. She learned Spanish in just a few weeks and quickly went to work helping Cortez defeat the people she hated so much for enslaving her. Throughout his conquest, he relied heavily on her knowledge of Indian languages and psychology to defeat the mighty Aztec empire.

Crawford, Joan

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Good

WTL: 40

Regenerates: 4 WTL per turn

Abilities: Good Bully, Great Entertain

Appearance: Five foot, four inches tall, with dark eyes and a 1940s "hair helmet." Joan has broad shoulders, trim figure and dresses in severely tailored suits. She carries a can of cleanser in one hand and wire hangers in the other.

Personality: Seemingly gentle and gracious, Joan can become a raging maniac the next minute. She is very jealous of other women, particularly if she feels they are getting more attention than she is. She especially dislikes Bette Davis.

Motivation: To return to the silver screen and become an adored actress once again.

Combat: By tossing powdered cleanser in the eyes of a foe, Joan can blind them for (Dodge vs Great) x 2 turns. She will use the wire hangers with practiced expertise to flail, poke and even strangle her victim, doing (Defense vs Great) x 3 damage.

Powers: Box-office Poison: Joan exudes a sweet-smelling perfume that is actually a deadly poison. Those in the local area must make Good Stamina rolls or else feel disoriented and downright sick until she leaves.

Cat Fight: If two females are in the party, Joan can cause them to attack each other in a jealous rage. The victims are affected for (Will vs Great) x 3 turns. Hair pulling, scratching and name calling will continue until the power wears off.

Overacting: Joan can cause a single target within thrown range to overact for (Artistry vs Great) x 5 minutes. The victim must behave in the most melodramatic fashion possible. A character who refuses to overact loses 1 Karma every five minutes.

History: (1904 — 1977) Born Lucille LeSueur in San Antonio, Texas, Joan Crawford's early years were of desperate poverty. In 1924 she traveled to New York to become a dancer on stage.

The epitome of the flapper, Joan was discovered by an MGM talent scout and signed to a five year contract. The name "Joan Crawford" — a name she hated — was chosen for her in a fan magazine contest.

Joan married four times, each marriage lasting only four years. Unable to have children, she adopted a boy and three girls. She seemed to love her fans more than her family. After her death her daughter wrote a "tell all" book which revealed that Joan was a child abuser.

Einstein, Albert

Type: Famous Entity

Consistency: Incorporeal

Defense: Passable

WTL: 70

Regenerates: 10 WTL per turn

Abilities: Awesome Science

Appearance: Short man in his early fifties. Albert has long, fluffy white hair and a mustache. He has a slight build and dresses casually, favoring

sweaters and loafers. He speaks with a German accent.

Personality: Though deeply interested in physics, Albert can also be child-like and humorous.

Motivation: To discover why ectoplasm does not obey the laws of relativity.

Combat: Albert Einstein is an avowed pacifist and will not fight.

Powers: Scientific Explanation: Einstein can explain any phenomenon rationally. He may be able to reveal the weakness of a demon, or the way to return safely from an Outer Plane.

Thought Experiment: The victims are all placed in Einstein's Thought Experiment. They might find themselves on a spaceship traveling at close to the speed of light, or on the edge of a black hole. The victims escape after (Science vs Superior) hours. On an Awesome roll, they escape immediately. On a Catastrophic roll, they are trapped until Einstein releases them.

Paradox: The victim is placed in a time loop. He must repeat the same ten minute span for (Science vs Superior) repetitions.

Time Travel: Einstein can send the characters to any point in time he wishes. They return after a set amount of time has passed for them.

History: (1879 — 1955) Born in Germany, Albert Einstein's early life did little to indicate he would become a world renown physicist. His teachers informed his parents that Albert was a slow learner and he was rejected by Zurich's famed Polytechnic Academy. In 1916 he published his works on general relativity, and soon after he became sought by universities and scientists alike. When Hitler began his anti-semitic tirades, Einstein left Germany and settled in America. His discovery of $E = MC^2$ changed the world.

Hendrix, Jimi

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Good

WTL: 40

Regenerates: 5 WTL per turn

Abilities: Great Entertain, Superior Dexterity

Appearance: Tall, thin black man with a mop of hair. Jimi favors bright colors, scarves and bell-

bottom pants. Jimi always carries an electric guitar that he calls his "electric lady."

Personality: Raucous and energetic, but on occasion, shy and introspective. A true enigma, Jimi has one great love: music.

Combat: Jimi can defend himself handily with his fists, doing (Defense vs Great) damage, but will resort to his powers when necessary.

Powers: Exploding guitars: With deadly accuracy, Jimi can toss up to four exploding guitars at his attackers. The guitars appear in his hands at his command, and explode upon impact, doing (Defense vs Superior) x 4 damage to all those within twenty feet of the detonation.

Squealing Feedback: With one stroke of his guitar strings, Jimi produces a high pitched whine that inflicts (Stamina vs Great) x 3 damage on all of his enemies within thrown range.

History: (1942 — 1970) Jimi Hendrix's father was a black gardener and his mother an American Indian. In the early sixties, he began playing back-up guitar for many great artists, including BB King, James Brown and Little Richard. In 1966 he was discovered in New York by Chas Chandler, formerly of the Animals. He went on tour in a band known as the Jimi Hendrix Experience. His death at 27 was attributed to too many sleeping pills.

Hitler

Type: Evil lost soul

Consistency: Incorporeal

Defense: Good

WTL: 100

Regenerates: 15 WTL per turn

Abilities: Passable Agility, Awesome Charm, Passable Strength, Passable Intelligence, Feeble Sanity, Awesome Will

Appearance: White male, 5'9, about 150 pounds. Dark brown hair, parted on the left, small mustache and light blue eyes. Austrian nationality.

Personality: Described as a megalomaniac during life, Hitler has retained his overwhelming need for power and attention in death. His hypnotic eyes and stirring rhetoric are so compelling, spirits find themselves obeying his every command. He is often accompanied by a motley assortment of creatures and spirits who serve him slavishly. Hitler is secretly unsure of his status, and constantly needs to be reassured. If

mocked or treated as an inferior, he may slink away - or attack in a mad rage. Strangely enough, Hitler is kind to animals, and treats them well. He also has a fondness for children.

Motivation: Power and status. Hitler hopes to control the entire afterlife, and he has all eternity to do so.

Combat: Hitler commands a large force of fighters. He is almost always surrounded by 1-4 bodyguards. If alone, Hitler will attack with his luger, doing (Defense vs Passable) x 4 damage, 2 shots per turn; or his whip (Defense vs Passable) x 2 damage. His spectral hound Blondi is never far from his side, and will attack at his command, biting for (Defense vs Passable) x 3 damage. Blondi has a Defense of Good.

Powers: Hitler can use his hypnotic stare to cause one opponent to cower in fear for (Will vs Superior) x 3 minutes. Or, he may use his power to ogle a woman, causing her to fall in love with him. She'll obey his every command for (Will vs Good) hours. His rants are so persuasive that anyone who hears one will join his cause for (Sanity vs Good) days.

Houdini, Harry

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Good

WTL: 40

Regenerates: 3 WTL per turn

Abilities: Great Strength, Awesome Agility, Awesome Dexterity, Awesome Unlock

Appearance: A short, handsome man with wavy brown hair graying at the temples. He is dressed in clothing commonly worn by American men at the turn of the century.

Personality: Clever and quick.

Motivation: Harry hopes to escape the afterlife and return to the land of the living. He dislikes mediums who use their powers to exploit the living.

Combat: Harry does (Defense vs Passable) damage with his fists.

Powers: Harry Houdini has many tricks up his sleeve. First, he carries trick handcuffs. When slipped over limbs they become virtually impossible to remove except by Harry himself, or by making an Awesome Unlock roll. Secondly, he

can open any lock. Lastly, Houdini can displace himself and one other person up to ten feet away. He must be touching the other lost soul, and may do this up to four times per day.

Hughes, Howard

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

WTL: 30

Regenerates: 1 WTL per turn

Abilities: Great Medical, Feeble Sanity, Superior Bargain, Good Entertain

Appearance: A six foot four inch Texan wearing a tailored suit. His gray hair and fingernails are unusually long and he carries a box of tissues and an atomizer filled with disinfectant. Mr. Hughes seems frail though he is surprisingly strong.

Personality: Paranoid and ultra shy, Mr. Hughes will scamper away if you get too close. However, he is very attracted to good-looking brunettes with large breasts, and might be interested in saying a few words to them. He is fascinated by movie-making and aviation.

Motivation: To find a germ-free environment. Mr. Hughes will never pass down an opportunity to make a profit, even in the afterlife.

Combat: Hughes carries no weapons (they're so dirty!), but may spritz an attacker with his atomizer if he gets too close. The toxic disinfectant does (Defense vs Good) x 3 damage.

Powers: Spruce Goose: Flying machine appears and can take a party of spirits wherever they want.

Binding Brassiere: A super-elastic bra (reminiscent of the one Hughes invented for Jane Russell) snaps forward and binds the victim tightly around the chest, pinning his arms. It takes a Great Strength roll to break free.

Deal: This power enables Hughes to trade or purchase one item from his victim. Unless a Great Bargain roll is made, the victim will willingly make the deal with Hughes, even if he has traded away a valued keepsake. It will be several minutes before he realizes the ramifications of what he's done.

History: (1905 — 1976) Howard Hughes was born in Houston, Texas to a millionaire who made his fortune manufacturing oil-drilling equipment.

An only child, Hughes was spoiled, especially by his mother Allene. His parents both died before he was 19, and he immediately began to make films, the first being the World War I epic *Hell's Angels*. His name was romantically linked to many actresses during this era.

In the 1930s, Hughes founded the Hughes Aircraft Company and bought controlling interest in Trans World Airlines (TWA). He not only designed experimental aircraft, he set airspeed records in 1935 and 1938.

Always a loner, Hughes was susceptible to nervous breakdowns. In his later years he became obsessed about germs, grew steadily more paranoid and became addicted to painkillers.

Ivan the Terrible

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Great

WTL: 50

Regenerates: 4 WTL per turn

Abilities: Superior Bully, Great Strength, Great Cunning, Good Brawling

Appearance: A powerfully built Russian man with dark brown hair and beard. Ivan wears a simple, but well-made tunic over slim trousers and tight boots. He habitually carries a heavy walking stick tipped with a silver spike.

Personality: Ivan is manic-depressive and paranoid. His personality swings between that of a religious maniac and blood-thirsty predator.

Motivation: To find the lost soul of his son Ivan, whom he killed and ask forgiveness. To find the lost soul of his beloved wife Anastasia.

Combat: Ivan carries a weighted, pointed staff, which does (Defense vs Good) x 3 damage.

Powers: Ivan is accompanied by a band of twelve thugs known as oprichniki. These sinister bodyguards dress in black and ride black horses; their saddles are embossed with the sign of a broom and a dog's head, indicating that they sweep away traitors and snap at the heels of those who oppose Ivan. They obey him unfailingly and he often joins them in their pillaging. They have Defenses of Good and do (Defense vs Good) x 4 damage with their scimitars.

History: (1530 — 1584) Ivan's father Vasily, Grand Duke of Moscow, died when he was three;

his mother Elena acted as Regent until she was poisoned when Ivan was eight. After that, he and his brother were treated shamefully, raised by heartless relatives and subjected to terrible abuse. He learned quickly that brutal power was the only way to survive, and at the age of 17 crowned himself Tsar. He selected 15 year old Anastasia to be his bride. She alone could calm his terrible, violent temper, and when she died he crossed the border into total madness.

Ivan coerced the Russian peasants to accept him as absolute ruler. He created a police force, the oprichniki, and gave them nearly unchecked power to kill his enemies, confiscate property and assassinate rivals. In the worst example of Ivan's paranoia, he condemned the entire population of Novgorod on the evidence that they "might" be planning a revolt. Women were roasted alive on revolving spears and children were tortured to death for sport by Ivan and his minions. The total dead numbered over 60,000.

Ivan maintained such complete control for so many years in part because the Orthodox Church backed him. During this era, the Reformation was bringing free-thinking Protestantism to many countries. The Church decided to support the Tsar since he upheld church doctrine and always punished heretics harshly, usually by a slow torture. It is likely that Ivan was truly religious, since he sometimes would fall into a crying fit, calling on God to forgive him for his sins. He would even publicly confess his transgressions and dress in sackcloth as a sign of penance.

Ivan's uncontrollable rage caused him to kill his beloved son and heir during a silly argument. After running the handsome young man through with his silver-tipped cane, Ivan became more introspective and calmer. He died three years later while playing a game of chess; syphilis was probably the cause of his death and his insanity.

Jack the Ripper

Type: Evil lost soul

Consistency: Incorporeal

Defense: Great

WTL: 100

Regenerates: 20 WTL per turn

Abilities: Superior Agility, Good Charm, Superior Strength, Awesome Speed, Awesome Stealth, Good Intelligence

Appearance: Swathed in dark clothing, this quick-moving character never shows his face. He wears a cloak or coat along with a cap. A scarf hides his lower face. A master of disguises, sometimes he appears rather short and stocky, other times he seems tall and slim. When he speaks, it is in a low voice with an upper-class British accent.

Personality: A psychopath with an intense hatred for women.

Motivation: The destruction of the female species. Only attacks males when he is threatened.

Combat: Jack carries two razor-sharp blades, allowing him to make two attacks per turn, each doing (Defense vs Great) x 2 damage. He always slashes at his victim's throat. If he gains surprise, he does triple damage instead of double damage. He is very quick and can dodge and run quite spryly, which earned him the nickname "Spring Heeled Jack."

Powers: Jack can appear to be an average fellow for short periods of time. He can hide his raging psychosis until alone with his victim, then he strikes. He can even appear as someone known to the intended victim, such as a fellow party member. To do this, Jack must first have seen the person he wishes to copy. He can only do this for a short period of time, and will appear as a male only.

Lovecraft, Howard Phillips

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

WTL: 40

Regenerates: 3 WTL per turn

Abilities: Good Artistry, Superior Occult, Good Intelligence

Appearance: Thin American man with receding dark hair, a long face and sallow skin. He wears a natty 1920s casual suit.

Personality: Intense and a bit weird. Lovecraft is withdrawn around strangers, and prefers to converse via mail. However, once he has overcome his shyness, he can be downright chatty. Lovecraft

finds it hard to deal with women, and will simply ignore them rather than embarrass himself.

Motivation: To continue creating his mythos. Lovecraft has built huge realms that lost souls may visit and explore — if they dare.

Powers: Lovecraft has the power to transport any number of lost souls to any Outer Plane or any of his realms. He may accompany them or send them away just to be rid of them.

History: (1890 — 1937) Born in Providence, Rhode Island, Lovecraft spent nearly his whole life in this area. Chronic illness in youth caused him to become shy and withdrawn, and he quickly turned to books for companionship. Lovecraft is a master of the macabre, and has created a vast pantheon of mythical lands and creatures. Among his most famous works are *Beyond the Wall of Sleep*, *The Dunwich Horror*, *At the Mountains of Madness* and *The Colour Out of Space*. He inspired a whole generation of writers, including Robert Bloch, Clark Ashton Smith, August Derleth and Robert E. Howard, many of whom he corresponded with until his death. His influence on the horror genre continues to this day.

Monroe, Marilyn

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Passable

WTL: 50

Regenerates: 15 WTL per turn

Abilities: Superior Charm, Superior Entertain, Good Persuade

Appearance: A blond woman with "come hither" eyes and a sensual mouth. She favors tight nightclub dresses, and changes her clothing often. Marilyn speaks in slightly gasping tones. Although she plays the dumb blonde, she is not stupid. Instead, she uses her good looks to encourage men to do what she wants.

Personality: Marilyn enjoys being a sexual tease, but she longs to be loved for herself alone. She is secretly unsure of herself and thinks she may be as stupid as she pretends to be.

Motivation: To find the man of her dreams.

Combat: Marilyn will use her feminine wiles to avoid a fight.

Powers: Enthrall: Men who see Marilyn must make a Great Sanity roll or else gaze at her

helplessly, hoping she will find favor with them. They will remain in this dazed state for some minutes after her departure.

Diamond Flash: By throwing up her arms, Marilyn can cause all the diamond bracelets she's wearing to flash at once, blinding all those looking at her for (Stamina vs Good) x 2 turns.

Come Hither: By establishing eye contact, Marilyn can cause a man to follow her without question and obey her every desire for (Will vs Great) hours.

History: (1926 — 1962) Born Norma Jean Mortensen, Marilyn's unstable mother worked as a film cutter, a trade she could barely handle. She let her daughter be raised in a series of foster homes and orphanages. At the age of 16 Norma Jean escaped this deprived existence by marrying a young sailor. Unfortunately, things didn't work out, and the marriage ended in divorce. She then set her sights on becoming an actress.

Marilyn photographed well, and she soon became a sought-after starlet, and then a star. She specialized in dumb blondes, and made a number of musicals. She died mysteriously from an overdose of pills, and her name became legend. Marilyn was romantically linked with many powerful men, including President John F. Kennedy and his brother, Robert.

Napoleon

Type: Neutral Lost Soul
Consistency: Incorporeal

Defense: Good

WTL: 50

Regenerates: 7 WTL per turn

Abilities: Superior Bully, Great Ride, Superior Cunning

Appearance: Thirty five years old, Napoleon is 5' 3" with short auburn hair and blue eyes. He wears tight breeches, a short coat with gold-braid epaulets and boots. Though Napoleon is not vain about his clothing, he does wear a great deal of cologne. He often rides a handsome horse.

Personality: Awkward in social situations (he tends to be sullen and humorless), Napoleon is a dynamic speaker who strives to achieve personal greatness through military might.

Motivation: To become emperor of the Afterworld.

Combat: Napoleon uses a sword for (Defense vs Great) x 4 damage and pistol for (Defense vs Good) x 5 damage.

