

THE DRESDEN FILES

ROLEPLAYING • GAME



The Cranston House

CASEFILE: NIGHT FEARS

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OVERVIEW

This DRESDEN FILES RPG casefile is intended for 3-7 players. Partially-generated PCs are provided. These characters already have some of their aspects, skills, stunts, and powers determined, as well as some background information, but the players will have the opportunity to personalize these characters by adding the missing details.

Page numbers in DFRPG books are referred to as follows: YS238 means page 238 in *THE DRESDEN FILES RPG VOLUME 1: YOUR STORY*, where OW191 means page 191 in *VOLUME 2: OUR WORLD*.

The game is set in any city or town. On a dare, a group of young teenagers decides to spend the night in an old house that's said to be haunted. This can be a horror story, with the characters trying to last the night in the house, or a mystery, with the characters trying to discover the source of the haunting.

This is intentionally a lightweight write-up. It depends greatly upon you, the GM, running with what the players give you. You'll ask them a number of questions at the start of the casefile. These will help the players complete their characters and tailor the casefile to their concepts of their characters. Thus, no two sessions of this game will ever be quite the same.

This write-up assumes that you, the reader, are the GM and familiar with *THE DRESDEN FILES RPG* rules. If you're planning to play through this casefile, you might want to stop reading now.

STARTING THE GAME

This adventure starts at sunset at the doors of the Cranston house, an abandoned Victorian two-story building said to be haunted. The characters are a group of students about to start high school who have come to spend the night in the old house on a dare. The PCs all know each other from school—though they're not necessarily all close friends, there are no strangers in the group. Note that many of the PC names work as either male or female characters. Players should feel free to choose the gender of their character (despite art and textual cues).

The PCs are:

- ♦ Andy Drabyk, Jock in the Making
- ♦ Chris Stein, Trickster Changeling
- ♦ Dani Lussier, Gorgeous Rich Girl
- ♦ Jaimie Collins, Psychic Bookworm
- ♦ Mike Ng, Troubled Medium
- ♦ Nicky Hamonic, Steadfast Best Friend
- ♦ Terry Jefferson, Devout Follower of the Shepherd

Spread out or pass around the character sheets so everyone can look at them and choose the one they want.

All the PCs are at the "Feet in the Water" Power Level (6 Refresh, 20 Skill Points, skill cap at Great). The game can be played with anywhere from 3-7 of the PCs. You'll have to adjust the amount and/or quality of opposition accordingly.

Noteworthy NPCs:

- ♦ Jerome Cranston, ghost of a murderer
- ♦ Maggie Cranston, ghost of his wife
- ♦ Toby Cranston, ghost of a murdered infant

You'll find notes on these NPCs at the end of the document.

Noteworthy locations:

- ♦ The living room
- ♦ The kitchen
- ♦ The master bedroom
- ♦ The attic
- ♦ The cellar

CHOOSING SKILLS

You'll notice that the PCs are incomplete—several skills and aspects are missing. Skills can be filled in as the game progresses—when the players need a skill, they just write it in on one of the blank lines. Let players swap out skills that are already listed, if they wish.

CHOOSING ASPECTS, AND GETTING A HANDLE ON THE STORY

Once everyone has selected a character, start things off by asking some probing questions. Answers to these questions should establish *history*, which helps build setting and characters, and *opinion*, which helps establish relationships. Consider asking specific questions of specific players, and if one question builds off a previous question, try asking a different player than the one who answered the previous one. As the players answer them, ask them how they might turn their answers into aspects. They don't have to detail all of their aspects now; they might fill in their last one 90 minutes into play.

Here are some example questions. You should definitely use the last two, as they help tie the group together.

- ♦ Who was supposed to be here that didn't show? (It's easiest to choose an unused PC, if there's one available.)
- ♦ Two of you used to be best friends, but then had a falling out. What happened, whose fault is it, and what does everyone else think about the incident?
- ♦ In the past week, one of you has had a death in the family. Who was it? How did they die? How does that make you feel about ghosts?
- ♦ Which one of you was not invited to come along tonight, but showed up anyway? Why would you do that?

- ♦ One of you is only here because of another character. Who are you following? Why?
- ♦ Which one of you is going to a different school in the fall? Why? How do you feel about leaving your friends?
- ♦ Bullies have been targeting one of you. What was the latest incident? How are you going to deal with this?
- ♦ Who had the idea for this dare? How did he or she talk everyone else into it?
- ♦ What will the dare's "winners" win, and what will the "losers" lose? (Embarrassment and status should be powerful motivators for teenagers.)

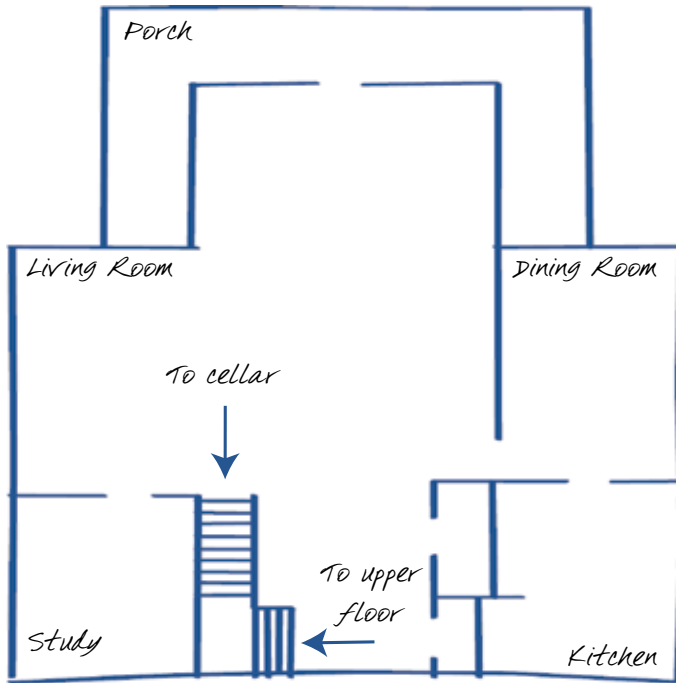
Here's a list of personalized questions, one for each PC, to help further define them.

