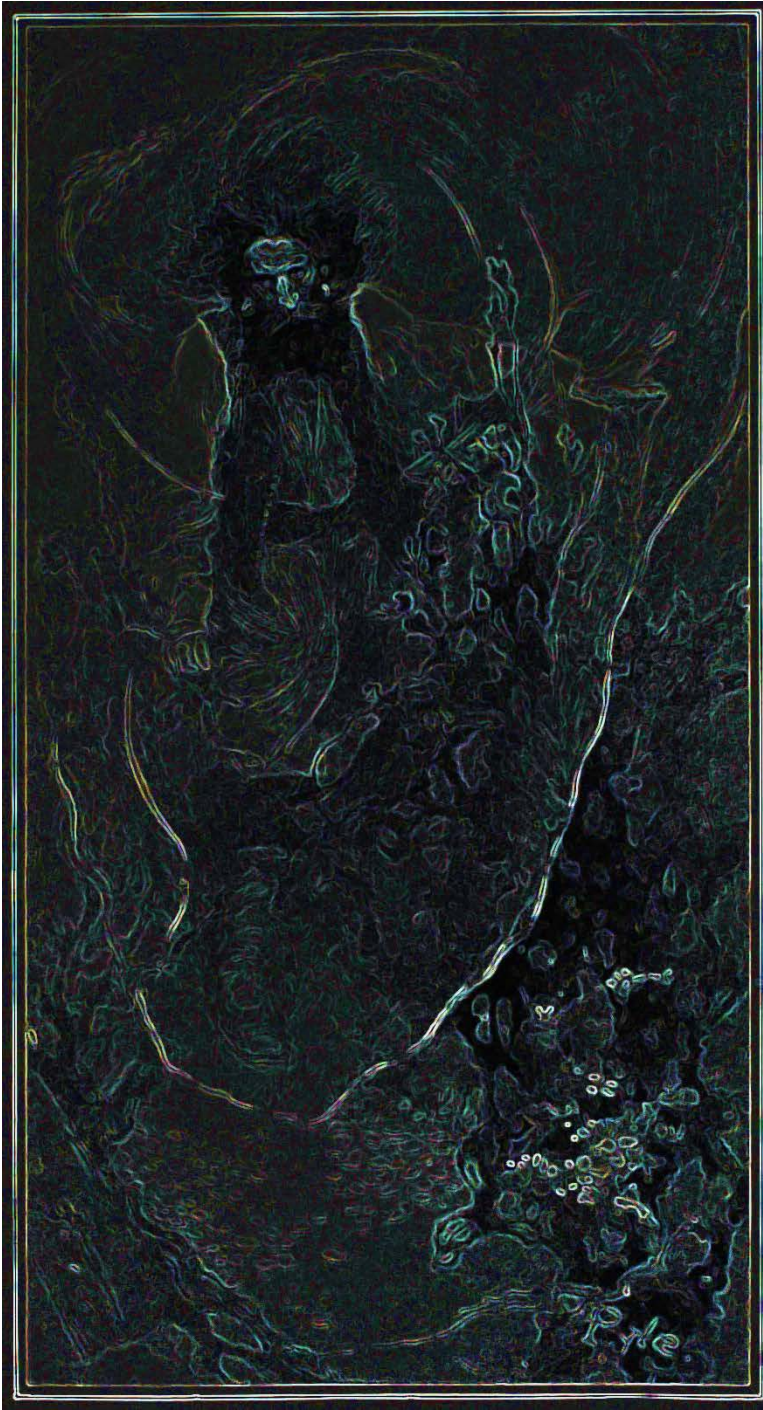


THE AFTERWORLD

What happens to dead PCs? Those who are killed by adventuring too recklessly or who have been merely unlucky in the pursuit of a grand aspirations. The few who prevail to dominate the world of time & of flesh are far fewer than those who are killed, who must continue their adventures in the next life – in the Afterworld. This