History: (1769 — 1821) One of the most brilliant military minds the world has ever known, Napoleon was born in Corsica to a small landowner. At age nine he was sent to the Military Academy of Brienne, France. As a Corsican, Napoleon spoke only Italian fluently, and he was teased by his classmates for his poor accent. Those who tried to bully him soon learned that Napoleon was not one to be mocked.

Napoleon quickly rose up the ranks in the French army, impressing his superiors with his skill and ability. In 1799, Napoleon returned to Paris with a handful of his most trusted lieutenants and pulled off an amazing coup, effectively overthrowing the government. He had just turned thirty.

Napoleon became Emperor of France in 1804 and began his conquest of Europe. With dazzling success, country after country fell, until all but Great Britain lay in his dominion. It was not to last. Napoleon suffered a devastating defeat while fighting the Russians. This gave other nations the courage to fight and finally, in 1814, Napoleon was overthrown and banished to the island of Elba.

But Napoleon was not to be so easily defeated. Slipping back into France, he raised another army and regained the throne. His triumph was short-lived when his comeback was stopped short at Waterloo by English forces commanded by the Duke of Wellington. He was exiled to St. Helena, where he lived out his final years.

Peron, Eva (Evita)

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

WTL: 30

Regenerates: 1 WTL per turn

Abilities: Good Entertain, Good Faith Heal, Good Bully

Appearance: At five feet, five inches tall, Evita is prone to plumpness. She has dyed blond hair, brown eyes and an uncultured voice. She wears severely tailored outfits and expensive diamond pendants, bracelets, earrings and necklaces.

Personality: Strong-willed and greedy. Evita is a feminist and determined to get what she deserves. She is fond of children and enjoys being regarded as a savior of the poor.

Motivation: To help those who are poor or desperate, as long as there's something in it for her.

Combat: Evita will use her blood-red nails to scratch out the eyes of her attacker, doing (Defense vs Good) x 2 damage.

Powers: Screech: Twice per day, this high-pitched sound can break glass, panic animals and cause listeners to writhe in pain (Stamina vs Good) x 2 turns.

Stirring Speech: Evita will give an impromptu speech exhorting those in the local area to follow a certain course of action — fight for her, give her money, or whatever. The speech brings tears to the eyes of those who are affected by it, and they will be inspired to obey her for (Will vs Good) x 5 minutes.

History: (1919 — 1952) Born Maria Eva Duarte in a poverty-stricken village in Argentina, Eva was the fourth child born out of wedlock to Juana Ibargueren. At the age of 14 she left for Buenos Aires hoping to make her career in the theatre. Eventually she became a leading actress on the radio. Though barely literate, she cultivated a series of upwardly mobile affairs with important men, until she became the wife of Colonel Juan Peron. Soon after, Peron became President-Dictator of Argentina. She hated the rich who had snubbed her all her life, and championed the poor whom she called los descamisados ("the shirtless ones"). When she died of cancer of the uterus at age 33, many Argentineans mourned her as a saint.

Presley, Elvis

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Great

WTL: 100

Regenerates: 20 WTL per turn

Abilities: Superior Charm, Great Entertain

Appearance: Tall, dark-haired man with a soft southern accent. He has hooded eyes, pouting lips and an animal attraction that appeals to many women. Elvis is fond of heavily sequined body suits. He always carries a guitar and a microphone.

Personality: Aloof, yet alluring to women; men tend to view him as a buddy. Elvis is somewhat naive, and will take what he is told at face value.

Motivation: To do right by God and his country. To sing and entertain others.

Combat: Though a little chubby around the middle, Elvis remembers his military training and can defend himself in hand-to-hand combat, doing (Defense vs Good) x 2 damage. Elvis is accompanied by a group of 15 southern "good old boys" known as the Memphis Mafia. They will protect "the King" with fists for (Defense vs Passable) damage, chains for (Defense vs Passable) x 2 damage and even handguns for (Defense vs Good) x 4 damage.

Powers: Screaming Fans: Hordes of screaming incorporeal teenage girls mob the victims, tearing at their clothing and pummeling them. The victims take (Defense vs Superior) damage per turn, and must make a Great Strength roll to break free.

Gold Records: When thrown by Elvis, these spinning discs do (Defense vs Great) x 4 damage out to missile range. They can decapitate an attacker with one blow.

Soc Hop: While playing his guitar, all who are in thrown range must roll Great on Sanity or else gyrate their hips, dancing with the nearest partner. They are unable to run, or do any other physical action until they can no longer hear the music.

Materialize: Three time per day, Elvis can become corporeal for up to three hours at a time.

History: (1935 — 1977) Born to a poverty-stricken family in Mississippi, Elvis was a surviving twin. He received a guitar for his eleventh birthday when his family could not afford to buy him the bicycle he wanted. Elvis loved the gospels and spirituals of his native south. When he turned to Rock and Roll, he naturally incorporated much of that sound into his singing.

Though Elvis projected a bad boy image with his long black hair and leather jackets, he was deeply religious and devoted to his mother. He was also committed to American ideals, and willingly served his country in the armed forces.

In 1955, "Colonel" Tom Parker became his manager. With Elvis' sexy good looks and swinging hips, Parker knew he had found his money maker. He took a huge portion of the profits throughout much of Elvis' career.

Elvis was highly successful during his lifetime. In 1957 he built a mansion for his family in

Memphis, Tennessee, which he called Graceland. By 1965 he was the highest paid performer in music history. Elvis married a young woman named Priscilla when she was 21. They had one daughter, Lisa.

Elvis spent the last years of his life in a drug-induced haze. By the age of 42 he had died of a heart attack.

Shakespeare, William

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Good

WTL: 60

Regenerates: 15 WTL per turn

Abilities: Awesome Entertain, Great Charm, Superior Persuade

Appearance: About 35 years old, with thinning brown hair about shoulder length. He wears a gold earring in one ear and the fine clothing of an English "man of substance" circa 1600.

Personality: Fun-loving, thoughtful and practical. Will Shakespeare is a solid friend and a good businessman. He enjoys the company of others and they in turn feel honored to call him friend.

Combat: Shakespeare learned the fine art of dueling as an actor on the Elizabethan stage. He carries a sword, which does (Defense vs Good) x 4 damage.

Powers: Mistaken Identities: An ectoplasmic copy of the victim is made. It is an exact duplicate of the other, only it feels an abiding friendship for Shakespeare and will protect him from any harm. The character has the same abilities as the original, except it has no supernatural powers. Shakespeare can use this power three times per day.

History: (1564 — 1616) Shakespeare's early life is sketchy. Born in Stratford-upon-Avon, he married Anne Hathaway, but soon left his marriage bed to pursue his fortune as a teacher, soldier, lawyer or apothecary. Shakespeare was eventually drawn to the theatre and became an actor, and then a playwright.

Thirty-eight plays are attributed to Shakespeare, including some of the most performed works ever written, including Hamlet, Macbeth, Romeo and Juliet and Othello. From 1594 until 1613, Shakespeare both acted and wrote for

the Lord Chamberlain's Men. He shared in the profits from his plays at the Globe and Blackfriars Theatres and retired to Stratford-upon-Avon in relative comfort.

Tzu-Hsi

Type: Evil Lost Soul

Consistency: Incorporeal

Defense: Good

WTL: 40

Regenerates: 3 WTL per turn

Abilities: Superior Bully, Great Charm, Good Folklore

Appearance: A short Chinese woman wearing silk trousers and tunic, richly embroidered slippers and gold hair ornaments shaped like insects and flowers. She is about 50 years old and wears mask-like make-up. The fingernails on her fourth and last fingers are over four inches long and are encased in jeweled sheaths.

Personality: Though Tzu-Hsi can be very charming (she was extremely good looking in her youth); she is known for her unpredictable behavior, arrogance and hatred of foreigners.

Motivation: To regain her beauty; to become Empress of the Afterworld.

Combat: Tzu-Hsi is always accompanied by her two eunuch bodyguards, Ma and Su. They have Defense ratings of Great and do (Defense vs Good) x 6 damage with their huge swords. If she must, Tzu-Hsi will use her ghastly fingernails to gouge the eyes of her attacker, doing (Defense vs Poor) x 2 damage.

Powers: As Tzu-Hsi hurls abuse at the victims, they immediately feel worthless and stricken with awe for (Will vs Great) x 10 minutes.

History: (1835 — 1907) Born to a minor Manchu mandarin, she became one of 3,000 concubines and 3,000 eunuchs at the Imperial court, whose lives were dedicated to the dissolute Emperor, Hsien-Feng. She was the lowest class of concubine, but she used her near-servitude station to gain entrance to the palace library, where she intently studied the ancient scrolls housed there. Eventually she befriended the Emperor's 15 year old wife, Niu-huru. When Niu-huru proved to be barren, Tzu-Hsi was summoned to her master's bed. Nine months later she gave birth to the Emperor's only son, Tsai Ch'un.

Tzu-Hsi desperately wanted to rule as regent through her little boy, and persuaded the Emperor to name him heir. After Hsien-Feng died, the boy was made Emperor and Tzu-Hsi and Nihuru became co-regents. It soon became clear that Tzu-Hsi did not want her son to have a mind of his own, and she weakened his will by encouraging all sorts of debauchery. He died at the age of 19 from the ravages of smallpox. She then suggested that her nephew Kuang-hsu become Emperor; none dared disobey her.

The boy was terrified of the Dowager Empress, and though he timidly tried to bring reforms to China, Tzu-Hsi crushed his dreams for a better world. Extremely xenophobic, she approved of the Boxer Rebellion, a movement begun by a group of thugs who were violently anti-foreign. With her encouragement, they began to torture and kill all Europeans and Chinese Christians. When asked to abdicate and return control to Kuang-hsu, she laughed in the faces of her ministers.

Appalled by the massacres, foreign governments made plans to invade China and rescue those who were holding off the attackers. An international force landed and began to march on Peking. The Empress buried her treasures and disguised herself as a peasant before leaving. Fortunately for her, peace terms were agreed upon shortly, and she was allowed to return to the palace to live out her last days.

Wilde, Oscar

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Good

WTL: 30

Regenerates: 5 WTL per turn

Abilities: Superior Entertain, Good Artistry, Great Charm

Appearance: Tall and graceful, Oscar wears velvet breeches and a short cape common to the 1880s. He has languid eyes and shoulder length brunette hair. Oscar is amazingly witty, though sometimes insensitive to the feelings of others.

Personality: Oscar loves being noticed and adores luxury.

Motivation: To find Lord Alfred Douglas, his dear "Bosie." Separated in life by Bosie's father, the Marquis of Queensberry, Oscar vainly searches the Outer Planes for the shade of this handsome young man.

Combat: If set upon, Oscar will defend himself with his sword cane, doing (Defense vs Passable) x 4 damage.

Powers: Oscar can leave the target of his cutting wit dumbfounded for (Intelligence vs Great) minutes.

History: (1854 — 1900) Wilde was born in Dublin, Ireland. He attended Oxford, and settled in London, where he soon became the rage of high society. He wrote art criticism, book reviews and gave lectures before turning to play writing. As a young man, Wilde was decidedly heterosexual, and married in 1884. He and his wife had two sons, but domestic life was not for him. Eventually, he became involved with young men. This interest grew into a long lasting relationship with young Lord Alfred Douglas, called "Bosie" by his friends and family.

The two men kept their relationship discreet and it probably would have continued happily had it not been for Bosie's father, the 8th Marquis of Queensberry. After the Marquis made public remarks about his sexuality, Wilde felt he had no choice but to take him to court for criminal libel. Unfortunately for Wilde, it could be proved that he was engaged in homosexual activity — a serious crime in that day and age. He was arrested, and eventually sentenced to two years of hard labor.

After his release, Wilde lived in France and Italy. Eventually, he and Bosie were reunited.

Chapter 15

Haunted Places

A World of Spirits

Lost souls quickly learn that they are not the only spirits stalking the Earth. The world is populated with more ghosts than the living could ever imagine. Haunted places abound, and this chapter explores just a few.

Scarum & Fraidy's Three Ring Circus

Scarum & Fraidy's Three Ring Circus travels throughout the Afterworld, bringing entertainment (of a sort) to those who stumble into the grandstands. The only problem is, the members of the circus find it difficult to let their adoring public go.

The circus consists of three tattered tents faded with time and use, four large wagons (used for transport and living quarters) pulled by eight nightmares and the usual motley of circus performers. The smell of sawdust, greasepaint and stale popcorn permeate the air, and most characters will feel a nostalgic tug at their heartstrings when they hear the faint sounds of the circus calliope.

The circus is an incorporeal realm created by Sam Scarum and Filo Fraidy when they died in a circus fire. It appears only at night. At daybreak, the circus shifts to an Outer Plane, and those lost souls visiting the circus will find themselves trapped inside until its next manifestation on Earth. Don't tarry over your popcorn!

Sam Scarum

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

WTL: 26

Abilities: Great Agility, Good Strength

Appearance: Sam stands nearly seven feet tall and is extremely thin. He wears a dusty frock coat and a high top hat which makes him even more imposing. Besides being co-owner of the circus, Sam acts as the ringmaster and lion tamer. He carries a whip in one hand and a chair in the other.

Personality: Calculating and shrewd.

Motivation: To bully lost souls into becoming part of the circus. Those who do not have a marketable talent will be put to work as roustabouts.

Combat: Sam attacks with his whip for (Defense vs Good) x 3 damage and may use his chair as a club for (Defense vs Good) x 2 damage.

Powers: Showbiz: This supernatural power makes a victim want to run away and join the circus. The victim will slavishly devote himself to Sam Scarum for (Will vs Great) hours. This power is neutralized if the victim is taken outside the circus.

Summon Lions: By cracking his whip and calling "Here, Sheba! Here, Leo! Here, Queenie!" Sam can summon three supernatural lions who will then attack anyone who is not holding a whip or chair. The lions have Great Defense and attack three times per turn with their claws and bite, doing (Defense vs Passable) x 4 damage with each.

Filo Fraidy

Type: Good Lost Soul

Consistency: Incorporeal

Defense: Passable

WTL: 28

Abilities: Superior Agility, Good Strength

Appearance: Filo Fraidy is a chubby man who wears clown makeup and a baggy white suit with large red pompoms. Filo is extremely agile, and can tumble, walk on top of a ball and do other tricks. He loves the adoration of the crowd and if he does not receive applause for his tricks he will break into heart wrenching sobs. Those who witness this behavior must roll Great on Empathy or else fall into despair themselves.

Filo is half owner of the Barebones & Fraidy circus, though he nearly always defers to Sam.

Motivation: To hear applause for his tricks, and to please Sam, his partner. Filo doesn't want to hurt anyone, but he is reluctant to lose his audience, and he certainly would not like to go against Sam's wishes.

Combat: Filo prefers to run away if attacked. He will use his tumbling ability to avoid being injured in a fight.

Powers: Laughter: All targets in the local area will be struck with side-splitting laughter for (Sanity vs Great) x 2 minutes, during which time they are incapable of any violence. Filo will use this opportunity to escape.

Dancing Bear: Causes one victim to behave as a dancing bear for (Will vs Passable) x 5 minutes.

Nelena and her Nightmares

Type: Evil Lost Soul

Consistency: Incorporeal, luminous

Defense: Good

WTL: 26

Abilities: Great Agility, Good Strength, Superior Ride

Appearance: Nelena is twenty-five years old, with long black hair, flashing eyes and a stunning figure, which she shows off to good advantage in a skin-tight body stocking. Atop her head is a rhinestone tiara. Nelena invariably appears on horseback.

Personality: Cold-hearted and daring. Nelena dislikes men, but she enjoys toying with their affections. Her only love is for her pet nightmares.

Motivation: Besides riding her beloved nightmares, Nelena's only other pastime is hurting men.

Combat: Nelena attacks with her riding crop, doing (Defense vs Poor) x 2 damage. Her nightmares can attack for her.

Powers: Horse Sense: Nelena has a telepathic link with the nightmares when she is in physical contact with them. She can command her steeds to attack the party, or may send one of them to do a specific action (such as "trample the medium"). Nelena can control two nightmares if she stands upon their backs and holds the reins of each.

Throw a Shoe: Unlike many spirits, Nelena is immune to iron. All of her nightmares wear iron shoes, and she can use a special power to make them "throw a shoe" in the direction of her attacker. The iron shoe does (Defense vs Passable) x 3 damage. The target cannot use any supernatural powers for a number of turns equal to the amount of damage taken.

Queen of the Circus: As long as Nelena wears her rhinestone tiara, she can cause everyone to gaze at her adoringly for (Will vs Great) x 5 minutes. During this time, her victims can neither look away nor harm her.

The Flying Gremlins

Type: Neutral Entities

Consistency: Incorporeal, solid-looking

Defense: Great

WTL: 19

Abilities: Superior Agility, Superior Fly

Appearance: Three feet tall, with scaly skin, tails and bulging red eyes. The Flying Gremlins have large bat-like wings that allow them to swoop down from their perches to harass passersby. There are seven Gremlins, all family members. Their names are Rot, Blot, Spot, Blur, Slur, Greezy and Snare (the later two being the parents of this unholy spawn).

Personality: Greezy, the matron of the family, is extremely protective of her brood. Snare is not as attached to his children, and is more interested in tormenting unwary lost souls. Rot is their cruel and vicious son. Blot, their second son, is slovenly and slow. Spot, their eldest daughter, is whiny and mean-spirited. Blur, another son, is quick-moving

and temperamental. Slur, their youngest daughter, is morose and pessimistic.

Combat: The Flying Gremlins use their flying ability to swoop down and play tricks on people. They may cover their victims' eyes, put noxious substances in their hair or pinch them with their talons. If cornered, they will bite for (Defense vs Poor) damage. They carry four darts each which do (Defense vs Good) x 2 damage.

Adventure Idea

Sam discovers an item that allows him to mutate lost souls into hideous freaks. This "ectoplasm shaper" also warps supernatural powers so they often misfire or are greatly decreased in effectiveness. He hopes to take his freak show on the road for the amusement of powerful demons and fiends everywhere. It's up to the party to stop him and destroy the supernatural artifact. They suspect that it must be close to the victims to maintain its effects — but where is it hidden?