- ♦ Andy, what sport do your parents want you to participate in? How do you feel about it?
- ♦ Chris, is your fey parent your mother or father? Have you met him or her? Are they aligned with Summer or Winter?
- ♦ Dani, what one thing do you want but can't have? How do you feel about that?
- ♦ Jaimie, what's the best story you've ever gotten from touching an object? The worst?
- ♦ Mike, who else at the table knows what you can do? How did they find out, and how did they react?
- ♦ Nicky, who at the table is your best friend? Why?
- ♦ Terry, what would the Shepherd think of what you're doing tonight? Would you be proud or ashamed to tell him?

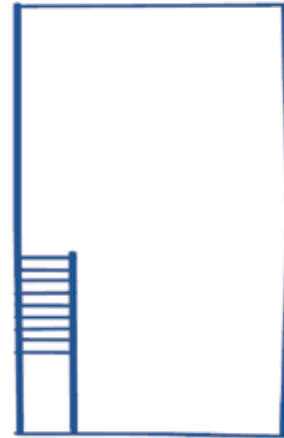
In addition to these questions, ask each player to come up with a short ghost story his or her character has heard about the house to share with the others during the first act.

Cranston house floorplan (approximated)

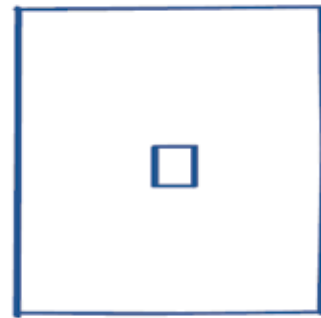
Ground Floor



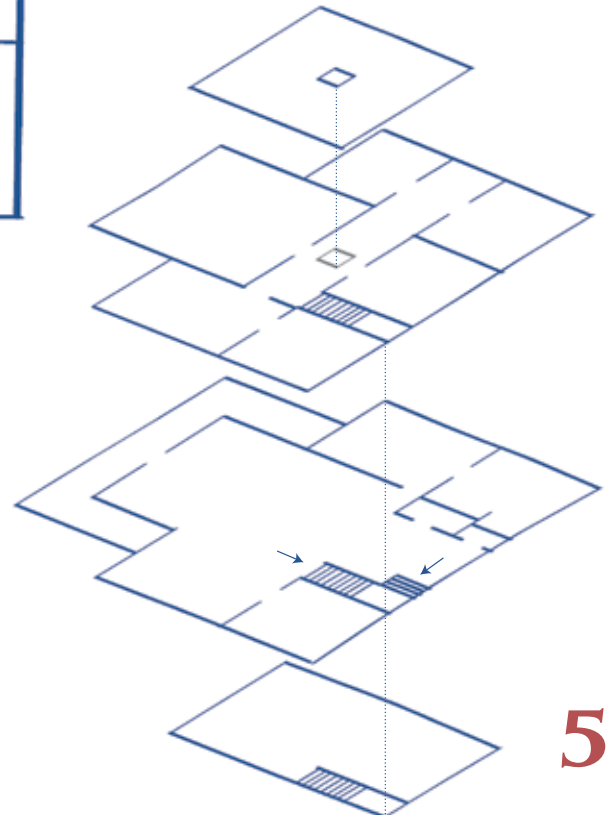
Cellar



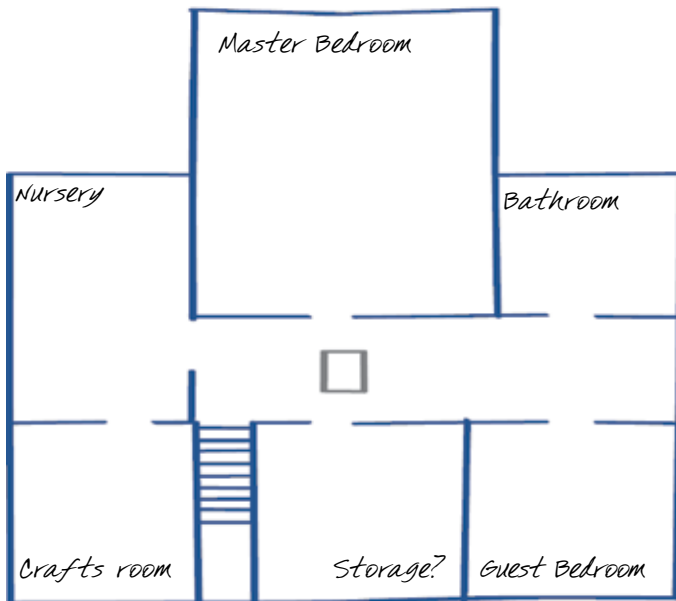
Attic



Layered view



Upper Floor



Stairway to upper floor is an "L-shaped" stairwell. Underneath the stairs on the ground floor is a doorway that opens into a lower staircase leading to the cellar.

There's a ceiling trap-door with a folding staircase in the hallway on the upper floor that leads to the attic.

The cellar is cluttered, and has an old coal furnace.

THE SITUATION

The game plays out over three acts, each of which ratchets up the tension in the house, providing more spooky things to scare the kids out of the house. The first deals with the normal, if creepy, prospect of being in an old house after dark with a bunch of your friends. The second brings in a few strange occurrences, creating an air of subtle menace. The third introduces a few supernatural elements to really scare the characters.

The idea of being scared is central to this game, and uses the Mental Conflict system (YS217). You should familiarize yourself with the rules for Mental Conflicts before running this scenario. The assumed nature of being taken out in this adventure is that the PC leaves the house, forfeiting the dare.

WHAT'S REALLY GOING ON

First off, you're going to have to decide a few things. One is whether the goal of this adventure—the victory condition, if you like—is to spend the whole night in the house, or whether the goal is to uncover what's causing the haunting and to defeat it. Basically, this is a choice between running a horror game (survive the night) or a mystery game (solve the haunting). There's information for each style in the sections below.

Second, you're going to need to decide what the story of the haunting really is. There is a default backstory below, but you may want to toss that out in favor of a story of your own, or tweak it using some of the ghost stories the characters are going to tell in Act One.