is a campaign setting for dead adventurers, it helps to tell the tale of those who have died & are no more, of their ongoing struggles & their new aspirations in the timeless, endless twilight that follows the brief flicker of color called life. The Afterworld is a realm of shadows – here the echoes & umbras of those things that live, and once lived create the terrain & the atmosphere- they are two dimensional, strangely rippling & difficult to approach from angles, they are flat & unchanging – static visions of things now gone. In the Afterworld the great cities of antiquity remain – silhouettes against the undifferentiated gray. The remnant spirits of these cities’ ancient force in the living world is cast like a shadow into the Afterworld. Time does not diminish their antique glory, rather, every iteration of these fallen places accrete – forming a vast labyrinthine megalopolis. In the same way – dead & forgotten forests, jungles – all of these form together into a vast amalgam of unchanging remnants. Thus – the afterworld is a strange patchwork of chaotic but distinct realms. The region of dead forests has within it forgotten groves of Cambrian fern stalks as well as massive petrified sequoia groves & quite a few patches of unknown forests from the distant future. Because time is not time in the Afterworld. All time has ceased there – what may be the future or the past in the World of Light- the living world- has no meaning in the Afterworld where all times are one.

The Afterworld comes after. After life. And so a player must ask – what happens to my character after death? Some of these things are determined by their religions – a soul may ascend to some heaven, or may be reincarnated. Not everyone who has lived goes on to the Afterworld – some ascend or cease to exist altogether. Some continue- in a strange, broken form and they awaken in the broad forgotten plains of the Afterworld – a dead plane that is the shadow of the ancient earth and the earth to come – a cratered, desolate landscape without horizons. Here, desolate & alone



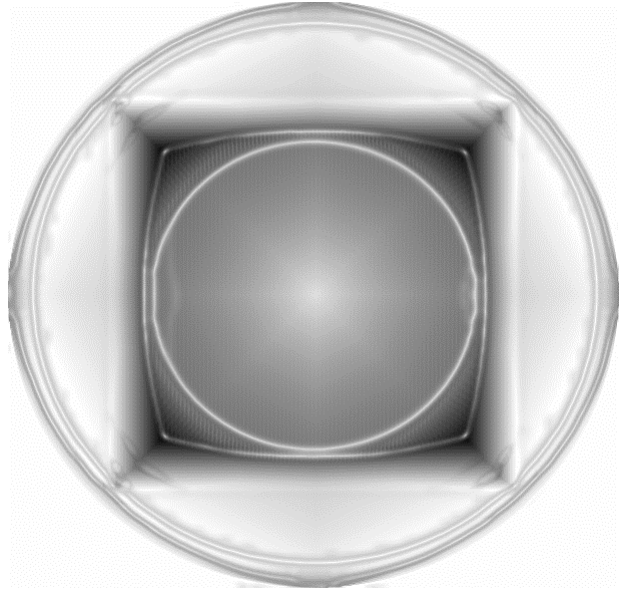
the voyager-ghost of the heroic dead seek to continue. Their will, their drive & devotion to adventure causes them to reconstitute themselves – such is their vitality that death alone is insufficient to dull the edge of their passions. This is the character creation aspect of the Afterworld Campaign Setting – here you begin to reconstitute your former character while taking on the new traits that define you in afterlife. Those who enter the Afterworld prepared are sometimes equipped with tools & a certain rudimentary knowledge – but most awaken with dim awareness at all of the new reality confronting them. The Afterworld contains the shadow, the dim reflection of all things that have been & will be – all those who are and who have been & will be exist in The Afterworld already – it is only in death and perhaps in dreams that consciousness shifts and awareness is drawn to this place. In the Afterworld there is no physical reality, in the living world, the material world, a body is comprised of elements, of humors, of physical aspects – in the Afterworld such things cannot exist, only their shadows, and the ideas of them can exist here. And so it goes that the dead – those whose paradigm is linked to the material – must discover anew how to exist at all. In life the self is created over the course of a lifetime,

physiology & mentality, persona, career, race, language – all of these come into existence slowly over the course of childhood, adolescence and adulthood. The dead do not grow, are not born. They exist in an infantile state only barely aware of what they can become. The jump from this infancy to a fully realized ghost is brief & intense, nothing at all like growing up, more akin to being cast from molten metal. A ghost PC develops statistics that loosely correspond to their physical statistics. These qualities are not distinct to the ghosts of PCs, but the ghost of a PC does have

a more potent force of will – which allows them to form themselves using the echoes of their lost physicality. All ghostly beings have these statistics – parameters of their Afterworld existence.