Lost Souls at the Museum

The city museum was built in 1888 and few architectural changes have taken place over the years. Rooms are spacious, tall and airy. Skylights provide most of the illumination, so if it is overcast or dark, the rooms are especially shadowy.

The museum is made up of many chambers leading into each other. Stairways at either end lead upstairs and into the basement. There is a cloakroom, deli, gift shop and ticket booth as well as bathrooms on each floor. Locked doors marked "For employees only" lead into storage units, repair centers and a small study unit for visiting scholars. Rooms are typically arranged by era (such as Prehistoric) or subject (Costumes). There is very little art, though there are some statues and other beautiful objects. Nearly all exhibits are encased in glass.

Delbert Dimswitch, Curator

Type: Evil Person

Consistency: Material

Defense: Good

WTL: 15

Abilities: Superior Intelligence, Poor Run, Superior Occult

Appearance: About 35 years old, Delbert is one of the youngest curators to oversee a museum of this size and quality. He is immensely proud of this fact, and has an arrogant air about him.

Delbert weighs well over 300 pounds and has thinning, brown hair. A pair of green-tinted glasses hang around his neck. With them, he can spot invisible creatures, including ghosts. He often wears formal clothing nearly 40 years out of fashion and habitually carries a sword cane. This cane will make ghosts uneasy for no apparent reason — until the sword is pulled from its sheath, revealing a blade made of enchanted iron.

Delbert became interested in the arcane arts when he started working with old objects. Many of them, he discovered, were infused with great power. By manipulating this power, Delbert plans to steal artifacts from other museums until he becomes the greatest arcane scholar of all.

Personality: Suspicious and arrogant. Delbert is half-convinced that people are making fun of him, just like they did in school. He uses his intelligence and community standing to cow them to his will.

Combat: Delbert isn't much of a physical fighter, but he will use his enchanted sword cane to defend himself, doing (Defense vs Poor) x 4 damage to material and incorporeal beings alike.

Powers: Montezuma's Revenge: By taking a pinch of brown powder from a snuff box and blowing it at his victims, Delbert causes everyone to fall to the floor with intense cramps for (Strength vs Great) x 2 minutes. It works on material and incorporeal beings. He carries three pinches.

Napoleon's Curse: By thrusting one hand inside his coat, pointing his other at the victim and declaring loudly in a French accent, "I weel be Emperor!" Delbert causes the victim to believe that he is Napoleon Bonaparte for (Will vs Great) hours. The victim will be intent on finding Josephine and defeating Wellington at Waterloo. He will suspect

fellow players of being English spies or rebels. Delbert can attempt this power once per hour.

Headsman: By making a chopping motion and shouting, "Off with his head!" Delbert causes the victim's head to immediately detach from his body. The head cannot be reattached for (Stamina vs Great) x 2 minutes. During this time, the body is at -2 columns on all actions, and the head is completely defenseless. This power can be used on incorporeal beings once every four turns.

Tad, Night Watchman

Type: Good Person
Consistency: Material
Defense: Good
WTL: 27

Abilities: Passable Intelligence

Appearance: Tad is 23 years old, but looks younger. He wears a security guard uniform and carries a radio and heavy flashlight.

Personality: Good-natured and easy-going. Somewhat gullible. He has a penchant for comic books and Nintendo.

Combat: Although Tad has learned a lot about arcane lore and supernatural powers from his comic books, he cannot fight incorporeal beings.

Tiat, Egyptian Princess

Type: Good Lost Soul
Consistency: Incorporeal, solid-looking
Defense: Poor
WTL: 24

Abilities: Great Agility, Superior Charm

Appearance: A lovely woman wearing sheer cotton robes, a dark curly wig and sandals. Bracelets and necklaces of gold and gems adorn her. Her golden skin shines with perfumed oil.

Tiat died of a wasting disease centuries ago and was embalmed. Her remains are displayed in the museum. Tiat cannot rest until her bones are properly disposed of by burning them in a funeral pyre. Plans to unwrap her mummy mortify her, and she fears she'll never be freed from the afterlife.

Personality: Gracious and sensual.

Combat: Though Tiat carries a ceremonial dagger, which does (Defense vs Passable) x 2 damage, a more dangerous weapon is a small asp

hidden in the folds of her dress. Avoiding the asp's bite requires a Good Dodge roll. Anyone bit is paralyzed for (Stamina vs Great) x 2 hours. Each hour, the victim loses one WTL. The antidote is an ancient Egyptian herb called tifys; remnants of this grassy herb can be found in a jar behind one of the many glass cases in the Egyptian room. The asp will follow Tiat's mental commands.

Pierre LaTerre, Nobleman

Type: Neutral Lost Soul
Consistency: Incorporeal, translucent
Defense: Superior
WTL: 16

Abilities: Great Agility, Good Charm

Appearance: A handsome courtier of the French Court from the time of the French Revolution. Pierre is proud of his stylish clothes, carefully powdered wig and ribboned boots. He carries perfumed handkerchiefs and enjoys sharing clever witticisms. He should not be underestimated, since his skill as a swordsman is very high. Pierre was beheaded during the revolution, and wears a bloodstained scarf around his neck; if it is removed, his head will tumble to his feet. He can still function and control his body as long as he can see it.

Pierre LaTerre is doomed to wander the afterlife in search of a compromising letter he sent to a young married woman. He swore that he would destroy it so her husband and father would never know of their affair. Though all the other protagonists in the story are long dead, he must continue his search. He knows the letter must be hidden nearby since he has been haunting the museum for several years, but so far he has not located it.

Combat: Pierre fights with a rapier, doing (Defense vs Great) x 4 damage.

Special Items

Giant Ground Sloth: This huge skeleton of a prehistoric ground sloth stands in the main entry hall, towering over visitors. Delbert has infused it with a semblance of life which he can activate at will to fight for him. The semi-material sloth

skeleton has a Defense of Great and does (Defense vs Poor) x 8 damage with its massive, bony claws.

Mirror of Helen: Once owned by Helen of Troy. If two people look into this mirror at the same time, one of them will become utterly vain while the other will become utterly enthralled with the vain person.

Tibetan Book of the Dead: This original manuscript contains information on many demons and fiends found in the afterlife. Unfortunately, it is written in an ancient script and an Awesome Languages roll is needed to find a specific reference.

Marco Polo's Slippers: These delicately embroidered Chinese slippers were given to Marco Polo in gratitude by an Asian alchemist. Marco Polo supplied the man's granddaughter with an herb, found on his many travels, and cured her of the plague. Whoever wears these slippers will unerringly find his destination simply by stating the name of the place. He can walk seemingly forever, since the slippers never wear nor does he grow weary. The slippers do not speed up travel in any way. The slippers can only be used for specific places. If you said, "Take me to the Grotto of Ghosts," they would do so, but if you said, "Take me to the nearest group of lost souls," they would not work. The slippers have a dual consistency and a Karma Cost of 4.

Adventure Idea

Delbert has discovered a terrible artifact: a jade cup used by ancient Aztecs in their horrible blood-spilling rituals. Whoever drinks from the cup becomes a vampire, including lost souls (the cup has a semi-material consistency). Those who drink from it must follow Delbert's bidding. He has a half dozen vampires hidden in the Egyptian Mummy room and plans on loosening them against his colleagues soon — and who knows? Maybe the world!

Lost souls who drink blood from the cup will immediately become material and can touch the living. They can revert to an ectoplasmic form at will. Of course, they are also vampires and need to feed on the living. They can only be cured if they drink distilled water from the cup. The Tibetan Book of the Dead relates the secret of the cup.

School of the Damned

This evil realm brings a shudder to every lost soul who ever went to school. The brick building manifests itself on Earth only between the months of September and June; at other times it stands empty in the Abyss. It is made of extremely hardy ectoplasm; in fact, it is not harmed by sunlight at all, and lost souls who enter it are likewise sheltered from the sun. The school is always dark, dismal and smells faintly of urine. Its institutional green corridors, lined by battered lockers, all look the same and twist according to the rules of non-Euclidean geometry. Once inside, it takes an Awesome Direction roll to find the front door again. One roll is allowed every ten minutes.

Lost souls grow younger by one year for every ten minutes they stay in the school, until the character reaches the age of three. Characters who become toddlers may be trapped in the kindergarten forever. If they manage to find their way out, the characters will quickly resume their original age and abilities.

The School of the Damned was created by the tormented souls of every child who has ever suffered the nightmare of a public education.

Peter Kurten, Bus Driver

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Great

WTL: 42

Abilities: Great Agility, Good Strength, Superior Mechanical

Appearance: Similar to Peter Lorre in build and coloring, Kurten speaks with a slight German accent. Seemingly kind-hearted and normal, Kurten is actually a raving maniac. He wears coveralls with pockets full of all sorts of useful tools, including a claw hammer and scissors.

Personality: A psychopath who enjoys inflicting terror in the hearts of lost souls.

Motivation: To take lost souls to their doom (that is, to the School of the Damned).

Combat: Kurten will use his hammer and scissors to attack for (Defense vs Good) x 2 damage. He can run his bus over groups of

characters. Each character must make a Good Dodge roll; those who fail take (Defense vs Superior) x 2 damage.

Powers: Kurten drives a bus which reads, “St. Mary’s School” on the side. It is full of sweet-faced children. Kurten will offer to drop the players off wherever they’d like to go. Once inside, he’ll show his true colors by driving like a bat out of hell to the school. Inside, the “children” will reveal themselves to be mean-spirited gremlins. There are ten of them, and they are extremely fast (which gives them two actions per turn). Their objective is to prevent the shanghaied players from interfering with Kurten until he reaches the school, a short drive of about five turns. They pull hair, pinch, bite and try to impede the characters by sitting on them, or covering their eyes.

George Eliot, Principal

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

WTL: 33

Abilities: Great Intelligence

Appearance: This formidable woman with iron gray hair wears a hoop-skirted dress and shawl. She holds a book.

Personality: Unresponsive to queries, George goes about her business. Mary Ann Evans is considered one of the first modern novelists. Writing under the pen-name George Eliot, she authored many stories, among them the timeless Adam Bede and Silas Marner. Though greatly admired during her lifetime, George Eliot is now considered (by some) to be one of the most boring of the classical writers.

Motivation: To read the deathless prose written by her own hand.

Combat: If forced into a physical confrontation, George will grab her victim’s ear. The target must make a Great Dodge roll to avoid her grasp. Each turn, including the turn he is grabbed, the character will take (Stamina vs Superior) damage from being shaken.

Powers: When approached, George Eliot will intone, “I will now read from my greatest novel, The Mill on the Floss.” Characters who cover their ears must roll Great on Quickness to do so in time;

those who fail or who don’t cover their ears must make Will rolls.

On an Awesome or Superior Will roll, the character is unaffected. On a Good or Great roll, the character feels nauseous and disoriented until leaving Eliot’s presence. On a Passable or Poor roll, the character finds deeper meaning in the story, and will follow Eliot around in a daze until forcibly removed.

On an Inferior or Feeble roll, the character falls into a deep stupor for 2 hours. On a Pathetic or Catastrophic roll, the character is completely enthralled by Eliot’s prose, and immediately runs off to enroll in the school as an English major.

Miss Margaret Templeton

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

WTL: 18

Abilities: Superior Intelligence, Superior Strength

Appearance: Tall and thin, Miss Templeton has a sharp nose, long chin and beady eyes that miss nothing. She wears her brown-brown hair in a bun, and dresses in drab browns and blues. Her whalebone corset gives her high Defense.

Personality: Intimidating. Miss Templeton is extremely suspicious and grumpy. She has a fondness for apples, and will be very helpful to anyone who gives her one.

Motivation: To instruct.

Combat: Miss Templeton has an assortment of weapons. First, she can whack unruly adventurers with her ruler for (Defense vs Great) x 2 damage, but if matters are particularly grave, she’ll reach for her paddle which does (Defense vs Great) x 3 damage. She can also hurl erasers for (Defense vs Good) damage. Miss Templeton is very strong, and can even wrestle minor demons to the ground to give them a thorough spanking.

Powers: Intimidate: For (Will vs Great) x 5 minutes, the players will live in mortal fear of Miss Templeton. They will do whatever she says, and will not oppose her. Most likely, she will sit them down for a long lesson.

Miss Templeton can answer questions about the past and present. She will do this readily if she

is given an apple, or if the players volunteer to beat erasers or some similar chore.

Professor Gleeson

Type: Evil Lost Soul

Consistency: Incorporeal, vaporous

Defense: Passable

WTL: 17

Abilities: Great Intelligence

Appearance: Short, with dark hair and thick glasses, Professor Gleeson smells faintly of sulfur and always wears a white lab coat.

Personality: A devious mad scientist.

Motivation: To use hapless lost souls as subjects for his “science projects.”

Combat: Gleeson has five giant rats which he controls via mind link. They have Good Defense, 5 WTL and attack with sharp teeth for (Defense vs Poor) damage and claws for (Defense vs Poor) damage.

Powers: Gleeson’s circular laboratory has been converted into a giant centrifuge. It can be spotted by a Superior Alertness roll. Any lost souls in the room when it is turned on will be flattened against the spinning walls until the centrifuge is turned off. It takes a Great Strength roll to break free.

Gleeson is almost completely blind without his glasses. He will break off his mind link with the rats and stop all other actions to find his glasses if they are removed.

The Dreaded Hall Monitor

Type: Evil Entity

Consistency: Incorporeal, solid-looking

Defense: Great

WTL: 20

Abilities: Superior Speed, Superior Agility

Appearance: A grim-faced man wearing a white suit with a golden sash, which reads, “Dreaded Hall Monitor” on it. He carries a whip in one hand and a tazer in the other.

Personality: Grim and uncompromising

Motivation: To keep lost souls from leaving the school before the bell rings. To take them to detention.

Combat: The Hall Monitor uses a whip for (Defense vs Great) x 2 damage and a tazer, which stuns characters for (Defense vs Good) x 2 minutes. He’ll try to drive lost souls into the detention room in the basement where he will lock them in.

Notes: If the players manage to set off the main bell (situated in the principal’s office) the Dreaded Hall Monitor will not bother them. A fire alarm will not work; the Dreaded Hall Monitor will simply appear and tell them that it is “against the rules to falsely ring the fire alarm.”

Golden Ghouls

Type: Evil entities

Consistency: Incorporeal, luminous

Defense: Good

WTL: 14

Abilities: Great Speed, Poor Intelligence

Appearance: About three feet high, these ghouls seem to glow with a dull gold sheen. They run in packs of six or more, and scamper about at great speeds.

Personality: Mean-spirited.

Motivation: To torment lost souls.

Combat: Golden ghouls have an attack skill of Poor, and a damage multiplier equal to the number of ghouls in the pack. Thus, a gang of six ghouls would do (Defense vs Poor) x 6 damage each while a golden ghoul on his own would do only (Defense vs Poor) x 1 damage.

A Superior Brawling roll can break a Golden ghoul’s bones. Broken ghouls are completely useless.

Powers: By causing their skin to glow brightly, Golden ghouls blind their victims for (Stamina vs Good) x 3 minutes. The victims may find themselves shoved into lockers or their heads thrust into toilets. Golden ghouls may also use their Gang power to cause lost souls to cower before them for (Strength vs Great) x 2 minutes.

Adventure Idea

A young bully snatches away a vital clue or artifact from the party. To get it back, they must enter the School of the Damned and retrieve it before the school becomes their new home.

Alcatraz

Once the most feared American federal penitentiary, Alcatraz is today a tourist attraction. Located in the middle of San Francisco Bay, it was first used as an Army fort and prison. In 1934 it became a penitentiary where the most hardened criminals were sent.

Alcatraz is a large compound consisting of the prison itself, a loading dock and living quarters for the guards and their families. Inside, the cells are small and uncomfortable. The most notorious cells are found in Block D. Numbered 11, 12, 13 and 14, unruly prisoners were thrown in these “holes” for days or even years until they went stark, raving mad.

Numerous escape attempts occurred before “the Rock” was closed in 1964. Many lost souls still wander the shores of Alcatraz, desperately seeking a way off the island. The most famous of these is Al Capone.

Al Capone

Type: Evil Lost Soul

Consistency: Incorporeal, translucent

Defense: Good

WTL: 32

Abilities: Great Bully

Appearance: A pudgy Italian with thinning hair and a large scar on his left cheek. He carries a banjo, which he plays softly.

Personality: Seemingly genial, he has a quick temper. He is proud of his heritage, is extremely fond of his mother and loves a good cigar.

Motivation: To escape Alcatraz.

Combat: If threatened, Al’s banjo will quickly convert into a Tommy gun. In a spray of bullets, it does (Defense vs Superior) x 5 damage. Al also carries a stiletto which does (Defense vs Passable) x 2 damage.

Adventure Idea

The victims of the St. Valentine’s Day massacre are back in Chicago and causing all sorts of havoc in the afterlife. They will only be pacified if the

spirit of Al Capone, the man who ordered their deaths, is delivered to them. Of course, Al has other ideas. Can the players avoid being caught in the middle of a ghostly gangster war?

Cassandra’s House of Apports

This small store, visible only to incorporeal beings, is stocked with a variety of goods: small sea creatures, pebbles, fruit, linen handkerchiefs, eggs, coins, old newspapers, mice, jewelry, seeds, books and flowers — just about anything small and portable. The proprietor is a sweet-faced young woman with blond hair and blue eyes. She’ll cheerfully answer any questions the players may have. The store is her realm, and appears only in shadowy alleys between two posh shops.

Apports are items with an unusual nature. They can be willed to materialize before the living, though once materialized, they cannot be restored to their incorporeal state.

Apports cost from 1 to 6 Karma, depending on their usefulness and complexity. Weapons are not available.