Finally, you need to determine how much danger the characters are actually in. Are they just going to be frightened and possibly chased out of the house, or are they actually risking their lives against supernatural threats? By default, the adventure assumes that there's little actual physical threat here, and the characters are just going to be scared. If you change that, take into consideration the sensibilities of your players; threatening young teens with death can raise some issues. As an in-game consideration, the characters have very limited ways to fight back against the antagonists, so you'll need to provide some means for them to defend themselves if you decide to place them in peril.

The default story for this haunting takes place in the 1930s. According to the newspapers, Jerome Cranston murdered his wife and newborn baby, shutting the baby's body in the furnace in the cellar, and dismembering the body of his wife and hiding the pieces within the walls of the various rooms. He then shot himself.

That's the published story. Here's what really happened: Jerome didn't kill his baby—it was his wife, Maggie, in the depths of post-partum depression, and Jerome killed her in a fit of rage when he found out what she'd done. After trying to hide what he'd done, he gave up and committed suicide.

There's one further twist on the story: Maggie was a minor practitioner, and that has intensified and warped her, her family, and the house. She was untrained, but her will was strong, and she had just enough talent (and the Sight) to make dealing with reality difficult for her. With no one to explain what she was seeing and experiencing, she fumbled her way into real supernatural danger, and her mind finally broke under the added strain of motherhood.

In the anguish of the tragic events surrounding her death, Maggie has been unable to let go of her home. Her powerful, insane despair and rage have transformed it into something similar to a demesne (YS170)—the house is now a place where the Nevernever and the mundane world bleed together. This causes some of the strange effects that occur during the scenario, and also allows the PCs to interact more directly with the ghosts here than they would otherwise be able.

ACT ONE: EVENING

Act One begins with the PCs meeting in front of the Cranston house a couple of hours before midnight. This is a good time for the players to start exploring the relationships between the characters—the answers to the questions they gave in the section above should provide some good fodder for low-level conflict or bonding. Of special interest at this moment are probably the person who didn't show up, and the uninvited character.

This should also be the time for the first obstacle of the night: how to get into the house. The doors are locked and boarded up, and the windows are covered with big sheets of graffiti-covered plywood.



Let the players work out an entry strategy, and call for skill checks as necessary. If you want to add a little urgency to the situation, have a patrol car pass by at an inopportune moment, or a light go on in the house next door. Don't make it too tough, though—the rest of the adventure assumes that they make their way in. Just use the obstacle to get them working on solving a problem together, and fleshing out the group dynamic.

Once inside, the first order of business is probably exploration. Go to town describing an old, run-down Victorian house as seen by the light of cell phones and flashlights, making things seem really creepy. If you want to throw in a bit of a scare, a skittering rat or surprised cat can show up to freak out the PCs—make it a Mediocre attack against their Discipline, with stress going to the Mental track. This is a good opportunity to show new players the mechanics of Mental Conflict, and discuss the consequences of being taken out.

Also take this opportunity to place a few aspects on the scenes. Good ones include Spooky House, Rotten Floorboards, Holes in the Walls, Garbage in the Corners, Bad Vibes, and Dark. Tailor the ones you choose to reflect the nature of the backstory you're using for the haunting.

There are a few locations that merit a little thought before running the game, especially if you're running it as a mystery.

The living room is the most likely base camp for the PCs. It's a big room, empty, with fading wallpaper and plaster falling off the wall to reveal the laths behind it, and the dark gaps behind them. There is a soiled mattress in one corner, and some insignificant—but unpleasant—detritus.

The kitchen is where Jerome Cranston shot himself, and has become the centre for his ghostly existence. Like the rest of the house, it has been stripped bare, and the appliances have been removed. If the characters look closely, they may be able to make out a large, dark stain on the old linoleum, indicating where Jerome did the deed. There's a big cast iron sink still in place, though the water isn't turned on, and a broken chair lies against the stripped counters. In the back corner of the cupboard under the sink is a rusted toolbox with a hammer, a pipe wrench, and some screwdrivers that belonged to Jerome. These tools may be useful as weapons against Jerome—see "Adjusting the Opposition," below.

*Cranston
house,
interior*

The master bedroom, upstairs, is the site of Maggie's murder, and the disposal of her body. In the back of the closet is a dark hole punched through into the space between the walls, where Jerome stuffed the dismembered pieces of her corpse. At the bottom of the hole, down in the living room wall below, there are still a couple of her finger bones.

The attic is accessible by a trapdoor with a pull-down ladder on the upper floor. It may be tough to spot the trapdoor, depending on what you want to put in it. It's a good spot to leave a couple of items left over from the Cranstons, such as Maggie's wedding dress, or Toby's teddy bear. It's also where Maggie hid her little stash of magical implements, under a loose floorboard. There's a tarnished silver cup, an old paring knife with mystic symbols scratched on the blade, and a book of sketches of things Maggie saw when using the Sight. If Jaimie is in the group, this is a good opportunity for her to use her Psychometry to uncover some of the story behind the haunting. Visions of Maggie's happy life may be associated with the wedding dress, while her fear and deteriorating mental state may be seen in her magical implements. Similarly, if Chris has manifested the Sight, the magical implements can show a terrible, warping influence on the mind. If neither option is available to the PCs, the sketchbook should still be useful in deducing Maggie's mental state.

The cellar holds the old coal furnace that was Toby's final resting place. This is another place you can seed some important items or clues as to what's going on. It's a low place, with the ceiling a mere six and a half feet above the dirt floor.

Once they've got the lay of the land, subtly steer them back to wherever they decide to base themselves for the night and get them to start telling their ghost stories. If your group has been paying attention, they may beat you to the punch and start off with ghost stories on their own. If so, that's great. If not, wait for someone to ask why they had to come up with ghost stories during the question phase, and then ask if they want to tell them to each other.

As each character starts to tell his or her ghost story, ask if he or she is trying to scare the other PCs. If so, let the character make a Mental attack using Intimidate or Deceit against the other characters' Discipline. Let's see how badly they can scare each other.