COHERENCE

This corresponds to the real-world's Constitution statistic – it determines how impermeable the ghostly shadow-self is to exterior forces. A high level of Coherence means that the ghost is more distinct, easier to discern in the dusky shadows of the Afterworld. A low level of Coherence means that the ghost has a misty, indistinct quality – easily dissipated by umbral winds & quakes in the shadow medium.



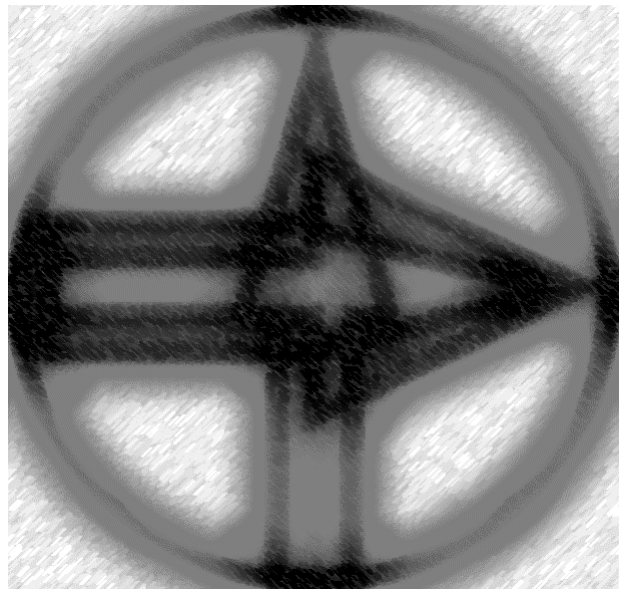
EMANATION

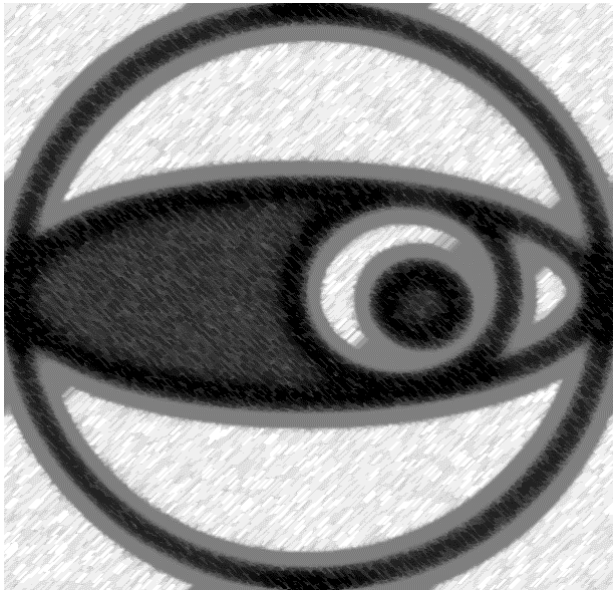
Corresponding to Strength in the real-world, Emanation is the mirror of Coherence – it represents how powerfully the ghost can influence the Afterworld. A high Emanation means that the ghost can affect larger areas, pushing & pulling, manipulating space around them. Having a low Emanation relegates the ghost to having a narrower, less potent influence – preventing them from affecting large bodies or significantly altering the world around them.



VELOCITY

Velocity is a character's capacity for movement in the Afterworld corresponding to Dexterity in the physical world. A high velocity means that the character can act with great speed, cover distance quickly and manipulate umbral matter more deftly. A low Velocity indicates an inability to will oneself through the ghost-plane with ease, while a high Velocity means that the character is able to propel themselves through the formed void with grace, approaching matter from many angles at once & thus granting greater skill.





AWARENESS

A mirror to Intelligence in the Real world – Awareness is a liminal form of Coherence – it indicates how resilient a character is to the force of ideas, language & thought which prevail throughout the Afterworld. A high level of Awareness indicates that the character is able to regard themselves as distinct from the rest of the world around them – while a character with poor Awareness is easily moved by different ideas & manipulated by words & thoughts.