Cassandra

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

WTL: 11

Abilities: Good Bargain, Good Charm, Good Persuade, Great Repair, Good Intelligence

Appearance: Tall, slim woman in her early twenties. Cassandra has long blond hair and gray eyes. She wears a timeless black and white dress.

Personality: Polite and helpful. Though Cassandra wants to move her merchandise, she would never cheat a patron.

Motivation: To sell apports.

Combat: Cassandra is young and strong, but does only (Defense vs Poor) damage with her small fists.

Adventure Idea

Even ghosts like to shop once in a while. Let the players stop in, browse, and devise creative new ways to employ the seemingly useless items they purchase.

Hampton Court

This beautiful palace was given to King Henry VIII by Cardinal Thomas Wolsey. Located on the banks of the Thames, it is only a short drive from London. The Queen sometimes allows honored people to live in the palace rent-free. Tour buses visit the grounds daily.

King Henry VIII

Type: Neutral Lost Soul
Consistency: Incorporeal, solid-looking
Defense: Great
Regenerates: 8 WTL per turn
WTL: 45

Abilities: Superior Bully, Superior Bargain, Great Entertain, Good Ride, Passable Brawling, Great Charm

Appearance: King Henry appears as he did when in his early fifties. He wears a tunic of gold brocade over white hose and slippers. A loose cape trimmed with ermine is draped over his shoulders, and on his head is a small, flat cap decked with white feathers. He wears several jewels, including rings on his fingers, a chain around his neck and a bejeweled scabbard on his belt. King Henry wears his blond hair and beard short. Though a handsome man in his youth, Henry has become overweight and is troubled by gout.

Personality: When in good spirits, King Henry is fun-loving, with an appreciation for music and sports. He is a fine musician in his own right and likes to dance and sing. However, he can be cruel and tyrannical if he is denied his pleasures.

Motivation: To gain homage from his subjects. To defeat the French.

Combat: Though Henry may grow quickly winded, he is a good swordsman and can defend himself readily.

Powers: Ostentatious Display: With this power, King Henry can cause the illusion of bustling courtiers, a gigantic feast, jesters and all of the trappings of a Tudor style court.

Royal Command: The king demands that the victim perform a simple action, such as "Bow down!" or "Leave at once!" The victim must make a Great Will roll or else obey the command immediately.

Greensleeves: By singing this lovely ballad, King Henry will attract a targeted female to his side. The woman must be known to King Henry or else in his line of sight. At the end of the tune, she will be completely enamored with the King, and agree to his wishes. The victim is allowed a Good Will roll to resist the power.

Mistress Sibell Penn

Type: Good Lost Soul
Consistency: Incorporeal, vaporous
Defense: Passable
WTL: 15

Abilities: Poor Charm, Superior Medical

Appearance: A middle-aged woman, once the nurse of young King Edward, Henry VIII's son and heir. Her once beautiful face is scarred by smallpox, and she wears a long gray cloak to hide her visage. Mortals who have glimpsed her at Hampton court have dubbed her the Lady in Grey.

Personality: Kind-hearted. Mistress Penn loves children and will do anything she can to help them.

Motivation: To care for the sick and helpless.

Combat: Mistress Penn prefers not to fight.

Notes: Mistress Penn carries herbal nostrums and remedies which may help heal the wounded. A character she attends to will recover (Passable vs Stamina) x 2 WTL.

Catherine Howard

Type: Neutral Lost Soul
Consistency: Incorporeal, translucent
Defense: Poor
WTL: 25

Abilities: Superior Charm

Appearance: Short and slight, she has dark hair and eyes. She is dressed in a lovely court dress of the era, and carries her head in her hands.

The fifth wife of Henry VIII, Catherine Howard was accused of adultery and arrested at Hampton Court. She broke from her captors and went screaming down a gallery to find her husband and ask for forgiveness. Her pleas found no mercy, and she was beheaded at the Tower of London. She now haunts the palace where she lived her happiest days.

Personality: Fun-loving and flirtatious.

Motivation: To charm men.

Combat: Catherine Howard does not fight.

Sir Christopher Wren

Type: Good Lost Soul

Consistency: Incorporeal, translucent

Defense: Passable

WTL: 30

Abilities: Great Intelligence, Superior Mechanical

Appearance: A soft-spoken man dressed in fancy dress of the early 1700s. He wears a large wig of curly brown hair. He died at Hampton Court while overseeing its renovation.

Sir Christopher Wren is considered one of the greatest English architects. After the great Fire of 1666, he was responsible for rebuilding more than 50 churches, including the famous Saint Paul's cathedral.

Personality: Thoughtful and precise.

Motivation: To build fantastic structures.

Combat: Sir Christopher fights with his fists for (Defense vs Poor) damage.

Powers: Four times per day, Sir Christopher has the power to create ectoplasmic walls of granite. These walls can be up to forty feet tall, ten feet thick, and one hundred feet long. They can be made into any sort of structure, including a vault to entomb his enemies. The walls last until breached or destroyed by sunlight.

The great architect also has the power create and throw ectoplasmic bricks for (Defense vs Good) x 3 damage.

Adventure Idea

A tourist mistakenly wanders into a pocket in time and is confronted by King Henry. He is smitten by her charm and beauty and intends to

keep her by his side forever. The characters must find a way to return the tourist to her tour group before she is wed to King Henry — or beheaded for treason for refusing.

Widowmaker Ranch

To mortals, the Widowmaker Ranch looks like a deserted pile of windblown shacks. But to those who can see into the Afterworld, the true appearance of the ranch is revealed as a well-tended equestrian center. All those who enter the realm of the Widowmaker Ranch are protected from the sunlight that beats down upon its dusty ground. It is permanently anchored on Earth.

The ranch is managed by Hoot McFarley, a crusty old horse wrangler and the creator of the ranch. He made it when he died while breaking in an ornery bronco. Here lost souls can rent ghostly steeds or nightmares. Hoot charges 1 Karma for the use of a horse, or 3 Karma for a nightmare. He may also be persuaded to trade the use of a steed for an item or favor.

Hoot McFarley

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

WTL: 33

Abilities: Superior Ride, Superior Tame, Good Aim

Appearance: Beneath his ubiquitous Stetson hat, Hoot has short, graying hair and white facial stubble. His blue eyes squint from the leathery folds of his skin. He always wears plaid shirts (blue cotton in summer and festive red flannel in winter), jeans, and cowboy boots. When not kicking the sod, he's astride his favorite horse, Lucifer's Shadow. He claims Lucy is the fastest horse in the afterlife, but the horse will let only Hoot ride her.

Personality: Crotchety and abrupt. He can't abide anyone wasting his time.

Motivation: To take care of his animals. To maintain the ranch.

Combat: Hoot carries a double barrel shotgun which does (Defense vs Good) x 7 damage. He has

no trouble shooting both barrels at anyone who threatens him. He can use his lariat to rope and hog tie attackers. Characters must make a Good Dodge roll to avoid the rope, and if hit, must make a Superior Strength roll to escape or else find themselves hog tied in fifteen seconds flat.

The Dead Gun

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Great

WTL: 40

Abilities: Awesome Aim, Good Intelligence, Great Ride, Good Strength, Superior Track

Appearance: Cougar McAllister (nicknamed "The Dead Gun") wears a broad-brimmed hat, a buckskin shirt and trousers, and well-worn moccasins. A beaded band ties back his long black hair and his tanned face is covered with a short beard. Various belts hold a holstered Colt .45 revolver, a Comanche war club, a well-honed throwing knife, and a beaded pouch containing ammunition. McAllister is never without his favorite weapon, a .30-30 rifle, and he rides a trained pinto nightmare that he calls "Old Paint."

Personality: Cougar McAllister is gruff and doesn't have much in the way of manners, but he is always willing to help those in need . . . if it won't take too much time away from his hunt. He often visits The Widowmaker Ranch to catch up on the news.

Motivation: Former Montana mountain man Cougar McAllister became a lost soul after being denied revenge on a band of renegade Indians. Returning from a hunting trip in the winter of 1880, he discovered his family brutally murdered and his home burned to the ground. McAllister tracked the renegades into the mountains, but a violent storm swept in from the north, and both he and the renegades were frozen to death. For over one hundred years the chase has continued. McAllister's specific purpose is to avenge the murders of his wife and family. In the greater scheme of things, he is fated to act as a balancing force, keeping the minions of evil from gaining the upper hand in the Afterworld.

Combat: The Dead Gun prefers ranged combat, and the greater the range, the better. He is an instinctive marksman and claims never to have

missed a shot . . . and no one he's ever shot at is around to dispute this claim. He does (Defense vs Superior) x 5 damage with his rifle and revolver. If forced into hand-to-hand combat, he will use his captured Comanche war club for (Defense vs Good) x 3 damage.

Powers: The Dead Gun never needs to reload. His bullets are dual consistency, and can affect incorporeal and material beings.

Adventure Idea

There's a new sheriff in town . . . only he's big, mean and demonic. It will take the combined efforts of the characters and the Dead Gun to drive this varmint back to kingdom come.

The Hospital of Horror

At the edge of a prosperous suburb stands a graceful ten-story structure of stark white stone and silvered glass. A black marble slab at the foot of the drive reads "Crystalbrook Hospital — A Facility for Healing." Crystalbrook is known as an unconventional establishment, staffed by doctors skilled in the latest techniques of laser surgery, as well as a complement of full-time astrologers and other non-standard healers and counselors. The hospital's enormous glass-walled arboretum houses a variety of decorative plants, along with a well-tended crop of medicinal herbs.

Despite the air of peace and calm that pervades Crystalbrook, the hospital does possess a dark side. At the heart of this darkness is the enigmatic figure of Dr. Li Chen. An herbalist and a licensed doctor of acupuncture, he is well respected at the hospital, having been responsible for many impressive cures. His charm adds favorably to his reputation.

Unknown to the hospital's administration, Dr. Chen is equally popular with his other associates, a shadowy society known as the Brotherhood of the Red Skull. Dr. Chen's renown in the Brotherhood is vast, for he is acknowledged as one of its greatest necromancers.

Dr. Chen has, for some time, been recruiting cadavers from the hospital's morgue for the Brotherhood's entertainment. Lately, desiring

fresher subjects, the doctor has expanded his enterprise, choosing likely-looking patients to make first into corpses, and then into zombies.

Dr. Chen also maintains an alliance with the hospital's other vicious predators, a trio of crypt lurkers that haunt Crystalbrook's Intensive Care Unit. The crypt lurkers reap a rich harvest of souls from the unit's patients, and are always on the alert for new victims.

Dr. Chen's constant companion, a Shih Tzu named Foo, is very popular at Crystalbrook. Many of the nurses favor the happy, tail-wagging Foo with soup bones. No one has yet noticed that Foo is actually an animated skeleton in a cleverly tailored zip-up dog suit.

Dr. Li Chen

Type: Evil Person
Consistency: Material
Defense: Passable
WTL: 35

Abilities: Great Charm, Great Knowledge, Good Intelligence, Great Nature

Appearance: Dr. Chen is a small, dapper man, apparently in his late forties (he's really 95 — one of the benefits of being a necromancer). In his office, he wears a neat bow tie and a spotless white lab coat, but at conclaves of the Brotherhood, he wears a red skullcap, a scarlet lined black cape, and a scrap of faded orange bone on a neck chain.

Dr. Chen also wears, under his clothes, a mystic belt of small bones that allows him to see and hear ectoplasmic beings and objects.

Personality: Calm and unhurried, no matter what the circumstances.

Motivation: Although he conceals it well, Dr. Chen has a great lust for personal power. The ultimate expression of power is, to him, the slaying of an adversary, then the enslavement of the opponent's reanimated corpse.

Combat: Dr. Chen is not a proponent of physical combat. If pressed, he can wield the acupuncture needles that he always carries, doing (Defense vs Good) x 2 damage.

Powers: Animate the Dead (Uses = 6) As a necromancer, Dr. Chen's ability with this power is exceptional. He can cause a human corpse to rise as a zombie with (Defense vs Good) x 4 damage and Superior Defense. Any zombie he creates will

follow his direct commands or obey a series of simple instructions. As long as Li Chen is alive, his zombies will obey his orders only.

Power Shield (Uses = 4): This power renders Li Chen immune to all supernatural powers for 6 turns.

Foo

Type: Neutral Entity
Consistency: Semi-material
Defense: Passable
WTL: 20

Abilities: Great Agility, Feeble Intelligence, Inferior Strength

Appearance: Foo appears to be a normal dog. Only close examination reveals that he is actually an animated skeleton in a cleverly-tailored zip-up dog suit.

Personality: Friendly, but very protective of Li Chen.

Motivation: To obey Dr. Chen, and to keep him from harm.

Combat: Foo's only attack is his bite, inflicting (Defense vs Passable) x 2 damage. Note that as a semi-material creature, Foo has no fear of ectoplasmic beings, and can attack (and be attacked by) them.

Powers: Foo has a form of the "Make Noise" power, which allows him to bark and whine as a normal Shih Tzu.

Adventure Idea

A loved one of a party member is seriously injured in an automobile accident, and is taken to Crystalbrook's excellent emergency room. But this night, Dr. Chen is on call. With the help of his fellow necromancers, he is in the process of building an undead giant from parts stolen from the morgue. All he needs is a fresh brain. He plans to make the new patient an unwilling donor. Can he be stopped before the evil creation is unleashed upon the unsuspecting world?

Theatre Royal

This famous home of many theater-loving ghosts can be found in Drury Lane, London. The present structure is actually the fourth theatre to stand on the site during its 300 year history.

Daniel Paragon

Type: Good Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

WTL: 24

Abilities: Great Charm, Good Strength

Appearance: The Man in Grey wears a long brown cloak, knee breeches and buckle shoes dating to the 18th century. He is a young man, with a powdered wig and three-cornered hat. He wears a sword and is a good duelist.

Daniel Paragon was a Georgian dandy who was killed in a fight over a lovely actress. His body was walled up in the theatre. He enjoys good acting, and is particularly fond of musicals. Mortals who have seen him at the theater have come to call him the Man in Grey.

Personality: Enjoys the arts, beautiful women and music.

Motivation: To find his long-lost love, whom he hopes to spot reincarnated as a living actress. He likes to help actors, actresses and other patrons of the arts.

Combat: If attacked, the Man in Grey will defend himself with his sword, doing (Defense vs Passable) x 4 damage.

Powers: Daniel Paragon is charming, and women who meet him must make a Great Charm roll or fall for him; the lower the character's roll, the more madly she loves him. If he so wills, his touch can bestow good luck, granting the recipient +1 to all abilities for 2 hours.

Joe Grimaldi

Type: Good Lost Soul

Consistency: Incorporeal, vaporous

Defense: Great

WTL: 21

Abilities: Superior Agility

Appearance: Dressed as a clown.

Personality: Likes to help young actors and actresses succeed.

Motivation: To help others.

Combat: Grimaldi fights bare handed, doing (Defense vs Passable) damage.

Powers: Dirge: Grimaldi's sad song causes all those who hear it to fall into despair for (Will vs Good) x 10 minutes. Those affected are so certain of failure, they will refuse to take any action that requires an ability check unless absolutely necessary.

Charles Macklin

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Great

WTL: 16

Abilities: Superior Strength, Good Cunning

Appearance: A wizened old man, who is nevertheless physically strong.

Personality: Suspicious and mean-tempered.

Motivation: To avoid being brought to justice. Charles Macklin killed his colleague, Thomas Hallam, during a brawl. He was never tried, and died at the ripe old age of 107. He is sure that Hallam is somehow responsible for his ghostly existence. He believes that other lost souls are Hallam's agents come to take revenge.

Combat: Although he gives the appearance of being weak and frail, Macklin is quite strong. His blackjack does (Defense vs Passable) x 3 damage.

Adventure Idea

An old manuscript was recently found. Thought to be written by Shakespeare, it relates a Mephistophelean story. It's scheduled to be reenacted for the first time at the Drury Theatre.

The real author of the play is Robert Minton, now a lost soul. To create a completely authentic story of demons and possession, he consulted a magician. When the man refused to impart his dark secrets, Minton stole his grimoire and used one of the ceremonies in his play. When the play was finished, he read through it, acting out the parts as he went along. The magical words caused the great

fire of 1666. Robert Minton perished, but the manuscript was somehow preserved. He enlists the players to stop the play, and destroy all versions of the manuscript.

Camp Foxglove

Camp Foxglove is nestled near the base of Mt. St. Helens in Washington state. Partially destroyed during the volcanic eruption in 1980, the camp has been used only sporadically since. The forest service plans to revitalize the area or shut it down completely, depending on their resources.

The camp sits on the edge of Lake Bigfoot. Legend has it that an early sighting of the man-beast happened in the area. Most of the camp is overgrown, its cabins dark and musty, morning glories creeping in through their broken windows. Still, the boat house has been maintained, and the master cabin, with its mess hall and infirmary, is in excellent condition.

Ranger Betty Baker

Type: Neutral Person

Consistency: Material

Defense: Passable

WTL: 20

Abilities: Superior Nature, Superior Animals, Good Folklore, Good Medical, Superior Track, Awesome Traps

Appearance: Betty is a short, horse-faced woman in her late forties. Her bright gray eyes sparkle beneath a nest of lanky brown hair twisted in tight braids. She wears a regulation forest ranger uniform. A heavy flashlight hangs on her belt along with a flare gun.

Personality: Spunky and adventuresome. Betty doesn't mind being alone, which is one of the reasons she volunteered to patrol Camp Foxglove. She has lived and worked here for nearly three years, almost forgotten by her supervisors. Though she cannot sense supernatural creatures, she's aware that something is in the woods.

Motivation: To capture a living Bigfoot. To finish writing her book, Bigfoot: Myth, Magic or Man?

Combat: Betty is powerless against spirits.

Herne the Hunter

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

WTL: 50

Abilities: Good Agility, Great Aim, Superior Ride

Appearance: Herne wears a deer skin slung over his shoulder, and a stag skull on his head as a horned helmet. He rides a sleek brown horse and carries a sword, quiver, bow and arrows.