ACT TWO:

THE WITCHING HOUR

The best time to start Act Two is when the PCs decide to go to sleep. The idea here is to start having minor weird things happen to scare the characters—and, if it's a mystery game, get them interested in figuring out what's going on. To that end, pull on your knowledge of ghost movies—and the stories the characters told—to come up with some creepy things to freak them out. Each one is a Mental attack against the characters who witness it.

Here are some suggestions.

- ♦ A character who is asleep wakes up to a brief glimpse of a woman crouching down over his sleeping form. It vanishes immediately. Fair attack.
- ♦ The faint sounds of a baby crying can be heard coming from the master bedroom or the cellar. Mediocre attack.
- ♦ Scratching sounds coming from inside the walls. Average attack.
- ♦ The temperature in the current room drops drastically over the course of a second or two. Average attack.
- ♦ Footsteps upstairs/downstairs (depending on where the character is). Average attack.
- ♦ The walls start to drip blood. Good attack.
- ♦ Looking into a hole in the wall, arms suddenly reach out to grab a character. Good attack.
- ♦ The shadowy form of a man seen at the end of a hallway for an instant. Fair attack.
- ♦ A door that should lead to one room leads to a different one. Fair attack.
- ♦ The hallway a character is walking down seems to stretch out farther than the house can contain. Average attack.

This is the phase where real investigation probably takes place. Anyone with a smartphone can do some searching on the history of the house and what happened here. Failing that, one or more of the PCs may know some of the story with a successful Lore check. By pooling the information they can each provide, they should be able to piece together the public story. The secret behind it is going to have to come from other sources, such as those outlined below.

The ghosts aren't fully awake, yet, so they haven't started really tearing into the trespassers, but they're aware enough that Mike might be able to get a little information.

Jaimie might be able to find some memories of the incident in the attic, kitchen, or cellar—if Jaimie wants to see what she can pull from the house itself, I'd suggest warning her that that might overwhelm her ability to cope. If she goes ahead, well, you warned her. Go to town.

Chris may decide to manifest the Sight by moving further towards his fey nature. This will give him access to a whole lot of information, but at great risk to his mind. Again, warn the player about the risks, and then don't pull your punches if he goes ahead with it.

Failing any of the supernatural options above, the sketchbook found with Maggie's magical implements in the attic can give some insight into her broken mind. If necessary, add some notations to the drawings that reference her despair and the beginnings of her thoughts about killing Toby.

While this is going on, take the chance to ramp up some of the aspects you established in Act One to reflect the elevated tension level. For example, Holes in the Walls might become Something Moving in the Walls, and Dark might turn into Your Eyes Can't Adjust to the Darkness.

Once the PCs have an idea of what's going on and the beginnings of a plan to deal with it, it's time to move into Act Three.

ACT THREE:

THE DEPTHS OF NIGHT

The ghosts wake up, and start going about their business. Their individual goals might vary, depending on the backstory you determined, but none of them are happy about having outsiders in their home. As they wake, take the opportunity to once again ramp up the aspects you've established—Your Eyes Can't Adjust to the Darkness might become Impenetrable Darkness, and Bad Vibes might turn into Aura of Doom.

Jerome stalks through the house, doing his best to scare away the intruders. He likes to show up right behind someone and use his Incite Emotion attack to scare them badly, then disappear again. He gets bolder if anyone starts poking around the hole in the upstairs closet or tearing apart the walls in the living room where the last of Maggie's remains are. Jerome will not go into the cellar.

Maggie stays inside the walls, hiding from Jerome. If he shows up, she flees. From within the walls, though, she uses her Poltergeist ability to try and pull PCs in with her—an especially nasty attack on someone who pokes his or her head into a hole in the wall—or to cause the walls and doors of the house to reach out and bash at unwary characters. She gets desperate and frantic if anyone starts into the cellar, and will come out of the walls to stop them.

Toby's ghost is lost, angry, frightened, and confused. He lies in the furnace where his body was placed, and rages at the world with his powerful Incite Emotion ranged attack. He was only a few months old when he died, and so has all the desperate emotional energy of a baby.

The wrap-up of this game depends on whether you're running a horror story or a mystery story. If it's a horror story, the characters can try to defeat the ghosts—they are vulnerable to physical attacks, if the PCs can figure out and overcome The Catch of the ghosts' Physical Immunity (see "Adjusting the Opposition," below)—giving the PCs the rest of the night in peace. This is challenging, but not impossible, and it's likely that one or more of the PCs will be chased from the house before the end.

If you're running a mystery game, then the characters have to figure out how to end the haunting. That's going to depend on the backstory you've decided on for the game. The following assumes the default backstory.

Billy—
you mention smartphones
on the prior page... Harry's
electromagnetic field would
short out any high-end
electronics almost instantly.
Wouldn't that happen
with Jaimie or Mike, too?
— Eyes

Yeah. But they're all minor
talents or normal folks. And
besides, the ability to do a
little research is important
here. It'd be pretty cruel to cut
them off from that entirely.

Laying Toby's ghost to rest is fairly easy: he wants his teddy bear, currently in a box in the attic. Bringing that down to the cellar and laying it in the furnace comforts him, and he fades away.

Maggie's ghost can be dispelled by finding the finger bones hidden behind the wall in the living room and disposing of them. Burning them works, as does smashing them, or having Terry pray over them. Maggie doesn't want to go, though, and will do her best to prevent this from happening. Alternately, since Maggie killed Toby, forcing her into the cellar while Toby's ghost is still there will allow Toby to shred her spirit in brutal vengeance. Also, returning Maggie's magical implements to her may give her enough of an anchor to come to her senses momentarily—she realizes her guilt, and marches solemnly into the cellar to embrace her victimized child... or be destroyed by him.

Jerome is here mainly out of guilt and a sense of duty, and will be released if Maggie is gone and Toby is at peace. In that case, he appears briefly to the PCs, nods his thanks, and vanishes forever.

Once the ghosts are gone, or all the characters have been chased out, the main part of the adventure is over. If you want to provide closure, you can flash forward to sunrise, and let the characters make their way home, with last conversations with each other. Or, if one or more of the PCs was chased from the house, try jumping forward to the first day of school, where they meet in the cafeteria.