DEVOTION

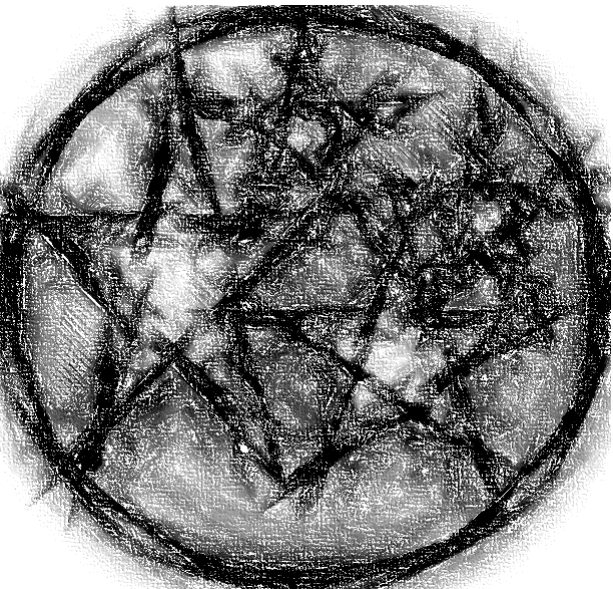
A shadow of the earthly Wisdom statistic – Devotion is parallel to Emanation – it gives the ghost the power to influence minds & consciousness around it. A high

Devotion can profoundly influence the mental medium of the Afterworld- regardless of it being part of a Ghost – a ghost – or any thought with a low Devotion is incapable of strongly altering the cognitive space of the Afterworld.



IDENTITY

Knowledge of Self is essential in the flesh world as well as the Afterworld. It is the power of will, of intention & the force that those things carry in all worlds. In the real world this is Charisma, the confidence & charm required to function in a society – in the Afterworld it is the ability to remain oneself in the alienating solitude of a world in which no innate niches exist for Selves. One's ability to avoid depersonalization is defined by Identity. A good Identity statistic helps the Ghost to retain its links to what it cares for, and to deny those things that it dislikes – Identity is the ghost's capacity for preference, love & for hate.



SYSTEMS

In part to reflect the altered dynamics at work in the Afterworld and in part to emphasize the weakness of characters who are freshly submerged into this layer of conscious existence this setting uses a heavily modified rule-set.



Rolls are made on d100 targeting low numbers. A successful check of one of the six Afterworld statistics requires that the PC roll under the stat. Stats are inherited from life- so a PC who in life had a CON of 14 has a COH of 14. Where before they had to roll under 14 on a d20, they must now do so on a d100 roll.

This may seem insurmountably difficult, and it in fact is.

Fortunately for PCs there are mitigating factors that allow them re-orient and assimilate into the shadow-world quickly.

The infant shade- the newly discovered ghost-self of the PC is very fragile, barely extant in this realm - the evolution into a fully-fledged Ghost is highly personal & distinct - no two PCs come to their ghost-selves the same way & this aspect of character re-creation occurs between a PC and a Referee in sidebar session.

A character's nature in the Afterworld is determined specifically by the order in which

their new selves form in an experience called Reconstituting. The exact methods employed will vary from player to player as this scene plays out between the Referee and the PC. It is intended to be somewhat loose & highly subjective - though there are a few guidelines to help guide players to a final form.

A PC has died – a vital spark has left the world & the spirit of the PC has refocused on its shadow-self, a timeless persona that has always existed in the Netherworld. Now the shadow self is the primary identity of the PC and is formed according to the essential aspects of their living selves.

You find yourself in the formless void – a plain with indistinct horizons, you are under the shadow of some ancient creature and in the distance are the shadows of things that have not yet come into existence in your lifetime. You are a thought, a structure, a self without a form. What do you do?

Characters who begin by speaking – who call out or attempt to use language form their **Awareness** first. They are the *Banshee* – and they gain the ability to speak the language of the dead *Serenae*. They can likewise read & write, but in all languages at once. Facility with language & reason is the Banshee's blessing, their curse is separation.