Personality: Herne rides wild in the forest, and is very difficult to stop and talk to. The best thing to do is to gather oak leaves and burn them. Herne is partial to the oak tree and the smell will attract him.

Herne was the forest-keeper of Windsor Park during the 15th century. He committed suicide by hanging himself from an oak tree. That night a storm broke out and a bolt of lightning smashed the tree. Ever since then, Herne's spirit has ridden madly about, ranging across all the forests of the world. He can also lead the party to nearly any place they'd wish to go.

Motivation: Herne's Oak was made into furniture years ago, and the pieces sold. Herne searches the world to find and destroy the pieces of his oak tree so he might be freed from the afterlife.

Combat: His arrows do (Defense vs Great) x 4 damage, and his sword does (Defense vs Good) x 4 damage. Anyone in his way must make a Good Dodge roll or else be trampled by his horse for (Defense vs Great) x 2 damage.

Jimmy Squarefoot

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

WTL: 17

Abilities: Great Strength, Great Aim

Appearance: An unkempt man with the head and two huge tusks of a wild boar.

Personality: The worst aspects of both man and beast.

Motivation: To hurt others.

Combat: A melon-sized rock appears in each of Jimmy's hands at will. He can throw them for (Defense vs Passable) x 3 damage. If he is within brawling range, he may attack with his tusks for (Defense vs Good) x 3 damage.

Adventure Ideas

Betty's ability to set traps is so good, she inadvertently captures a ghost while trying to snag Bigfoot. Ascertaining that an invisible "something" is in her trap, Betty assumes it is a Bigfoot using a superior camouflage technique, and strives to make it appear to her.

Chapter 16

Haunted Vehicles

From Here to There

Ghostly vehicles are common, and may offer an easy method of travel for lost souls, provided they can convince the owner of the transportation to give them a lift. Since supernatural conveyances are no longer bound by earthly physics, they can carry passengers great distances in hardly any time at all. The most famous vehicles are presented in this chapter. Though some are material vehicles haunted by ghosts, most are realms created by their drivers.

Flight 401

Eastern Airline's Flight 401, an L-1011 TriStar, carried nearly 100 people to their deaths when it crashed in the Florida Everglades. Officials blamed the accident on a combination of faulty equipment and pilot error. There was no one to dispute the claim since the captain, Bob Loft, had been killed in the crash.

Loft felt such guilt at not safely delivering his passengers that he created a realm based on his doomed plane. Flight 401 can still be spotted at lonely airports, unloading its complement of deceased passengers.

For just 1 Karma, Bob Loft will transport a ghostly traveler to anywhere in the world. The reliability of Flight 401 makes it a popular mode of travel in the afterlife, and a variety of lost souls may be met on Loft's plane.

Bob Loft

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

WTL: 16

Abilities: Great Direction, Great Drive

Appearance: A well dressed, middle aged airline pilot.

Personality: Friendly and eager to help. He's obsessed with flight safety. Loft occasionally appears on material airplanes to warn the pilots of bad weather or other hazards.

Motive: Loft is guilt ridden by the tragedy that befell his plane and seeks to gain Karma by safely transporting passengers in the afterlife.

Combat: Loft does (Defense vs Poor) damage in hand-to-hand combat.

D. B. "Dan" Cooper

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

WTL: 25

Abilities: Great Agility, Great Cunning

Appearance: A nondescript man in his mid-thirties, Dan has thinning brown hair and wears dark glasses. He dresses in a conservative business suit. He carries a .32 in his jacket and always speaks in a calm, assured voice.

Personality: Self-confident and cunning.

Motive: Dan is a thief. He will try to take items from the passengers by threatening them; he may even take a player character hostage.

Combat: Dan will only use his gun if he is threatened, doing (Defense vs Good) x 3 damage.

Powers: Jump: This power allows Dan to make gigantic leaps and suffer no harm. His whole body seems to become a giant spring as he bounces from one spot to another. Dan can jump from a plane and land without any harm or displacement of his ectoplasmic body.

Disguise: For (Intelligence vs Great) x 5 minutes, Dan convinces the victim that he is their most trusted friend or confidante. He will take on the appearance, voice and other characteristics of that person; it doesn't matter if that person is alive or far away, the player will accept him as he appears to be.

Terrorist

Type: Evil Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Great

WTL: 31

Abilities: Poor Charm, Good Agility

Appearance: Stocky, wearing a leather jacket, bullet-proof vest and sunglasses. He carries an assault rifle, and three grenades. He is highly excitable and very paranoid. The Terrorist hides in a cargo holder or the bathroom before showing himself, usually in a hail of bullets.

Personality: Hysterical and vicious.

Motivation: He claims to be hijacking the plane for "a just cause."

Combat: The Terrorist's assault rifle does (Defense vs Good) x 6 damage (single shot) or (Defense vs Great) x 6 damage when spraying 10 bullets. His grenades do (Defense vs Great) x 7 damage.

Amelia Earhart

Type: Good Lost Soul

Consistency: Incorporeal, translucent

Defense: Passable

Regenerates: 3 WTL per turn

WTL: 22

Abilities: Good Charm, Good Agility

Appearance: Amelia is dressed in a brown jump suit. She is tall, gawky and has a mop of brown hair. Her sheepish grin and "ah, shucks" manner are endearing.

Personality: Tomboy. Shy, but friendly.

Motivation: To ensure that passengers arrive safely at their destination.

Combat: Amelia carries a wrench in her back pocket, which does (Defense vs Passable) x 2 damage.

Powers: Amelia has learned to fly without being encumbered by machinery. She can fly up to 10 minutes in any atmosphere with little or no effort. She can carry up to two other lost souls as long as they hang on to her hands as she flies.

Misdirection: Amelia can cause a group to lose all sense of direction for eight hours. The character with the highest Direction skill must make a Great roll; if failed, the characters will be completely lost until the power wears off.

The Spirit of St. Louis

In May 1927, Captain Charles Lindbergh (then 25 years old) became the first person to fly over the Atlantic Ocean alone. The plane in which he performed this remarkable feat was The Spirit of St. Louis, a modified Ryan high-wing monoplane.

All essentials have been stripped from the plane, including the front window. Instead, an instrument panel has been installed, with a periscope for forward viewing. There is no parachute — only a rubber raft with no oars. The plane is crammed with equipment, extra fuel and rations.

There is no room for passengers unless Captain Lindbergh can be persuaded to dump some of his extra fuel and gear. Of course, the plane is not really propelled by fuel, but the spirit of Lindbergh will find this hard to accept. Even so, it will be a tight squeeze to get more than one or two extra passengers in the plane.

Because of his attachment to his plane, Lindbergh created a copy of it when he died. The plane is his realm, and will vanish if Lindbergh is reincarnated. Lindbergh flies only at night; if his plane is struck by sunlight, it will be transported to an Outer Plane filled with mist until the next nightfall.

Captain Charles Lindbergh

Type: Good Lost Soul

Consistency: Incorporeal, translucent

Defense: Good

Regenerates: 10 WTL per turn

WTL: 31

Abilities: Superior Drive, Superior Direction, Great Stamina

Appearance: Tall and thin with sandy hair, Captain Lindbergh was nicknamed “Slim” while working as an air mail pilot. He is dressed in a one-piece aviation suit, boots and leather helmet. Quiet and shy, he is uncomfortable with the adulation he received for his transatlantic flight, and does not care to be called, “Lucky Lindy” or “The Lone Eagle.”

Personality: Lindbergh is modest, practical and publicity-shy.

Motivation: To fly the Spirit of St. Louis.

Combat: If challenged, Captain Lindbergh will defend himself in hand-to-hand combat, doing (Defense vs Passable) damage.

Hindenberg

Built in 1936 by the Germany-based Zeppelin Transport Company, the Hindenberg was the largest dirigible ever constructed. At 804 feet long, it's the length of almost three football fields. It has a nonstop range of 8,000 miles at 84 mph and a carrying capacity of 97 passengers and 61 crew members.

On May 6, 1937, the Hindenberg burst into flames while approaching the docking tower over a New Jersey airport. Most of the survivors were those brave enough to leap from the windows, risking a fifty foot fall rather than face the flames. Thirty-six people died in the disaster.

Captain Ernst Lehmann was one of the last to jump, his hair and clothes in flames. He staggered about in a daze, muttering “I don't understand.” At the hospital, he raved, “I shall live! I shall live!” By the next day, he was dead.

In World War I, Captain Lehmann led zeppelin raids over London and commanded the Hindenberg on its first crossing of the Atlantic. In death, he created a realm based on the airship of which he was so proud. He does not charge his passengers, but anyone who causes problems will be summarily ejected from a window.

The phantom Hindenberg is quite luxurious, with wide lounges and comfortable staterooms. The passengers are, for the most part, wealthy spirits on their way to Europe from the United

States, or vice versa. The trip takes an average of three days.

Captain Ernst Lehmann

Type: Neutral Lost Soul

Consistency: Incorporeal, vaporous

Defense: Good

WTL: 26

Abilities: Superior Drive, Superior Direction

Appearance: Captain Lehmann is about six feet tall with blue eyes. He appears as he did on his death bed, with horrible burns covering most of his body and his normally brown hair burned to his blackened scalp. Still, his bearing is soldierly.

Personality: Stoic, with a hint of arrogance.

Motivation: To see that the pride of Germany is upheld.

Combat: If challenged, Captain Lehmann will defend himself in hand-to-hand combat, doing (Defense vs Good) damage. Firearms are not allowed on the Hindenberg, nor are matches or other flammable items.

Flying Dutchman

This phantom sailing ship was built in the late 1600s. Legend has it that the ship was rounding the Cape of Good Hope when a fierce storm broke out. The crew begged the captain to find safe harbor, but he refused. Then, a glowing apparition appeared on deck. The crew took this appearance as a sign from God that they would be saved if they only took shelter, but the arrogant captain threatened the glowing mass. “We don't need your help,” he declared, “even God himself could not sink my ship!” The apparition then cursed the Flying Dutchman to sail forever more, bringing death and destruction to all who lay eyes on it.

The captain of the Dutchman is an evil lost soul named Hans Oberlorff, and the ship is his realm. He has twenty crew members under his control.

Captain Oberlorff

Type: Evil Lost Soul

Consistency: Incorporeal, luminous

Defense: Great

WTL:

Abilities: Superior Climb, Superior Swimming, Superior Drive

Appearance: German sea captain dressed in seventeenth century clothing. Oberlorff is 53 years old, with sandy hair and sharp blue eyes. He wears a cutlass and carries a telescope.

Personality: Arrogant and cruel. He may give a lost soul a lift in exchange for a favor or an item he covets.

Motivation: To suck the life force from living sailors and others on the high seas.

Combat: By running his cutlass through a living or ectoplasmic being, Oberlorff can absorb (Defense vs Great) x 4 WTL from a victim, but cannot exceed 40 WTL.

Fiendish Sailor

Type: Evil Lost Soul

Consistency: Incorporeal, luminous

Defense: Good

WTL: 20

Abilities: Superior Climb, Great Swimming

Appearance: There are twenty crewmen under Captain Oberlorff's control. They have varied backgrounds, including, Dutch, German, English and Portuguese. Their ages range from 16 to 42.

Personality: Varied.

Motivation: To obey Captain Oberlorff's instructions.

Combat: The sailors fight with filleting knives, boat hooks and cutlasses. They do (Defense vs Poor) x 3 damage.

U Boat U-65

Constructed in 1916 by the Germans as part of their successful World War I submarine campaign, U-65 was supposed to be the pride of the navy. Unfortunately, it was beset with disaster from its creation in the shipyards at Bruges, Belgium.

Several workers were killed during its construction, and at the launching ceremony, an officer fell overboard and was drowned. Shortly afterward, a torpedo exploded on deck killing six

crew members, including second lieutenant Hans Steiner.

The U-65 was found wallowing on its side by an American ship. Fearing it was booby trapped, the Americans pulled away just moments before the U boat inexplicably exploded.

The spectral U boat still haunts the shipping lanes, voyaging from one port to another on sinister errands. The realm's creator, Hans Steiner, may be compelled to take passengers, either by threats or enticements.

Hans Steiner

Type: Evil Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

WTL: 20

Abilities: Superior Swimming, Good Drive, Good Strength

Appearance: This young German officer is dressed in the uniform of a second lieutenant of the German Navy during World War I.

Personality: Hans seems like a cordial young man, but he can become a raging madman in a minute. He blames his death on commanders who rushed the completion of U-65 before it was ready. He hates all those who seem officious.

Motivation: To punish those who caused his death.

Combat: Hans carries a 9mm Luger, which does (Defense vs Good) x 3 damage.

The Titanic

This White Star luxury ship, built in 1912, was 882.5 feet long, 92.5 feet broad and provided accommodations for over 1,500 passengers. The passengers were divided among first, second and third classes, plus steerage which consisted mostly of immigrants. With a crew of 700, the Titanic was considered the finest way to travel the Atlantic.

Captain E. J. Smith was on his retirement voyage when the Titanic struck an iceberg. Having worked for the White Star Line for 38 years, he was an experienced officer, and considered the best man to command the ship on its maiden voyage. Since the Titanic sank, he has often been blamed

for the tragedy, and many people have assumed he was trying to set a new speed record on his last trip.

The tragedy of the Titanic disaster created a realm around Captain Smith, who now commands its nightly journeys to Earth. During the day, the ship shifts to a Outer Plane of rough seas and towering ice bergs. Captain Smith valiantly dodges the bergs until his ship can again return to the seas of the living.

It was reported that the captain's safe contained a "Black Buddha" statue, encrusted with gems. Supposedly stolen from a temple in Peking, the item was cursed to destroy all those who came in contact with it until it was returned to the temple. Captain Smith denies the existence of the Black Buddha.

Captain E. J. Smith

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

Regenerates: 1 WTL per turn

WTL: 28

Abilities: Superior Drive, Superior Direction, Superior Swimming

Appearance: Captain Smith is a stocky British man in his sixties. He wears a white Captain's uniform, and has a short beard and mustache. His hair is white.

Personality: Capable and firm. Captain Smith typifies the idea of British self-reliance and honor.

Motivation: To clear his name.

Combat: If challenged, Captain Smith will defend himself with a small pistol, doing (Defense vs Passable) x 3 damage. He may also order his crewmen to defend him.

Others Passengers

Colonel John Jacob Astor: An American, Astor refused to enter a lifeboat until all women and children were aboard. He died on the ship; his wife survived. Astor now seeks any word on his wife.

Major Archibald Butt: This British officer threatened "to shoot the first man who made for the lifeboats" before the women and children were

safely on board. He went down with the ship singing a hymn.

Bruce Ismay: The General Director of the White Star Line. A British gentleman, he jumped aboard the last lifeboat, taking the place of a woman. He lived in shame and disgrace for the rest of his life, and is cursed now to spend eternity on the ship he abandoned.

Bonnie & Clyde Death Car

This ghostly 1934 V-8 Fordor Deluxe is grayish tan and has windows that not only roll down, but slide backward nearly two inches for additional ventilation. Another unusual feature is the fact that all four doors swing outward to the rear. Once a handsome vehicle, the car has numerous bullet holes in the windows and side panels. It is driven recklessly through the afterlife by famed criminal Clyde Barrow, his partner Bonnie Parker sitting at his side. They created a realm based on the car they died in, and now manifest on the lonely highways of the mid-west.

Bonnie and Clyde are usually in a great hurry, but they may give a lost soul a ride if they are looking for easy pickings, lonely for company or need extra help for a hold-up. The V-8 generally speeds along at 35-45 mph, though it can go a bit faster. Clyde is a top-notch driver, but tends to be careless when distracted.

Besides Bonnie and Clyde, the car contains three .45 automatic rifles, two .12 gauge sawed-off shotguns, one Colt .45 revolver, nine .45 automatic pistols, ammunition, a saxophone and music, license plates for several states, blankets and a map of Louisiana.

Clyde Barrow

Type: Evil Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

Regenerates: 3 WTL per turn

WTL: 34

Abilities: Great Aim, Superior Drive, Superior Alertness

Appearance: Clyde is five foot six, with brown eyes and hair, and a slight build. He dresses in stylish clothes of the 1930s. Unfortunately, his sharp taste in suits is marred by the blood and bullet holes that have ravaged his clothes and body. He habitually wears dark glasses and slips out of his shoes when he drives.

Personality: Cordial and helpful, or suspicious and dangerous, depending on his mood. Clyde often jumps to conclusions and acts upon them instantly. He is very fond of his family (especially his older brother Buck), Bonnie and music.

Motivation: To make a big score; to protect Bonnie.

Combat: Clyde Barrow always has an automatic pistol close at hand, and does (Defense vs Great) x 5 damage.

Bonnie Parker

Type: Evil Lost Soul

Consistency: Incorporeal, translucent

Defense: Great

Regenerates: 3 WTL per turn

WTL: 34

Abilities: Good Aim, Good Charm, Superior Alertness

Appearance: Bonnie is tiny, weighing just over 100 pounds. She has blonde-brown hair (tinted red) and blue eyes. She wears red shoes, a red dress and a red-and-white hat. Like Clyde, her body is riddled with bullet holes and her clothing is drenched in blood.

Personality: Feisty. Bonnie has a neurotic attachment to her mother and obsessively talks about her. She dearly loves Clyde.

Motivation: To ask her mother for forgiveness; to follow Clyde.

Combat: Bonnie Parker will fire a pistol or other small weapon in order to defend herself or Clyde. With a pistol, she does (Defense vs Good) x 5 damage.

Sim's Carriage

This phantom hansom cab is made of dark wood and is pulled by two white horses. They move silently, and always seem to be accompanied

by a fog bank. The carriage can easily carry up to six passengers, including baggage.

The driver, Old Sims, insists on 1 point of Karma, drained from one of the passengers, before taking the group to their destination. The fog surrounding the cab can transport it to any city in the country. Sims would rather be reincarnated than give a ride for free.