ADJUSTING THE OPPOSITION

If you need to ramp up or tone down the NPCs below, the best way is by modifying their Intimidate skill. This is the basis of their most powerful ability: the Incite Lasting Emotion attack. While Maggie's physical attacks may look more threatening, the Mental Stress Tracks of the PCs will be taking the brunt of the punishment throughout the scenario, and reducing or increasing the impact the ghosts can have on that will go the furthest towards fine-tuning the opposition for your group.

An alternative is to adjust the Catch for the ghosts' Physical Immunity. The nature of the quasi-demesne that the house has become may make it easier to interact physically with the ghosts, making their Catch a little more broad.

Some possibilities:

- ♦ Items connected with a ghost allow the bearer to make physical attacks against that ghost. Such items include Jerome's tools, Maggie's magical implements or wedding dress, and Toby's teddy bear.
- ♦ Attacking a character physically makes the attacking ghost vulnerable to physical attacks for the remainder of the scene.
- ♦ Using Incite Emotion makes the ghost vulnerable to physical attacks for the next exchange.

I got this "casefile" from one of the guys who experienced it. If he's right about some of this, we've gotten the nature of ghosts very, very wrong.

*For Harry's sake,
I hope so.*

JEROME CRANSTON

HIGH CONCEPT: MURDERER'S GHOST

OTHER ASPECTS: TORMENTED, ASHAMED

SKILLS

Alertness: Average (+1)

Athletics: Average (+1)

Conviction: Good (+3)

Intimidation: Fair (+2)

Presence: Fair (+2)

Stealth: Good (+3)

All other skills default to Mediocre (+0).

POWERS

Incite Emotion (Fear, Lasting Emotion) [-2]

Spirit Form [-3]

Swift Transition (No Mortal Home) [-1]

Physical Immunity [-8]

The Catch [+2] (see "Adjusting the Opposition")

STRESS

Mental ○○○○ **Physical** ○○ **Social** ○○○

NOTES

Average initiative, Average attack and defense. Incite Emotion can be used on a target by touch, with a Fair **Weapon:2** strength attack on the Mental stress track.

Jerome can ramp this up to a Great attack if he distorts his spirit form.

TOTAL REFRESH COST: -12



MAGGIE CRANSTON

HIGH CONCEPT: MURDERED MOTHER

OTHER ASPECTS: GUILTY, MADDENED

SKILLS

Alertness: Average (+1)

Athletics: Average (+1)

Conviction: Average (+1)

Fists: Fair (+2)

Intimidation: Good (+3)

Presence: Fair (+2)

Stealth: Good (+3)

All other skills default to Mediocre (+0).

POWERS

Cloak of Shadows [-1]

Incite Emotion (Fear, Lasting Emotion) [-2]

Spirit Form (Poltergeist) [-5]

Swift Transition (No Mortal Home) [-1]

Physical Immunity [-8]

The Catch [+2] (see "Adjusting the Opposition")

STRESS

Mental ○○○ **Physical** ○○ **Social** ○○○

NOTES

Average initiative, Fair attack, and Average defense. Unlike the other ghosts, Maggie can use her Poltergeist ability to attack physically, at Average skill. Incite Emotion can be used on a target by touch, with a Good **Weapon:2** strength attack on the Mental stress track. Maggie can raise this to a Superb attack if she distorts her spirit form.

TOTAL REFRESH COST: -15



TOBY CRANSTON

HIGH CONCEPT:

GHOST OF A MURDERED CHILD

OTHER ASPECTS: ENRAGED, BAFFLED

SKILLS

Conviction: Superb (+5)

Intimidation: Great (+4)

All other skills default to Mediocre (+0).

POWERS

Incite Emotion (Fear, At Range, Lasting Emotion) [-3]

Spirit Form [-3]

Swift Transition (No Mortal Home) [-1]

Physical Immunity [-8]

The Catch [+2] (see "Adjusting the Opposition")

STRESS

Mental ○○○○ **Physical** ○○ **Social** ○○

Toby also has one additional mild mental consequence slot.

NOTES

Average initiative, Average attack and defense. Incite Emotion can be used on any target in the cellar, with a Superb **Weapon:2** strength attack on the Mental stress track. Toby can get this up to an Epic attack if he distorts his spirit form.

TOTAL REFRESH COST: -13

I thought the rules required high skill levels be supported by the same number of skills at lower levels?

*Toby is...an exception.
An angry, murdered,
ghostly exception.*



Mike



Dani



Nicky



Andy



Terry



Chris



Saimie



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *ANDY DRABYK*

PLAYER

ASPECTS

HIGH CONCEPT

Sock in the Making

TROUBLE

Great Expectations

OTHER ASPECTS

Not a Kid Anymore

SKILLS

SUPERB (+5)

OF SLOTS: 0

GREAT (+4)

OF SLOTS: 1

Athletics

GOOD (+3)

OF SLOTS: 2

Discipline, Endurance

FAIR (+2)

OF SLOTS: 3

Might, Presence,

AVERAGE (+1)

OF SLOTS: 4

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)



MENTAL
(CONVICTION)



SOCIAL
(PRESENCE)



ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

-1 Fleet of Foot (Athletics):
+2 to Athletics when sprinting.

-1 Leadership (Presence):
+1 to Presence to command
a group, coordinating them
1 time increment faster.

-1 Tireless (Endurance): Endurance
considered Fantastic when
it might affect
another skill.

+2 Pure Mortal Bonus

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

Feet in the Water

SKILL CAP

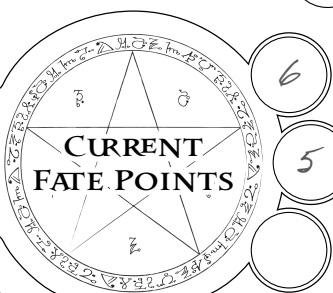
Great

SKILL POINTS SPENT

20

TOTAL AVAILABLE

20



BASE REFRESH LEVEL

5

ADJUSTED REFRESH

FP FROM LAST SESSION

-1

TOTAL REFRESH
ADJUSTMENT

THE LADDER

LEGENDARY	+8
EPIC	+7
FANTASTIC	+6
SUPERB	+5
GREAT	+4
GOOD	+3
FAIR	+2
AVERAGE	+1
MEDIOCRE	+0
POOR	-1
TERRIBLE	-2

ANDY DRABYK

Andy is his parents' joy, their golden child. He's got a real aptitude for sports, and his parents have mapped out his entire athletic career. It'll be a great life, as long as he doesn't let them down.