Characters who begin by searching – who wander in a direction in search of something form their **Velocity** first and become *Poltergeist*. Poltergeists gain the ability to move through all the Afterworld's media – some more quickly than others. They are gifted with motion & ease, their curse is disturbance.

Characters who begin by wanting – who look for their possessions & lost wealth have caused their **Emanation** first & become *Revenant*. Revenants gain the malleability of form notorious to the dead. They transform themselves into shapes & textures at will. They are gifted with the skill of inhabiting & becoming – they are cursed with the flaw of forgetting.

Characters who begin by inspecting their own form – who check their body for wounds & struggle to understand what has killed them form their **Coherence** first & become *Shades*. Shades have the ability to solidify themselves & peer into the material world. They can touch & even influence that world & others. Their gift is access, their curse is knowledge.

Characters who begin by praying or calling out for their allies – who show concern for others or a belief in a world beyond their mortal lives form their **Devotion** first & they become *Phantom*. Phantoms have the gift of cause, they can seek and even find a path through the Afterworld and may gain access to its secret places. In turn they are cursed by regrets.

Characters who do none of these things – Who do the unexpected who make novel choices form their **Identity** first (else they form it last, if they try everything else presented here). Ghosts whose first manifestation is Identity are *Specter*. Specters are gifted with continuity – they gain memory & knowledge of their prior lives, the lives & deaths of their ancestors. They are cursed in turn with freedom.

As a PC is reconstituted their ghostly statistics are populated based on their correspondence to their physical statistics. If the character had experienced some harm that diminished, or some boon that increased their statistics – these are ignored – the raw, unmodified stats are used & matched to their corresponding ghost stats as they attempt to understand their situation using any variant of the above developmental sequences.

The Referee must emphasize the function of these changing statistics & the role that the ghostly statistics play in the Afterworld. They are distinct (if related) to the physical statistics of the material world – and they differ in use a great deal.

Once the PC has been formed & their ghostly class decided they will likely begin to make some tests – attacks, attempts at persuasion or to query their own memories – each of these is an example of a roll that will be used as a test. To perform the test, they must roll under the Statistic using a d% roll.

This emphasizes the incredible weakness of a newly formed ghost in the largely unforgiving Afterworld. It is possible for a character in this state to struggle in perpetuity, though it is unlikely. Attempts to perform tasks with skill must continue until the PC actually passes a test. This grueling experience is a winnowing – it separates PC ghosts from simple wandering spirits.

The test that succeeds first has a bearing on the PC Ghost's abilities & roll in the Afterworld.

Your arduous struggle has borne fruit, you have taken your first steps in a new world, no longer an infant, you have become aware of your limits & the limits of the surrounding Afterworld.

A character who first succeeds with their Coherence Ability – A roll of this type is made for survival & endurance. If the poor infant-shade would take damage or needs to resist harm – this is done with a Coherence check – success on this roll ahead of any other statistic check indicates that the character is a good candidate to become a **Waste-Lander**. Waste-Landers are those who make their home in the unending Netherworld & are best at navigating it & surviving its perils.

A Character who first succeeds with their Emanation Ability – Emanation is used to move & attack objects within the Afterworld. Any kind of exertion of force on the seemingly physical medium of the Afterworld is accomplished with Emanation. Those who pass an Emanation check first are likely **Juggernauts**. Juggernauts wend through the Afterworld with a will, causing it to bend to them.

When the Velocity Ability is the first success – Velocity is used for movement, running, swimming – any sort of motion in the indistinct shadow medium. Those who pass this test first are suited to be **Voyagers**. Voyagers are ghosts who can span the different Netherworlds that make the Afterworld & access the dream-dimensions that are the shadows of earthly thought.

Ghosts who succeed their Devotion first – Devotion is used when trying to access the mind of a god- through prayer or penitence, or when trying to influence the minds of beings that they encounter within the Afterworld. Those who pass this test before all others become **The Elect**, who are aware of & capable of manipulating the powers of the great minds that cast shadows into the Netherworlds - the Gods & Demons that influence all worlds at once.