Sims created the carriage as his realm when he died in a highway robbery. He only appears on earth at night. If Sims likes a passenger, he will give her a brass whistle. Once per night, she can blow the whistle to try and summon Old Sims. If a Good Charm roll is made, he'll arrive in a few minutes.

Old Sims

Type: Neutral Lost Soul

Consistency: Incorporeal

Defense: Passable

WTL: 19

Abilities: Great Drive, Great Tame, Good Bargain

Appearance: Old Sims is dressed in a high top hat, black overcoat and shiny boots. He carries a whip in one hand and stows a pistol under the driver's seat.

Personality: Formal and decorous.

Motivation: To gain Karma by transporting lost souls.

Combat: Old Sims' horse whip does (Defense vs Passable) x 3 damage. His pistol does (Defense vs Passable) x 4 damage. He can also run victims down with his carriage. The targets must make Passable Dodge rolls to get out of the way. Failure means the character takes (Defense vs Superior) x 2 damage.

Ghost Cart

The Ankou is always the last person (male or female) to die in a parish before Christmas. During the following year, it is his duty to call on the dead and take them to where they wish to go. He can even take the recently deceased straight to Limbo. He drives an enclosed wooden cart pulled by a mule and is accompanied by two ghosts who follow

his instructions without question. They are immune to sunlight.

Ankou “King of the Dead”

Type: Neutral Lost Soul

Consistency: Incorporeal, vaporous

Defense: Good

WTL:

Abilities: Great Drive, Superior Alertness

Appearance: A tall, haggard lost soul with long white hair. He can revolve his head completely around, and rarely misses anything.

Personality: Matter-of-fact.

Motivation: To escort lost souls to their destinations.

Combat: The Ankou and his two companions fight with scythes, doing (Defense vs Good) x 3 damage each. His companions have Good Defenses. All three of them wear cloaks that not only protect them from sunlight, they also allow them to pass through walls and other solid objects.

Orient Express

The luxury train known as The Orient Express began running in June 1883. At the time, it was one of the quickest ways to travel from Istanbul (then Constantinople) to Paris, and certainly the most elegant.

In the late 1880s, the journey took six days and six hours, but no one really minded the slowness. The cars were trimmed with lush damask curtains, velvet cushions and the fittings were solid oak and mahogany. Hand-cut glass separated the sleeping compartments from the outside aisles. The train offered the finest gourmet cuisine, featuring oysters and pheasant served by handsome young men in morning coats, light blue breeches and buckled shoes.

By the 1920s, the Orient Express had deteriorated badly. The wooden cars were replaced with steel, and the porters wore drab brown. As airline traffic picked up, the train service steadily declined, until the final run made on May 20, 1977. The golden age of train travel was at an end.

Though the Orient Express has often been depicted in novels of mystery and intrigue, only one murder actually took place on board. It involved an American diplomat who was stabbed, then pushed from the train. The murder remains unsolved.

At night, the phantom Orient Express still travels the rails. Lost souls who catch a ride may meet a variety of passengers.

Agatha Christie

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Regenerates: 10 WTL

Defense: Pathetic

WTL: 40

Abilities: Awesome Artistry, Good Customs, Good Empathy, Great Persuade

Appearance: A foremost writer of detection fiction for over 50 years, Agatha Christie appears as a short, plump English woman with white hair. She is dressed in a black and red dress, and carries a large bag filled with apples, a notebook, pen, glasses, and an ancient Egyptian manuscript.

Personality: Dame Agatha Christie is a shrewd, pleasant lady, with a passionate interest in humankind. She enjoys meeting other spirits and has remained interested in archeology, especially digs in Egypt. Unlike other ghosts who are doomed to ride the Orient Express forever, she may leave the train at any time. Her book, *Murder on the Orient Express* is popular to this day, and she likes to ride the rails for old times sake.

Motivation: To meet other ghosts. To tell stories. To solve crimes.

Combat: Agatha will use her powers to protect herself.

Powers: The Butler Did it: All attention, and suspicion, is turned to the lost soul Agatha singles out. For instance, she might imply that the target stole an artifact, and everyone will agree he is a thief unless he can prove his innocence.

Misdirection: This power causes Agatha to always appear to the side of her actual position. The first attack a character makes on her always misses.

Identify Artifact: This power allows Agatha to read ancient and occult languages, identify artifacts and determine who (or what) created an item.

Other Passengers

Chef Louie: An escaped convict from Devil's Island, Louis Mallot found the perfect cover for his international crime syndicate. An accomplished cook, Louie hid stolen diamonds and other valuables in the frozen carcasses of pheasants. Once in Paris, he passed them along to a confederate to sell to the highest bidder.

Louie is dressed in a chef's uniform. He has black eyes, black hair and carries sharp knives. Though he acts temperamental and shouts easily, Louie is actually a shrewd, calculating fellow.

The Princess Talia de Malvoy: A young woman in her twenties, she wears a yellow silk gown common among wealthy women of the early 1920s. On a lark, she married Prince Kahlil, son of a Turkish Sultan, but eventually fled her marriage and tried to return to her beloved, Rex Wrothfold, a patent office clerk in London. She was strangled aboard the Orient Express by Prince Kahlil's thugs, and a doctor was bribed to say that she had died of a heart attack. Talia is sure that the spirit of Rex Wrothfold still awaits her at Victoria Station, London.

Trolley No. 13

This electric trolley, a restored original, runs in San Francisco. Trolley No. 13 is considered a tourist attraction by the mortals of the city, as well as a means of transportation. Among the living fares, a few ghostly riders can also be met.

Dashiell Hammett

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Regenerates: 5 WTL

Defense: Good

WTL: 30

Abilities: Superior Track, Great Artistry, Superior Interrogate

Appearance: He is in his late twenties, with brown hair, piercing eyes and a small mustache. He wears a trench coat and a fedora.

Personality: Creator of one of the most popular fictional detectives, Sam Spade, Dashiell Hammett lived for many years in San Francisco, working as a private detective. He enjoys lively women, good booze and won't play the sap for anyone.

Motivation: To incarcerate wrong-doers.

Combat: Dashiell fires his .38 revolver for (Defense vs Good) x 4 damage.

Other Passengers

Molly McBride: Molly is an Irish maid about 30 years old, with auburn hair and blue eyes. She wears a bustled dress of summer muslin and a bonnet securely pinned to her hair. She carries a basket containing food and a vial of medicine, which she is taking to her beloved mistress, Lady Edith Parrenger. Molly died in a trolley accident before she could deliver the life-giving medication. She hopes someday to find the spirit of Lady Parrenger so that she can ask for forgiveness.

Johnny Bosh: A thin boy wearing a cap and a slightly tattered jacket. He has brown hair and eyes, and looks young for his age of 13. Johnny is an accomplished pickpocket and has gold watches, jewelry and other items stuffed into his specially designed trouser pockets. He was run over by Trolley No. 13 while fleeing a police officer, and now haunts the car.

Joanie Wang: A living person, Joanie is an Asian-American woman in her early thirties. She has long dark hair, a knowing smile and deep black eyes. The cryptic jade amulet around her neck suggests an interest in the occult.

Joanie runs a small curio shop in Chinatown. She habitually rides Trolley No. 13 to work. Though she cannot see ghosts, she knows a lot about ancient religions and occult practices. She is fascinated by artifacts, and has a small collection of interesting pieces. Joanie hopes to earn enough money to take care of her aging parents.

Chapter 17

Boneworld

By Richard Sanders

Look in through the eyes of long-dead Golgoth and ye shall find the Boneworld, the realm of dead flesh and living bone.

— *The Manuscript of Korth*

Background

In the Void between the Realm of Shadows and the Plane of Silence there is a skull. On a cosmic scale, it is minute, but as skulls go, it is vast. This skull is what remains of the god Golgoth, who once walked the young Earth and left to seek other worlds long before humankind appeared.

Millennium passed, and Golgoth grew weary of traveling the vast distance between the stars. He resolved to travel farther and faster, unfettered by his physical body. He went to the Void, one of the in-between places of the universe, and allowed his body to float in the nothingness while the spark of his mind took flight. Eons passed, and the passage of time weakened Golgoth's enormous Will to Live. At last he returned to reclaim his body, seeking the rejuvenation of the flesh, only to find that time and the scavengers of the Afterworld had left him little . . . only his skull. Golgoth's spirit reentered his skull, and it dwells there still.

The Journey to Boneworld

Traveling to Boneworld requires the utterance of a ritual incantation. The words are in Latin, and are recorded only in a few rare tomes of magic. The ritual requires one hour of uninterrupted concentration. At the end of the ritual, the character must sacrifice a point of Karma and make a Good Languages roll; failure means the time and Karma are expended for nothing.

With a successful roll, the speaker and any other beings he is touching will find themselves standing in the middle of the enormous circular tunnel that is Golgoth's right eye socket. One end opens onto a swirling mist, while the other narrows to a 100 foot-wide circular opening. Bright light beckons from the smaller tunnel.

Those who journey into the mist must make a Passable Will roll; failure means the character is lost to the Void. A successful Will roll means the character scrambles back to the eye socket before the sucking mist of the Void can claim him.

Entering the smaller opening, a stark white vista meets the visitor. Masses of rock-like bone form organic-looking slopes that lead to a dusty valley floor. A domed roof, also of bone, arches into the sky. Hovering over the valley is a huge ball of white light. There is no color anywhere, and no sound at all.

Welcome to Boneworld.

Existing in Boneworld

Boneworld is a semi-material plane. Physical beings who travel to Boneworld assume a semi-material consistency, which allows them to interact with lost souls. Even in their semi-incorporeal form, living beings still require air, food, and water, all of which are in limited quantities in the world inside Golgoth's skull.

Within Boneworld, and extending into its outer sockets, is a thin atmosphere that can sustain living beings for a number of days equal to their Stamina scores. A living person who dies within Boneworld will quickly rot, his flesh sloughing from his bones, and within a few hours he will rise as a mindless skeleton.

Boneworld possesses a gravity field that approximates that of Earth, with the underside of the skull being down. A six inch layer of bone dust and skin particles covers the floor of Boneworld.

Occasional breezes stir up the dust, blinding travelers and causing those who still need to breathe to gag.

The temperature remains constant at approximately 70 degrees Fahrenheit, the warmth radiating from what is often mistaken as the sun. It is, in actuality, Golgoth's spark of life that blazes in the center of his vast skull.

There is no color in Boneworld. Everything appears in black, white and shades of gray. Even objects coming from the outside are leached of their colors as long as they remain within Boneworld.

The landscape is dotted with caves, tunnels, and spires of bone. The primary landmarks of Boneworld are the Orbits of Entry, The Wastes, and Ossia, the fortress where the Brotherhood of Golgoth study.

The Wastes

Spires and cliffs of bone make travel through Boneworld arduous at best. The main geographical danger is the area known as the Spongy Medulla. This is a region of deep, smooth-sided pits in the valley floor that fill with bone dust, making them incredibly hard to notice. Detecting a pit requires an Alertness or Danger Sense roll of Good or better. Any being, incorporeal or material, stepping into a pit will sink straight to the bottom within 2 turns. The pits average twenty feet in depth. A Good Climb roll is required to escape the pit. Material beings will suffocate within (Catastrophic vs Stamina) x 2 turns.

Denizens of Boneworld

Boneworld is home to assorted creatures that dwell there on a more or less permanent basis. The more intelligent of these may have some type of lair established in one of the thousands of bone caves. Anyone traveling through Boneworld is likely to encounter one or more of the creatures listed on the Common Foes in Boneworld table.

The number of creatures encountered should vary at the narrator's discretion according to the strength of the player character party.

The evil dragon Ropotou is said to have a lair within Boneworld. The absence of its ultimate fear, water, is an appealing aspect of the realm. See Lost Souls for more about Ropotou.

Common Foes in Boneworld

Chain rattler
Dybbuk
Gremlin
Hell Hound
Night Hag
Skeleton (see Mutant Skeleton table)
Skeletal Warrior of Count Monterrant

Boneworld Skeletons

It is rumored that a microscopic fragment of every dead skeleton in the universe appears on Boneworld. The fragments of animal skeletons form the mountains, canyons, gorges, and buttresses that slope downwards from the sides of the skull. The fragments of humanoid bones slowly coalesce into new skeletons that gradually emerge from the dust. When fully formed, they break free of the surface, shake off their covering of dust, and rise to roam the valley, with no memory of their past lives. They exist only to fight any non-skeletons they encounter in their wanderings.

All skeletons in Boneworld are semi-material, which allows them to affect and be affected by lost souls. They have Passable Defense and do (Defense vs Poor) x 2 damage with their two bony claws. Mutations are common among the skeletons. Roll on the Skeleton Mutation table for more information on an individual skeleton.

Skeleton Mutation

d100	Mutation
01-50	Normal skeleton (see Lost Souls). Skeletons on Boneworld do not carry weapons or shields. They attack twice with their claws, each doing (Defense vs Poor) x 2 damage.
51-60	Four-armed skeleton. Receives four attacks per turn, each doing (Defense vs Poor) x 2 damage.
61-65	Alligator tail. Gains an additional tail-whip attack against anyone to the rear or flank for (Defense vs. Poor) damage.
66-75	Bull skull. Gains an additional gore attack for (Defense vs Poor) x 3 damage.
76-80	Centaur form. Gains an additional hoof attack (Defense vs Poor) x 3 damage and Great Speed.
81-85	Gorilla arms. Claw attacks inflict (Defense vs. Poor) x 4 damage.
86-90	Two-faced skull. Gains Awesome Alertness, and can never be surprised.
91-00	Wolf skull. Gains an additional bite attack for (Defense vs Poor) x 3 damage.

The Skeletal Legion of Count Monterrant

Count Monterrant and his roving bands of skeletons are an ever present danger in Boneworld. In the middle ages, Count Monterrant was a reviled warlord who preyed upon plague victims. Faced by the wrath of the heavens, his flesh seared by lightning, Count Monterrant willed his soul to the only sanctuary he knew. Rather than risk reincarnation, he cast a spell no longer known to man, and let his spirit be drawn to Boneworld.

There, he gained dominion over the wild skeletons of Boneworld, gathering strength for his ultimate return to the world of the living. He constantly moves his camp from one area of the wastes to another, never settling long enough to be discovered.

The story of Count Monterrant is a chilling study in evil, and its undying perseverance.

Background

Buried with my own hands five of my children in a single grave. I pray it was the dogs that dug them up and devoured them. No bells. No tears. This is the end of the world.

— Quote from a plague-year diary

Into the agony of the plague ravaged French countryside marched another nightmare. In the spring of 1350, Count Louis Monterrant scoured the region, exhuming the bones of plague victims from their mass graves. The peasants, already terrified by the specter of the black death, dared not stop the mad Count in his desecrations.

Word of the Count's defilements spread across the land, carried by refugees fleeing the worst of the pestilence. And on the heels of the rumors came the plague, and with it a growing army of Monterrant's soldiers. They marched through the south of France, pillaging villages at will, killing those unfortunate enough to survive the scourge, leaving only a few half-mad witnesses to attest to their atrocities.

One night in the autumn of 1350, the remnants of a peasant militia gathered against Count Monterrant's forces, making their stand outside the small village of Fraise. As the legions advanced, the stench of the grave came with them. From out of the darkness issued the first of the soldiers, his face bloated and blotched by the plague. The peasants routed in fear. Most died with their backs to the enemy, but a few escaped to the chapel of St. Rochus. Huddled within the church, they threw aside their weapons and clenched their hands in prayer, beseeching St. Rochus to protect them from the blasphemies that gathered outside.

The door to the chapel burst open before the boot of Count Monterrant. He stood revealed in the candlelight, his sword bloodied from tip to pommel. Between the tombstones of the church graveyard, his troops swayed in the darkness like stalks of wheat.

As he stepped across the threshold, a roar of thunder split the night. Count Monterrant wheeled to stare at the night sky, his face growing pale beneath streaks of gore. A shriek broke from his once grinning lips as he stumbled away from the sanctuary.

Lightning lanced from the heavens, illuminating the stained glass windows with rainbow colors. The peasants sheltered inside the church covered their heads, the thunder all but deafening them. They did not dare leave the church until dawn.

As they crept out of the church the next morning, the villagers found that the gravestones were upturned, and the ground was pocked with

still smoldering patches of grass and animal fat. Yet of Count Monterrant and his troops, they found no sign. The plague soon subsided, and Count Monterrant was never again seen by a living soul.

Count Louis Monterrant

Type: Evil Lost Soul

Consistency: Incorporeal, vaporous

Defense: Great

WTL: 50

Abilities: Superior Brawling, Superior Bully, Good Intelligence, Great Ride, Good Strength

Appearance: Count Louis Monterrant is a mature warrior with black hair and wild green eyes. He wears a red cloak, a battered breastplate, and a chain shirt. He rides an elaborately harnessed nightmare.

Personality: The Count suffers from megalomania (he doesn't really suffer — actually, he enjoys it) and shrieks in frustration at any perceived setback in his plans. He delights in cruelty and giggles at the sufferings of others.

Motivation: To gain access to the gate at the Foramen Magnum so he may return, with his troops, to Earth. To date, the Brotherhood of Golgoth has prevented him from entering the fortress of Ossia where the gate is located. They would rather keep him in Boneworld, where he can do less harm. See below for more information on Ossia, the Brotherhood, and the Foramen Magnum.

Combat: The Count prefers not to demean himself by engaging in physical combat; instead, he lets his troops do the fighting. If challenged personally, he will agree to single combat. His weapon of choice is a richly decorated long sword, which does (Defense vs Great) x 4 damage. Despite his protestations that he is a man of honor, he will use every nasty trick possible to win.

Powers: Count Monterrant is surrounded by a Plague Aura. Each turn, all beings (except his skeleton minions) within thrown range of Monterrant must make a Great Stamina roll or else lose 1 WTL. Twice per day, Count Monterrant can put up a Power Shield, which protects him from all supernatural powers for 9 turns. He also has the power to control the wild skeletons of Boneworld, turning them into his skeletal warriors.