ANDY'S STUNTS

Fleet of Foot (Athletics): +2 to Athletics when sprinting.

Leadership (Presence): +1 to Presence to command a group, coordinating them 1 time increment faster.

Tireless (Endurance): Endurance considered Fantastic when it might affect another skill. (The upshot: if Endurance would modify another skill, that skill gets a +1.)

ANDY IS A PURE MORTAL

Since he has no weird powers, Andy gets an extra 2 fate points. Spend 'em while you got 'em!



CHRIS STEIN

It's not so much that Chris has a sense of humor; it's more that the sense of humor has Chris. His practical jokes are good for a few laughs, but he doesn't seem to know when to be serious. It gets him into a lot of trouble, and has cost him some good friends. But he just can't help himself. It's in his blood. His fey parent had a wicked sense of humor.

CHRIS' STUNTS

Pointed Performance (Performance): May target specific person or group when performing for an audience.

CHRIS' POWERS

GLAMOURS [-2]

Minor Veils. With a moment of concentration, you may draw a veil over something (not particularly large—maybe the size of a small, tight group of people), hiding it from sight and other means of detection. Use your Discipline or Deceit to oppose efforts to discover the veil. If the veil is discovered, it isn't necessarily *pierced*—but the discoverer can tell that it's *there* and that it's *wrong*.

Seemings. You are able to cause someone or something to appear to be other than what it is—usually this is personal, but it may be used on other objects and people if they belong to you or have entered a pact with you. You may use your Discipline or Deceit skill to oppose any efforts to discover that the seeming is something other than real.

CHRIS' POTENTIAL POWERS

At any point in this story, you can further embrace your fey nature and take any of these powers. You must permanently surrender the refresh cost in Fate Points to do so. If Chris takes both powers, it signifies that he has embraced his puckish nature and fully become a creature of faerie (and hence would become an NPC at the end of the session); his appearance will likely change to match his heritage more fully as he does so.

Chris will have to take The Sight before he can take Greater Glamours.

THE SIGHT [-1]

Arcane Senses. Even with your third eye closed you have heightened arcane senses. You may use Lore as if it were an arcane Investigation skill as well as an arcane Alertness skill. You also gain +1 to Lore when using it in this fashion.

Wizard's Touch. As another aspect of your arcane senses, when you touch another being who has some magic potential, the GM may ask you to roll Lore to catch just a hint of a “spark”—indicating their nature as something other than mundanely mortal. Even on a failed roll, you might experience some sort of sense that something is “off,” without being able to pin it down.

Opening the Third Eye. You may use the Sight to fully open your third eye, with all of the risks and rewards that come with it. See page YS223 for details on how the Sight works.

GREATER GLAMOURS [-4]

Veils. Same as Minor Veils, except: Use your Discipline or Deceit at +2 to oppose any efforts to discover the veil. You may set aside this +2 bonus to draw a veil over a whole zone.

Seemings. As with the Glamours effect of the same name (above). You may use your Discipline or Deceit skill at +2 to oppose any efforts to discover the seeming.

True Seemings. You may create an object—and with some difficulty, even ephemeral creatures—out of ectoplasm, the stuff of the Nevernever.



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *DANI LUSSIER*

PLAYER

ASPECTS

HIGH CONCEPT

Gorgeous Rich Girl

TROUBLE

Spoiled Rotten

OTHER ASPECTS

Not a Kid Anymore

SKILLS

SUPERB (+5)

OF SLOTS: 0

GREAT (+4)

Presence

OF SLOTS: 1

GOOD (+3)

Conviction, Resources

OF SLOTS: 2

FAIR (+2)

Empathy, Rapport,

OF SLOTS: 3

AVERAGE (+1)

OF SLOTS: 4

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)



MENTAL
(CONVICTION)



SOCIAL
(PRESENCE)



ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

-1 *Lush Lifestyle (Resources):*

You may assume you have any item costing equal to or less than your Resources.

-1 *Sex Appeal (Rapport): +2 to seduction of receptive targets.*

-1 *The Social Graces (Empathy): +2 to Empathy for initiative.*

-1 *The Weight of Reputation (Presence): Use Presence instead of Intimidation to scare anyone knowing your "rep."*

+2 *Pure Mortal Bonus*

THE LADDER

LEGENDARY	+8
EPIC	+7
FANTASTIC	+6
SUPERB	+5
GREAT	+4
GOOD	+3
FAIR	+2
AVERAGE	+1
MEDIOCRE	+0
POOR	-1
TERRIBLE	-2

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

Feet in the Water

SKILL CAP

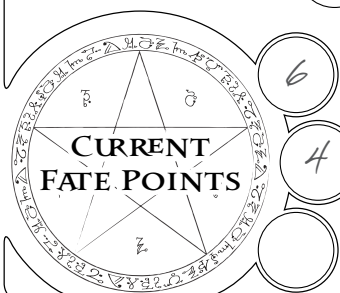
Great

SKILL POINTS SPENT

20

TOTAL AVAILABLE

20



6

BASE REFRESH LEVEL

4

ADJUSTED REFRESH

FP FROM LAST SESSION

-2

TOTAL REFRESH
ADJUSTMENT

DANI LUSSIER

Dani is gorgeous and her parents are rich. The combination of her family's money and her blossoming beauty mean she gets pretty much anything she asks for, and that's the way she likes it.

DANI'S STUNTS

Lush Lifestyle (Resources): You may assume you have any item costing equal to or less than your Resources.

Sex Appeal (Rapport): +2 to seduction of receptive targets.

The Social Graces (Empathy): +2 to Empathy for initiative.

The Weight of Reputation (Presence): Use Presence instead of Intimidation to scare anyone knowing your "rep."

DANI IS A PURE MORTAL

Since she has no weird powers, Dani gets an extra 2 fate points. Spend 'em while you got 'em!