The Skeletal Legion

The Count has eighty skeletal warriors, divided into twenty archers and sixty foot soldiers. Normally, the skeletons travel in bands of about six warriors and two archers, searching the wastes for wild skeletons to bring to Count Monterrant. They mindlessly attack any unwary lost souls they may come across.

Attacks by the Legion are generally straightforward. The archers fire as soon as the enemy is in range, reserving their ratskull arrows for the most powerful-looking targets. After a turn of shooting, the foot soldiers run in from as many sides as possible to crush the survivors with their bonefist maces. The skeletons will flee if they take losses of more than 20%.

Skeletal Warrior

Type: Evil Entity

Consistency: Semi-material

Defense: Passable

WTL: 20

Abilities: Good Agility, Passable Strength, Feeble Intelligence, Great Dexterity

Appearance: Your typical animated skeleton.

Personality: Not much fun at parties.

Motivation: To capture wild skeletons, and to kill most everyone else.

Combat: Skeletons with bonefist maces do (Defense vs Passable) x 5 damage. Those who use bone daggers do (Defense vs Passable) x 2 damage. On the sixth hit with a bone dagger, it shatters, doing (Defense vs Passable) x 4 damage.

Archers use bonebows for (Defense vs Passable) x 4 damage. Each archer has four ratskull arrows, which do x5 damage when launched from a bonebow. Contact with an animate target causes the skull to assume the consistency of the target and to animate, gnawing for an additional (Stamina vs Great) damage per turn until it is pulled out. Removing the arrow requires a Good Strength roll.

Bone Weapons

Bonefist Mace

Consistency: Dual

Karma Cost: 6

The bonefist mace looks like a leather-wrapped skeletal forearm, the hand clutching a blunt-headed spike of iron. It does x5 damage and adds +1 to the wielder's Brawling skill.

Bone Dagger

Consistency: Dual

Karma Cost: 1

Like a standard knife, this weapon does x2 damage and adds +3 to Brawling. It invariably shatters after six successful attacks. On the attack that it shatters, it does x4 damage instead of x2.

Bonebow

Consistency: Dual

Karma Cost: 10

This weapon is a longbow constructed of leg bones, with a tendon bowstring. Arrows fired from the bow can be made incorporeal or material at the user's whim. The bow does x4 damage and adds +0 to the wielder's Aim. Its undead nature allows it to unhinge its limbs and walk along with its owner. Tapping the bonebow on its handle causes it to change from walking to firing mode and back.

Ratskull Arrow

Consistency: Dual

Karma Cost: 3

Count Monterrant created a special missile for use with the bonebow. He welded the skull of a black rat (all too common in plague-infested Europe) to a bone shaft, which was then fletched with crow or vulture feathers. The ratskull arrow increases the damage of a bow by a factor of one; so when fired from a bonebow it does x5 damage. Contact with an animate target causes the skull to

assume the consistency of the target and to animate, gnawing for an additional (Stamina vs Great) damage per turn until it is pulled out. Removing the arrow requires a Good Strength roll.

Ossia

At the center of Boneworld is a huge monastery called Ossia. It rests on a flat plain at the mouth of a vast pit known as the Foramen Magnum. The circular pit is almost a mile across. A stockade of bone pillars and towers surrounds both Ossia and the Foramen Magnum.

The monastery is a grotesque pile of bones laced by a warren of cell-like rooms. Tunnels burrow into the spongy material of the skull itself, opening into domed, naturally occurring chambers and pockets.

The Brotherhood

The Brotherhood of Golgoth made Ossia. They number over two hundred, and dwell within the labyrinths of the monastery. The Brothers frighten most visitors at first, for they are all skeletons. But unlike their wild brethren, these skeletons possess intelligence and uncanny wisdom.

Visitors are always welcome in Ossia, and are invited to use the educational opportunities for as long as they choose; unless they threaten harm to the Bone Brothers, or to Ossia . . . then they are forced to leave Ossia and forbidden future entry. At any time, there are a dozen sojourners within the walls of the monastery. The only request is that visitors spend a few hours a day speaking to a Bone Brother who will memorize the details of the visitor's travels.

The Bone Brothers have the statistics of normal skeletons, except they are semi-material and their Intelligence ratings are Good or above. They speak in rasping whispers and wear hooded brown robes made of dry skin. They also wear bone-link belts which hold a variety of bone mallets, knives, chisels and other tools. The Bone Brothers have their names, in Latin, carved onto their foreheads. In combat, they have Passable Defense, and do (Defense vs Poor) x 3 damage with their tools.

The Brotherhood is a loosely-organized group of scholars and builders, basking in the light of Golgoth. Their purpose is to learn from the spirit of Golgoth and from visitors, and to extend the structure of Ossia until it fills the valley, raising all inhabitants of Boneworld closer to Golgoth's light. Most of the Brotherhood spend their days in the mountains, harvesting slabs and pillars of bone and adding them to the city walls. Others act as guards for the bone-gatherers, defending against raids by Count Monterrant's legions.

None of the Brothers dares to venture too far from the monastery walls. Skeletons outside Ossia quickly lose their intelligence and revert to their wild state, while wild skeletons who stay within the walls for one year gain sentience. This amazing transformation is credited to the proximity of the city to the spirit of Golgoth, which hangs brilliant in the sky overhead.

Pilus the Gatekeeper

Type: Good Entity

Consistency: Semi-material

Defense: Passable

WTL: 18

Abilities: Poor Brawling, Great Knowledge, Superior Intelligence, Superior Interrogate

Appearance: A skeleton wearing a bone-link girdle. A strand of black hair still clings to his yellowed skull. His name is carved in his forehead.

Personality: Talkative and inquisitive. Though generally genial, he will go into a rage if anyone should try to pluck the hair from his head. He is unduly vain about the air of distinction he thinks it gives him.

Motivation: Pilus is stationed at the single, forty foot tall gate to the monastery. It is his duty to greet new arrivals, to answer their questions, and show them their quarters. He also tries to keep newcomers out of trouble.

Combat: Pilus carries a bone hammer, which does (Defense vs Poor) x 2 damage.

The Spine of Ossia

A few Brothers are allowed to climb to the platform at the top of Ossia's central spire, the Spine of Ossia. This structure is made of hundreds

of vertebral columns, bound together, reaching nearly a mile into the air. At the top of the column is a small platform. It is here that the Brothers come to commune mentally with the spirit of Golgoth, and to share his knowledge. The Brothers learn of the wonders of the Universe, discovered by Golgoth in his travels, and they, in turn, share the knowledge they have gained from travelers passing through Ossia.

Golgoth may communicate with visitors to Boneworld, if they are brave enough to climb his spine. Climbing the spine requires a Passable Climb roll at each quarter-mile mark. If asked, a Brother will climb with the visitor, adding +2 columns to the Climb rolls, but he will have to remain on the platform during the communication with Golgoth, and will, of course, give a full report to the other Brothers. Golgoth cannot predict the future, and only has Great Knowledge of Earthly events, but has Inhuman Knowledge of astronomical subjects and the afterlife, including supernatural artifacts.

The Library of Skulls

When a member of the Brotherhood has gleaned all of Golgoth's wisdom on a particular topic, he may ask to be installed in the Library of the Skulls. This is a large, circular room in the center of Ossia, filled with bone pedestals and the endless murmur of voices. On top of many of the pedestals are skulls with glowing eye sockets. When a scholar feels he is ready, he is brought to this room and his body is dismantled with great reverence before his skull is placed on a pedestal. His bones are saved to be added to the walls of Ossia. The skulls whisper to one another constantly, endlessly conversing and debating. Each skull is an authority on a particular topic, and visitors will be directed to the proper skull by the Brotherhood's librarian, Liber, who is constantly on duty.

Near the center of the room is, amazingly enough, a flash of color: a red skull. The skull is not quite whole — two large fragments are missing. According to Liber, this is the skull of Diabolus, an evil otherworldly man-demon, who was venerated by a necromantic cult known as the Children of the Red Skull. As centuries have passed, and the skull has decayed, it has gradually disappeared from its home plane and reappeared, piece by piece, on

Boneworld. At a rare directive from Golgoth, the Brotherhood has diligently sought the pieces of the red skull as they have appeared. The pieces are placed in the library for safekeeping — to prevent them from falling into the hands of evil beings.

Visitors and even members of the Brotherhood are forbidden from attempting to communicate with Diabolus. The skull has not yet spoken, but a strong aura of ancient power and corruption emanates from the red bones. Liber fears some day he will hear the skull murmuring, and he dreads the evil he knows it will speak.

The Foramen Magnum

The main reasons for visitors to journey to Ossia is the permanent Gate at the bottom of the circular pit called the Foramen Magnum.

The Brotherhood limits access to the Foramen Magnum, allowing groups of no more than ten beings to descend at any one time. They have no desire to become a way-station for invading forces of any sort. Golgoth has made it clear that the Gate exists by his will, and he will destroy it before allowing it to be misused.

Climbing down the spiral path within the Foramen Magnum is a tiresome, five mile trek. Near the bottom of the pit, bits of Golgoth's Medulla Oblongata still cling to the bony walls. Anyone, material or incorporeal, brave enough to

eat this weird substance will instantly regain all their Will to Live.

At the bottom of the Foramen Magnum is a perfect circle of dead-black nothingness. A traveler has only to state his destination aloud and step into the Gate, and transport is instantaneous.

The Brothers know Count Monterrant wants to send his legions through the Foramen Magnum to invade Earth, and it is their pledge to keep him safely imprisoned in Boneworld. It is every Bone Bother's duty, and the responsibility of all visitors, to defend Ossia against any attack by Count Monterrant.

Uses for Boneworld

Boneworld can serve many purposes in a Lost Souls campaign. Its numerous caves offer a relatively safe home base for groups of characters. The spirit of Golgoth and the Brotherhood's Library are comprehensive sources of information on the supernatural world. Combat-oriented players can wander the dusty valley and find many strange creatures to fight. The Gate within the Foramen Magnum offers players a reliable mode of planar travel. And what's the story with that red skull?

Chapter 18

Fears

A Ghostly Bar

It could be any broken-down tavern or pub... the beer taps long since dry, the sign announcing Happy Hour covered by dust and cobwebs. The living pass by without pause, seeing only an empty building in the center of an expanse of dust and weeds, decorated here and there with yellowing, crumpled papers and shattered glass.

Usually the passersby ignore this place, as they hurry along to more reputable neighborhoods. But once in a while, on quiet nights, a person walking slowly may hear the faint murmur of conversation, or perhaps a few badly sung bars of an old Top 40 tune. A sharp glance reveals nothing extraordinary, and so the pedestrian moves quickly on.

What they cannot see is that, for tonight, this “vacant” building is the home of the famous bar known in ghostly circles as Fears, an ectoplasmic tavern catering to lost souls and other incorporeal beings. It’s a great place to pick up information, make friends, or meet famous spirits. Players may even find ghosts willing to wager ectoplasmic items on a game of pool.

A narrator can place Fears in any adventure. To the living, Fears appears to be a decrepit, vacant bar, but on the incorporeal plane, it is a bustling tavern. Fears manifests itself only at night, and may move from one city to another, always appearing on the site of a decaying or condemned pub. To locate Fears during an adventure, players must make Great Direction rolls: their degree of success indicates how long it takes them to find the entrance. Only ghosts can see its greenly glowing neon sign.

During the daylight hours, Fears shifts to its own private Outer Plane, a realm that is just large enough to hold the bar. Anyone in the pub at

daybreak is trapped until the following night, when Fears returns to Earth.

Fears was created by an anonymous lost soul whose taste for booze never died. The bar is always stocked with an amazing array of ectoplasmic liquors, which have the same effect on ghosts as material alcohol has on the living. No one knows the identity of the bar’s creator, but from the baseball pictures hanging on the walls, some suspect it was Babe Ruth.

The Building

The bar is located down a short staircase, and over the door is a small sign in ectoplasmic neon that reads “Fears. Where Everybody Knows You’re Dead.” The approach of any incorporeal being triggers the door, which silently swings open.

As a realm, Fears has a number of supernatural powers. The bar itself activates these powers as needed, with unlimited duration and number of uses per day.

Bedazzle: Used for entertainers’ spotlights and light shows (this power was especially popular during the late 1970s).

Corpse lights: Provides the usual dim lighting for the place.

Open Portal: Opens the front door for incorporeal beings.

Carded: Prohibits the entrance of material beings.

Entrance Hall

This narrow brick corridor ends in a sturdy wooden door. A window, covered with iron grill work, opens to the left of the door. A small green neon sign over the window reads “Check your weapons here.” The bouncer Erik Ironarms (see

The Staff below) is stationed here, and will request that patrons hand over their obvious weapons before allowing them entrance.

Weapon Checkroom

This small room contains a chair and racks of wall-mounted shelves and hooks. The shelves hold the weapons of the current bar patrons. Each weapons bears a rune-inscribed identification tag.

Main Room

The center of the room is dominated by the bar, a marble topped, brass-railed affair forming a square. There are stools at the bar and tables of various sizes lurk in the darkened corners of the room. Decorative items include baseball memorabilia, neon beer signs, and an ancient jukebox filled with more than forty years' worth of 45 rpm records.

A stage occupies one corner. The house act, Chance Rogerson (see The Staff below) performs nightly, unless there is a visiting artist. Buddy Holly and Elvis have been known to stop in to jam every once in a while.

A shelf under the bar holds a .12 gauge shotgun and a box of shells. A locked chest built into the floor behind the bar contains Erik's battle axe and shield.

Restrooms

Although these rooms are almost never used for their mortal purpose, their walls are a rich source of ghostly graffiti, telephone numbers and information. The phone outside the restrooms can be used to call any of the spirits listed on the bathroom walls.

The Back Room

A cozy den of wood paneling and leather couches, this room contains Fears' billiard tables and dart boards. Anyone loitering in here will be pressed to gamble an ectoplasmic item on a game.

The Office

A small plate on the door reads "Staff." The only carpeted area in Fears, this room is furnished with a large desk, leather-upholstered chairs, and a long couch. It is often empty, but is occasionally employed for private conversation.

The Staff

Since there is little money in the afterlife (and even less use for it), the staff at Fears does not work for pay. Most are here either because they enjoy the work, or because of the items the patrons leave as tips. Drinks cost nothing at Fears, and the booze never runs out.

Pops, Bartender

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Passable

WTL: 30

Abilities: Feeble Alertness, Good Dexterity, Poor Intelligence, Good knowledge

Appearance: A crusty old bartender. He's short, balding and wears a white apron.

Personality: Friendly, but dense. He's prone to misinterpreting what is said to him. If someone asks him for "a beer," he might Boo! them because he thought they asked him for "a fear." He died of cirrhosis of the liver, and now refuses to drink alcohol — even though he no longer has a liver to damage.

Motivation: To serve his clients to the best of his feeble abilities.

Combat: Pops has a baseball bat under the bar, which does (Defense vs Poor) x 3 damage. For big trouble, he has a .12 gauge shotgun, which does (Defense vs Passable) x 5 damage. He'll use the shotgun on anyone who makes a pun about "spirits" and alcohol; he's heard the joke so often that his patience has worn a bit thin.

Powers: Boo! (Uses=6): Pops can cause a victim to flee for (victim's Intelligence vs Passable) x 2 turns.

Frightful Visage (Uses=4): Pops can transform into a rotting corpse. Everyone in the local area loses (Stamina vs Passable) WTL from the awful sight, and must make Sanity rolls.

Spot: Pops' pet dog, Spot, is a large black hound with two white spots over his eyes. These glow with an eerie light, penetrating even magical darkness for up to ten feet. Upon command, Spot can fetch a specific item or lost soul. Spot can perform (Tame vs Great) "tricks" per adventure. He has Poor Defense and does only (Defense vs Poor) x 2 Damage.

Tombs McDonald, Bartender

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

WTL: 20

Abilities: Great Agility, Great Aim, Good Intelligence, Good Strength

Appearance: Tombs is short, lean and weathered, with extensive tattoos and long, gray hair. He is a very mean-looking man. He wears a black leather vest to conceal his shoulder holster and Browning 9mm pistol.

Personality: Tombs talks very little, but can produce any cocktail known. Despite his appearance, he's usually polite to his customers. He is also very quick, and may act without warning.

Motivation: An undercover narcotics officer in life, Tombs still deals in covert information.

Combat: McDonald does not enjoy physical combat, although he isn't bad at it. He prefers to use his pistol for (Defense vs Great) x 3 damage, or the shotgun from under the bar for (Defense vs Great) x 5 damage.

Powers: Contacts (Uses=4): McDonald's close association with the underworld keeps him apprised of most local illegal activity (incorporeal and otherwise).

Far Sight (Uses=4): By concentrating, McDonald can scan outside the building for danger, for up to 5 minutes per use.

Ghostly Knowledge (Uses=2): With each use of this power, Tombs learns three pieces of information known to a recently-dead NPC in the city in which Fears is currently located.

Erik Ironarms, Bouncer

Type: Neutral lost soul

Consistency: Incorporeal, solid-looking

Defense: Great, Superior with shield

WTL: 35

Abilities: Good Agility, Passable Intelligence, Awesome Strength

Appearance: A six-foot, muscular (but moldering), blond-bearded warrior, Erik wears traditional Viking garments of loose-fitting linen trousers and shirt. Beneath his shirt he wears a chain mail vest. A tattered bandage covers his right eye. Normally, he does not appear to carry weapons.

Personality: Erik is a hearty sort, usually found happily swilling mead at his post near the front door. If it's a quiet evening, he'll gladly tell stories of his travels and brawls, and if he likes someone, he'll even lift his eye patch to show his death wound, an arrow hole that runs clear through his head.

Motivation: To keep peace at the bar, hopefully by clobbering a troublemaker to an ectoplasmic pulp. Erik Ironarms is a true Viking, having arrived in North America in 1000 AD. He was killed by a skraeling (Native American) arrow through the eye, before fighting his first real battle. Denied his chance for earthly glory, Erik vowed to roam the world for 1,000 years, until worthy of Valhalla. His time on Earth is almost up, and he has proven himself repeatedly in combat against ghosts and other restless spirits. He feels perfectly justified in relaxing at Fears before moving on to his reward.

Combat: Erik will fight initially with his fists, doing (Defense vs Superior) damage. If he or any other staff member is seriously wounded, he will wield his battle axe, doing (Defense vs Good) x 7 damage. He calls the rune-inlaid axe "Ironbeak." A permanent item, it is stored with his shield in a chest hidden behind the bar.

Powers: Call Item (Uses=4): Erik will use this power to summon his axe and metal-rimmed shield. They will remain with him for six turns before returning to the chest under the bar.

Frenzy (Uses=3): Used during barroom brawls (usually against multiple opponents), Erik gains +1 column on Brawling and Defense for 6 turns.

Rise from dead (Uses=1): Used only when Erik goes on vacation, it allows him to return to his body, now a partially-fossilized skeleton, to roam the northern forests where he was originally struck down. This power lasts from sunset to sunrise.

Delilah, Waitress

Type: Neutral Lost Soul

Consistency: Incorporeal, translucent

Defense: Passable

WTL: 20

Abilities: Good Agility, Poor Charm, Poor Intelligence

Appearance: Delilah is short with black hair and a surly expression. She was killed by her fifth husband, Edward, who smothered her with a pillow. Her lips are still blue from the experience, and her eyes protrude in a disturbing manner. Delilah has a forked tongue which can extended up to three feet from her mouth.

Personality: Inquisitive and talkative. Delilah can be quite caustic.

Motivation: To serve the patrons and learn the latest gossip. Delilah doesn't accept money; instead, she insists her customers tell her a secret in exchange for drinks.

Combat: Delilah can defend herself with a broken bottle for (Defense vs Poor) x 2 damage.

Powers: With her forked tongue, Delilah can slurp any victim within brawling range. The victim will suffer rough, acid-like burns on any exposed flesh, taking (Defense vs Good) x 3 damage. Armor and clothing can be severely damaged. Three times per day, Delilah can read a subject's surface thoughts for (target's Will vs Good) minutes.

Terry, Server

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Poor

WTL: 20

Abilities: Good Agility, Passable Intelligence, Poor Strength

Appearance: Terry changes appearance constantly.

Personality: Relentlessly — even annoyingly — cheerful and helpful. Terry shifts among various male to female forms at will, and will laughingly resist being pinned down about a “true” gender.

Motivation: To keep the customers at Fears happy. Terry was a very successful server at one of the city's finer restaurants, until late one night, when it burned down. The only one hurt was Terry, who had stayed after hours to clean up. Terry was disappointed that death had interfered with a blooming career as a waitperson, and is delighted to find a job at Fears.

Combat: Usually avoided, but Terry will use available bottles or trays as makeshift weapons or shields, doing (Defense vs Poor) x 2 damage if absolutely necessary.

Powers: Imitate (Uses=Unlimited): Before serving a table, Terry empathically scans the patrons to discover the kind of person they would most like to have wait upon them. It could be anything from a scantily clad barmaid, a hunk in a g-string, or a British servant in a tuxedo. Before approaching a table, Terry becomes the waiter they would most like to see.

Gentle Push (Uses=6): Terry will occasionally use this power to push an indecisive patron into making a certain selection. It can also be used to “encourage” the victim to perform an action of Terry's choosing. On occasion, this power can be used to push Spot into performing tricks for the amusement of the crowd. The subject of the power may try to make a Good Will roll to resist.

Chance Rogerson, Singer

Type: Good Lost Soul

Consistency: Incorporeal, luminous

Defense: Passable

WTL: 17

Abilities: Awesome Folklore, Good Intelligence, Passable Strength

Appearance: Chance looks to be fifty, with short, black hair, wearing a denim shirt, jeans and work boots. He carries an antique, 12 string acoustic guitar. He's very protective of his instrument, and keeps it with him at all times.

Personality: Rogerson exudes a modest, country-boy charm. He looks for the good in everyone. If asked, he will share his knowledge of country folklore and supernatural beliefs.

Motivation: To exhaust his enormous supply of folk songs and tall stories. Chance Rogerson was an up-and-coming performer, strumming folk songs, and drawing out stories of rural life in the deep South. He traveled throughout the country, playing, singing and learning supernatural lore. His career was interrupted temporarily by his death. While on vacation at a mountain lake, he tried to save a child from drowning, and was himself drowned in the attempt.

Combat: Anything but a coward, Chance sees nothing wrong with a semi-friendly fist fight, but will try to avoid more lethal confrontations. He does (Defense vs Passable) damage with his fists.

Powers: Chance will use his powers to augment his and any other performers' stage shows.

Fog (Uses=4): Chance can create a thick fog that fills the local area for up to 30 minutes. This is especially useful on nights when rock n' roll bands play at Fears.

Frightful Visage (Uses=5): Chance will briefly appear as a horrible, fish-chewed corpse, causing all characters in the local area to lose (Stamina vs Passable) WTL (but no Sanity checks are required).

Make Noise (Uses=7): Primarily used to create background music while on stage, Chance can use this power for up to 5 minutes at a time.

Personality: Bitingly sarcastic. Joe projects impenetrable superiority.

Motivation: To spy out the competition at Fears. Big Joe is the owner of a rival pub, Big Joe's After Dark After Hours After Life Absolutely Last Chance Bar & Grille, a establishment in an abandoned warehouse in Atlanta which caters to lost souls. He has a love/hate relationship with Delilah, the caustic waitress.

Combat: Hardly worth mentioning. Joe considers indulging in hand-to-hand combat to be incredibly vulgar.

Powers: Aura of Good Cheer (Uses=4), Forget (Uses=4). Joe uses these powers to defuse threatening situations. Both affect all beings in the local area. The Aura creates a felling of jolly good fellowship for 4 turns. Resisting requires a Good Intelligence. The second power causes loss of memory of the previous turn's events. Resisting requires a Good Memory roll.

Healing hands (Uses=5): Joe will use this power as required, to heal 6 WTL per use ("X" damage as well as "/" damage) on any ghost that he has previously met, after extracting a promise that the recipient will visit "Big Joe's" the next time she's in Atlanta.

The Gang

The regulars at Fears are a mixture of evil beings, helpful spirits, and souls out for a good time. A few are described below.

Big Joe

Type: Neutral Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Passable

WTL: 27

Abilities: Passable Agility, Superior Intelligence, Good Strength

Appearance: Joe appears as a slightly overweight, but dignified, figure, wearing a well-tailored white suit. He is bald, and sports a neat gray moustache and goatee.

Chet

Type: Demon (A Lesser Pleasure)

Consistency: Incorporeal, solid-looking

Defense: Good

WTL: 22

Abilities: Good Agility, Poor Charm, Poor Intelligence, Passable Strength

Appearance: Chet, stands about four feet tall and is grossly overweight. He is completely hairless and covered with bubbling blisters, which make his skin shimmer. His huge head accounts for nearly half his height, and his toad-like mouth nearly splits his skull in two. Chet finds even the lightest touch to be excruciating, so he wears little, if any, clothing. His hideous appearance has earned him the nickname of Blister.

Personality: During life, Chet was a touchy postal worker who went berserk after receiving his pink slip. By the time a SWAT team took him down, the negative Karma he had accumulated while on his rampage was enough to make him a minor

demon. In the afterlife, Chet remains irritable. He's still peeved at his former boss.

Motivation: Chet likes to sit at one end of the bar and drink from a pitcher. He loves to play darts, using Needlehead's face as a target (see Needlehead below).

Combat: Chet's claws are six inches long and do (Defense vs Passable) x 2 damage. He can squirt a noxious fluid from the rents in his skin, propelling the globs out to thrown range. The fluid is acidic and does (Defense vs Passable) x 2 damage. Anyone grappling Chet takes (Defense vs Superior) x 1 damage per turn from contact with the acidic pus on his skin.

Powers: Corruption (Uses=4): Causes an object to become moldy, rusty or otherwise unusable for (owner's Fate vs Great) hours.

Breath Blast (Uses=3): With an unholy belch, Chet makes everyone within melee range violently sick to their stomachs for (Stamina vs Good) x 2 minutes. During this time their ability rolls are all at -1 column.

As an ex-postal worker, Chet knows how to get to almost any location in the United States. However, he will give directions only to people he considers friends, or to those who defeat him at a game of darts. It takes a Superior Aim roll (or some clever cheating) for a player character to win.

Needlehead

Type: Evil Lost Soul

Consistency: Dual

Defense: Good

WTL: 35

Abilities: Superior Cunning, Great Intelligence, Great Knowledge, Great Strength

Appearance: Standing about six feet tall, Needlehead is dressed in an austere black suit. He is completely bald, and his head and face are studded with needles.

Personality: In life, Needlehead was a psychiatrist of some notoriety. A female patient introduced him to the forbidden pleasures of sadomasochism. Now he is a master of menace and a purveyor of pain. Given the opportunity, he will demonstrate his unification theory of agony and ecstasy.

Motivation: To inflict pain upon the living and the dead.

Combat: In a fight, Needlehead's arms will split apart, revealing meat hooks. He can strike twice per turn for (Defense vs Good) x 3 damage each. Five barbed chains can burst from his chest and strike at up to five targets within thrown range. Those who fail a Passable Dodge roll are held by the chains, taking (Defense vs Good) damage each turn until a Great Strength roll is made to break free.

Powers: Three times a day, Needlehead can attempt to cause pain on up to three targets for (Will vs Passable) x 2 turns. If affected, the targets must drop to the ground in agony. Twice a day, Needlehead can use his mesmerizing voice to tempt a target into joining him. The target must attack himself for (Sanity vs Good) turns.

James Dean

Type: Neutral Lost Soul

Consistency: Incorporal, translucent

Defense: Good

WTL: 30

Abilities: Good Alertness, Superior Charm, Great Dexterity, Poor Fate, Great Mechanical, Good Drive

Appearance: A handsome young man wearing a torn t-shirt, leather jacket, and shades.

Personality: This teen idol of the 1950s met his demise when his sports car went off the road. Ever since then, the ghost of James Dean has been speeding through the afterlife in his Spyder, looking cool and out racing demons. Occasionally he stops by Fears, and if asked by a pretty girl, he might give her and her friends a ride to wherever they need to go. If he really likes a character, he may give her a pair of his super-cool sunglasses, which grant +2 columns on rolls to resist sunlight.

Motivation: To have a good time.

Combat: Dean can use his auto to run down his opponents. Anyone in his way must roll Passable on Dodge or else take (Defense vs Superior) x 2 damage. In hand to hand combat, Dean uses a switchblade, doing (Defense vs Good) x 2 damage.

Powers: Dean is particularly attractive to women who must roll Great on Charm to resist the urge to stay with him and serve him slavishly. Dean's car travels supernaturally fast, and he can go anywhere on Earth in just an hour.

Horse-with-Spot-on-Nose

Type: Good Lost Soul

Consistency: Incorporeal, solid-looking

Defense: Good

WTL: 20

Abilities: Good Alertness, Good Fate, Superior Nature

Personality & Motivation: Known as "Horse" for short, this Native American shaman was originally from a Sioux tribe. In the early 1850s, Horse became disturbed at the encroaching white population. Turning to the gods for guidance, Horse went into the wilderness where he fasted and chanted for days, asking for a sign. While in a trance, Horse's astral body stumbled into the afterlife.

Horse appears to be a living creature to others, since his touch is warm. However, Horse's natural body wasted away years ago. Since then, he has been looking for a suitable host, preferably a newborn Native American child on the brink of death, so that he might infuse it with life and live again. Horse is honorable, and will not possess anyone who is not deathly ill or dying.

Combat: Horse uses a bow and arrow, which do (Defense vs Good) x 4 damage. He carries a tomahawk, which does (Defense vs Good) x 3 damage.

Powers: By chanting, Horse can summon up to four ghostly wolves (Good Defense, Passable x 4 damage), two mountain lions (Great Defense, Passable x 5 damage) or one raging buffalo (Superior Defense, Good x 4 damage) to fight for him. Horse carries healing herbs in his pouch. By making a quick potion or poultice, he can heal up to (target's Stamina vs Good) x 2 WTL.

Desiree LaBas, demonologist

Type: Evil Person

Consistency: Normally material, she is incorporeal when using Astral Projection to visit Fears.

Defense: Feeble (Superior when in stone form)

WTL: 25

Abilities: Superior Charm, Superior Intelligence, Pathetic Stamina, Feeble Strength

Appearance: Desiree was born in 1892. While her shriveled body lies in a nursing home, her dark arts allow her to travel astrally as a beautiful woman of about twenty. In her incorporeal state, she appears to have long dark hair, soft brown eyes, and an engaging French accent.

Personality: Soft-spoken and charming. She passes herself off as a sympathetic medium, but in reality, she entices ghosts to their doom with her dark arts.

Motivation: Desiree studied the occult all her life, and was finally apprenticed to the demon, Malawere. It was he who gave her the power to appear as a beautiful young woman in the afterlife. He has promised to bestow her with beauty and youth in the living world if she lures 1,000 souls into his lair. Though she has made great progress, Desiree is growing desperate, since her living body is very old.

Combat: Desiree is frail, since her Strength and Stamina are those of an old woman. She relies on her minions to fight for her. The minions are trained to protect her with their lives. She controls them with a silver whistle she wears around her neck,

Four minions are never far from Desiree. They are very silent and hard to see. Two of them crouch on all fours and scuttle along the ground, while two fly through the air and attack from above. They communicate by sharp whistling sounds and attack with fang and claw. Their hides are extremely tough and hard to penetrate. They have Great Defense, and do (Defense vs Passable) x 3 damage.

If Desiree is really in trouble, she will summon Malawere to aid her.

Powers: If attacked, Desiree can turn to ectoplasmic stone for up to one hour per day. While in this state, she can still move about.

She can also entice a lost soul into accompanying her to Malawere's lair. A male lost soul must make a Good Will roll to resist her temptations; a female needs to make a Passable Will roll. By simply passing through a normal door, she creates a magical gate. Anyone who follows her within the next minute will find themselves transported to Malawere's lair. The employees and patrons of Fears know this, and carefully avoid her trap.

Malawere

Type: Demon (A Minister)

Consistency: Dual

Defense: Great

WTL: 40

Abilities: Superior Bargain, Superior Cunning,

Appearance: Malawere has two forms. The first is that of an aristocratic gentlemen dressed as a 17th century courtier. He is about six feet tall, with hypnotic black eyes and jet black hair. He carries a sword with the sign of three twisted snakes wrought into the handle. If Malawere does manifest himself in Fears, usually at the summons of Desiree, he will always take this form first.

The second form Malawere can assume is that of a hideous three-headed serpent. Roughly nine feet tall, with a tail nearly 18 feet long, Malawere attacks his prey with lightening speed. This is the form he assumes while in his lair.

Personality: As a man, Malawere is completely charming, reasonable and thoughtful. He is a good listener, and always projects sympathy and understanding.

As a three-headed serpent, Malawere's true nature is revealed. His actions are calculated, cunning and vicious. He enjoys chasing victims through his many-tunneled lair, giving them false hope of salvation before he finally drains the last of their WTL.

Motivation: To use Desiree as a tool to bring him victims. To drain the unsuspecting of their WTL after torturing them mercilessly.

Combat: In human form, Malawere will attack with his sword, which does (Defense vs Great) x 5 damage. A character who takes damage from the sword must make a Great Stamina roll. Failure means the victim feels a growing numbness emanating from the site of the wound. The character loses an additional 1 WTL each turn and can act only every other turn. The character will feel light headed and will no longer be able to perform complicated actions. She might even drop her weapon. The loss of WTL continues until the victim is injected with snake-bite antidote, or a Passable Faith Heal roll is made.

As a serpent, Malawere not only bites his victims, causing the same results as his sword, he can also spit poison at anyone within twenty feet. A Good Dodge roll is needed to avoid the noxious

blob. A failed roll means the character takes (Stamina vs Great) x 2 damage from the burning venom and is permanently blinded unless the poison is immediately washed away or a successful Medical roll is made. Malawere may also use his tail to grab and squeeze the life force from a victim, doing (Defense vs Great) x 3 damage.

Though Malawere's skin is unnaturally tough and extremely hard to penetrate in both incarnations, he has one physical weakness: if the back of his neck is pierced, he will be destroyed instantly. For this reason, he wears a stiff, armor-plated collar around his neck and rarely turns his back on anyone. When in serpent form, the vulnerable area is a small green scale on the crown of the monster's middle head. This fact is not common knowledge, and a player must make an Awesome Occult roll to recall it. Striking Malawere's vulnerable spot requires an Awesome attack roll, but any hit with a pointed weapon will destroy him.

Malawere can only be truly destroyed when in his lair. If he is reduced to 0 WTL while on Earth, he is merely banished to his lair for a year and a day.

Malawere hates mongooses. If the party can convince a talking mongoose to help them defeat Malawere, they may be able to chase him away without a fight.

Powers: Hypnotic Gaze: By making eye contact, Malawere can compel a person to come to him without struggling for (Will vs Great) x minutes.

Ethereal Beauty: After detaching a small pearl from his richly decorated clothing, Malawere instills it with the power of Ethereal Beauty. Anyone who agrees to swallow it (whether living or not) will always appear beautiful in the afterlife. Their Charm and all related skills will immediately increase by 4 points. Of course, Malawere does not confer this gift for free. Using his powerful will and hypnotic power, he will encourage his victim to accept the pearl in exchange for bringing fodder to his lair. If the victim agrees to swallow it, he will be doomed like Desiree to entice people to Malawere's tunnels via the nearest door. If Malawere is destroyed in his lair, his victims will be released from this agreement. They will not lose their supernaturally gained Charm.