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *JAIMIE COLLINS*

PLAYER

ASPECTS

HIGH CONCEPT

Psychic Bookworm

TROUBLE

"I'm a Freak!"

OTHER ASPECTS

Not a Kid Anymore

SKILLS

SUPERB (+5)

OF SLOTS: 0

GREAT (+4)

OF SLOTS: 1

Scholarship

GOOD (+3)

OF SLOTS: 2

Alertness, Investigation

FAIR (+2)

OF SLOTS: 3

Conviction, Stealth,

AVERAGE (+1)

OF SLOTS: 4

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)



MENTAL
(CONVICTION)



SOCIAL
(PRESENCE)



ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

-1 Capable Researcher (Scholarship):
Non-Lore research 2 time
increments faster.

-1 Person of Conviction (Conviction):
Use Conviction instead of
Presence to determine your
social stress capacity.

-1 Psychometry (see text)

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

Feet in the Water

SKILL CAP

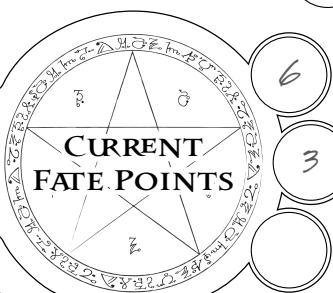
Great

SKILL POINTS SPENT

20

TOTAL AVAILABLE

20



BASE REFRESH LEVEL

ADJUSTED REFRESH

FP FROM LAST SESSION

THE LADDER

LEGENDARY	+8
EPIC	+7
FANTASTIC	+6
SUPERB	+5
GREAT	+4
GOOD	+3
FAIR	+2
AVERAGE	+1
MEDIOCRE	+0
POOR	-1
TERRIBLE	-2

-3

TOTAL REFRESH
ADJUSTMENT

JAIMIE COLLINS

Jaimie long ago got over being teased for always having her nose in a book. She likes learning things, and finding things out, and uncovering secrets. Her ability to pick up the stories of objects certainly helps her do that, but she's careful to make sure no one ever finds out she can do that. Being strange is one thing; being a freak is something else.

JAIMIE'S STUNTS

Capable Researcher (Scholarship): Non-Lore research 2 time increments faster.

Person of Conviction (Conviction): Use Conviction instead of Presence to determine your social stress capacity.

JAIMIE'S POWERS

PSYCHOMETRY [-1]

You have a semi-magical ("psychic") talent for catching glimpses of the past when you touch objects.

Echoes of the Past. You can perform an assessment action on the history of a given object that you are able to touch and contemplate. This is a standard Investigation roll, but instead of searching a physical location, you are rifling through the situations that the object has been exposed to in the past, looking for glimpses of something significant. Psychometry assessments are more difficult than normal (Good or higher), so even with a high roll, you may only get one aspect or fact, and you may not receive any additional context to help you make sense of it.

For example, a knife used as a murder weapon might only give you fleeting images from the scene, not enough to make a positive ID on the killer; but you might see something like A BUTTERFLY NECKLACE that you can tag later as a clue on a future roll.



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *MIKE NG*

PLAYER

ASPECTS

HIGH CONCEPT

Troubled Medium

TROUBLE

Never Trust the Living

OTHER ASPECTS

Not a Kid Anymore

SKILLS

SUPERB (+5)

OF SLOTS: 0

GREAT (+4)

Alertness

OF SLOTS: 1

GOOD (+3)

Athletics, Stealth

OF SLOTS: 2

FAIR (+2)

Intimidate, Lore,

OF SLOTS: 3

AVERAGE (+1)

OF SLOTS: 4

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)



MENTAL
(CONVICTION)



SOCIAL
(PRESENCE)



ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

-1 *Finely Tuned Third Eye (Lore):*
+2 to Lore; use Lore for
Alertness to pick up on the
presence of the supernatural.

-1 *Infuriate (Intimidate): +2*
to any roll to get someone
deliberately angry with you;
any consequences or temporary
aspects must name you as
source and target of anger.

-1 *Paranoid? Probably. (Alertness):*
+2 to Alertness vs. surprise.

-1 *Ghost Speaker*
(see text)

THE LADDER

LEGENDARY	+8
EPIC	+7
FANTASTIC	+6
SUPERB	+5
GREAT	+4
GOOD	+3
FAIR	+2
AVERAGE	+1
MEDIOCRE	+0
POOR	-1
TERRIBLE	-2

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

Feet in the Water

SKILL CAP

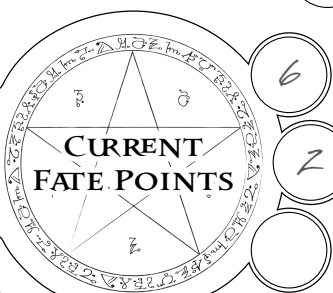
Great

SKILL POINTS SPENT

20

TOTAL AVAILABLE

20



BASE REFRESH LEVEL

2

ADJUSTED REFRESH

FP FROM LAST SESSION

-4

TOTAL REFRESH
ADJUSTMENT

MIKE NG

Mike has been seeing ghosts since he was about six. Talking to them has always been easier than talking to living people; ghosts are simpler, and once you learn about a particular ghost, it never surprises you. Living friends are more complicated, and take a lot more work, and are much more likely to screw you over. No, ghosts are definitely easier to deal with.

MIKE'S STUNTS

Finely Tuned Third Eye (Lore): +2 to Lore; use Lore for Alertness to pick up on the presence of the supernatural.

Infuriate (Intimidate): +2 to any roll to get someone deliberately angry with you; any consequences or temporary aspects must name you as source and target of anger.

Paranoid? Probably. (Alertness): +2 to Alertness vs. surprise.

MIKE'S POWERS

GHOST SPEAKER [-1]

Description: You see dead people. All the time. Some people mistakenly refer to you as an *ectomancer*, but your ability is more instinctual and you are not technically a spellcaster (although this ability can be added on top of an existing spellcaster if the character template allows for it).

Skills Affected: Social and perception skills.

Effects:

See the Dead. You have no problems perceiving the presence of spirits and ghosts, unless they are deliberately trying to conceal themselves—in which case it's Investigation (or Alertness) vs. Stealth.

Seen by the Dead. Spirits and ghosts have no problem perceiving *you* as well, regardless of how tenuous their manifestation is—they recognize you as a conduit to the mortal world and will readily come forward to contact you. This means such creatures will see and find you more easily than other people, when all other factors are equal. Spirits get a +2 when trying to perceive or locate you.

Speak to the Dead. You can speak and otherwise communicate directly with ghosts and other invisible or incorporeal spirits, without any need to perform thaumaturgy.

Seek the Dead. The dead seek you out, and it goes the other way as well—enough so that you may use Contacts to seek out information and specific individuals among the dead.



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *NICKY HARMONIC*

PLAYER

ASPECTS

HIGH CONCEPT

Steadfast Best Friend

TROUBLE

Follow the Leader

OTHER ASPECTS

Not a Kid Anymore

SKILLS

SUPERB (+5)

OF SLOTS: 0

GREAT (+4)

OF SLOTS: 1

Rapport

GOOD (+3)

OF SLOTS: 2

Conviction, Empathy

FAIR (+2)

OF SLOTS: 3

Alertness, Presence,

AVERAGE (+1)

OF SLOTS: 4

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)



MENTAL
(CONVICTION)



SOCIAL
(PRESENCE)



ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

-1 *Best Foot Forward (Rapport):*
+1 on your roll to make a
good first impression; failing
cannot give you a negative
temporary aspect or make
the situation worse.

-1 *Corner of My Eye (Alertness):*
+2 shifts on passive
Alertness roll for details.

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

Feet in the Water

SKILL CAP

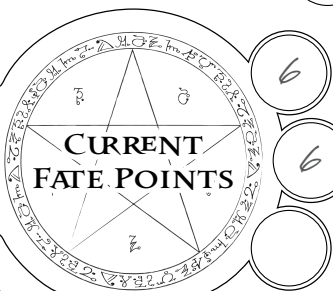
Great

SKILL POINTS SPENT

20

TOTAL AVAILABLE

20



6 BASE REFRESH LEVEL

6 ADJUSTED REFRESH

FP FROM LAST SESSION

THE LADDER

LEGENDARY	+8
EPIC	+7
FANTASTIC	+6
SUPERB	+5
GREAT	+4
GOOD	+3
FAIR	+2
AVERAGE	+1
MEDIOCRE	+0
POOR	-1
TERRIBLE	-2

-0

TOTAL REFRESH
ADJUSTMENT

NICKY HAMONIC

Nicky doesn't really want to be here, but her best friend said she was going, and she couldn't let her go alone. That's what friends do—they stand by each other no matter what. If her friend jumped off a bridge, yeah, she'd follow her. That's what friends do.

NICKY'S STUNTS

Best Foot Forward (Rapport): +1 on your roll to make a good first impression; failing cannot give you a negative temporary aspect or make the situation worse.

Corner of My Eye (Alertness): +2 shifts on passive Alertness roll for details.

NICKY IS A PURE MORTAL

Since she has no weird powers, Nicky gets an extra 2 fate points. Spend 'em while you got 'em!



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *TERRY JEFFERSON*

PLAYER

ASPECTS

HIGH CONCEPT

Devout Follower of the Shepherd

TROUBLE

Painfully Earnest

OTHER ASPECTS

Not a Kid Anymore

SKILLS

SUPERB (+5)

OF SLOTS: 0

GREAT (+4)

OF SLOTS: 1

Conviction

GOOD (+3)

OF SLOTS: 2

Discipline, Lore

FAIR (+2)

OF SLOTS: 3

Endurance, Scholarship,

AVERAGE (+1)

OF SLOTS: 4

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)



MENTAL
(CONVICTION)



SOCIAL
(PRESENCE)



ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

-1 *Tower of Faith (Conviction):*
Pray or call on faith, gain
Armor:1 vs. any social or
mental stress in a scene.

-1 *Calm Blue Ocean (Discipline):*
+2 to Discipline when rolling to
keep emotions under control.

-1 *Guide My Hand (see text)*

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

Feet in the Water

SKILL CAP

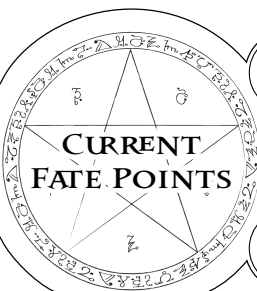
Great

SKILL POINTS SPENT

20

TOTAL AVAILABLE

20



6

BASE REFRESH LEVEL

3

ADJUSTED REFRESH

FP FROM LAST SESSION

FP FROM LAST SESSION

-3

TOTAL REFRESH
ADJUSTMENT

THE LADDER

LEGENDARY	+8
EPIC	+7
FANTASTIC	+6
SUPERB	+5
GREAT	+4
GOOD	+3
FAIR	+2
AVERAGE	+1
MEDIOCRE	+0
POOR	-1
TERRIBLE	-2

TERRY JEFFERSON

Everyone calls his church a “cult,” but what does that really mean? It’s just a word they throw around. The Shepherd says it’s just because they don’t understand. And Terry can believe that. He believes everything the Shepherd says. And he’s felt the power of the Universe flowing through his hands. Let them laugh.

TERRY’S STUNTS

Tower of Faith (Conviction): Pray or call on faith, gain Armor:1 vs. any social or mental stress in a scene.

Calm Blue Ocean (Discipline): +2 to Discipline when rolling to keep emotions under control.

TERRY’S POWERS

GUIDE MY HAND [-1]

By giving yourself over to your faith, you may sense the purpose the higher powers have in mind for you, guiding your hands (and your feet) to take you to where you are most needed.

Faith Manages. Given the time to pray for guidance and provided that your goals are pure and your actions are selfless, you may spend a fate point to use your Conviction skill instead of any other skill for one roll. This effect cannot be used for any attacks or maneuvers, but it can be used to bypass other kinds of obstacles.

Spiritual Guidance. You have a semi-conscious awareness of where you are needed most. Usually, this simply means you are guided to the right place at the right time. If the GM agrees that such a circumstance is in effect, you need not spend a fate point to stage a fortuitous arrival (page YS20). Sometimes this might work in reverse, allowing an ally to show up where you already are.