Ghosts who pass an Awareness test – Awareness is used for discerning patterns & anticipating events in the Afterworld – it is used to avoid harm & to understand the weird physics of the Afterworld. Those ghosts who succeed at Awareness before other tests will become **Talents**. Talents have facility with the ebb & flow of the energies within these worlds – they are granted skill at manipulating the echo of otherworldly energy.

When A PC passes an Identity test – Identity is used in accessing former powers & abilities – it can be used to recall a spell or a combat ability from any of the soul’s prior incarnations. Success with this ability before all others tends to promote the PC into the ranks of the **Mendicant**. Mendicants are knowledgeable about matters of timelessness that prevail in the Afterworld – they are able to call into umbral existence – the forms of forgotten & future objects.

Statistic	Ghost Attribute	Ghost Tribes	Ghost Cohorts
CHA	Identity (ID)	Specter	Mendicant
CON	Coherence (CO)	Shade	Waste-Lander
DEX	Velocity (VY)	Poltergeist	Voyager
INT	Awareness (AW)	Banshee	Talent
STR	Emantion (EM)	Revenant	Juggernaut
WIS	Devotion (DE)	Phantom	Elect

GHOST TRIBES

The Afterworld is a bizarre amalgam of everything. Ideas, futures, histories. In the Afterworld there exist not only the souls of dead kings but the historical records of those kings and the dreamlike ideas that those ideas create. You may meet a king named Arthur as well as a mythic variant of Arthur based upon Mallory's interpretation as well as some future dream version of Arthur that informs the faith of a star-faring knighthood.



This supremely confusing mélange of notions, dreams & spirits can barely be navigated at all since it is so unfocused & variable. One important distinction is the ghostly form that the ghosts of the Afterworld take on. The species of ghost – the Tribes – are extremely distinctive & instantly recognizable to all other Ghosts. No Banshee mistakes a Phantom for a Revenant.

But everything is a type of ghost. The dream-image of a forgotten god is either a Specter or a Shade. The ghostly shadow of an extinct fish or a fallen empire are also members of one of the 6 tribes of ghosts. This seemingly arbitrary distinction between the tribes is a matter of real significance in the Afterworld. Each tribe is a Tribe, in an explicit sense. Banshees recognize kinship with one another, band together in their own neighborhoods or kingdoms. Phantoms congregate at their shrines & arrange worship in their great temples – the temples themselves being phantoms as well.

In practice these distinctions have only as much bearing as Players & Referees want to invest – but the different sorts of ghost *are different*.

THE BANSHEE

The tribe of the banshee are known for their sensitivity, their knowledge & the terrible results of the two of these combined. Banshee are frequently considered mad in the quarters of the Afterworld – but they are never considered foolish. Deep awareness feeds the banshee information from across multiple dimensions – leading frequently to innovative & surprising new ideas. Banshee are the most skillful of the ghost-tribes of the Afterworld & are able to build & administer ghost-societies. Hence the not infrequent circumstance encountered in the Afterworld of a mad ruler tyrannizing a frightful populace. Banshee are sometimes notional – they lack the solidity of many ghost people – and often appear as a featured mist or apparition.

Banshee Statistical Modifiers						
Cohort	AW	CO	DE	EM	ID	VY
Elect	+20	+10	+20	+10	+10	+10
Juggernaut	+20	+10	+10	+20	+10	+10
Mendicant	+20	+10	+10	+10	+20	+10
Talent	+30	+10	+10	+10	+10	+10
Voyager	+20	+10	+10	+10	+10	+20
Waste-Lander	+20	+20	+10	+10	+10	+10

Abilities of the Banshee

Languages

Tongues

Voices From Afar

New Machines

Old Ways

Wailing Song

Blessed By Knowledge – The Banshee learns quickly – gaining Xp faster than others.

Cursed By Separation – The Banshee has difficulty using physical objects taking a penalty on any such rolls.

THE REVENANT

The Revenant tribes are nomads in the shadowscape of the Afterworld. All places accommodate them and all places are theirs. They do not travel to a destination, they merely travel. The Revenant tribes often mime the habits of life – they seem to eat, they mime hunts & pretend to drink – these are the rites by which they bond themselves to their tribe but also by which they become more a part of the landscapes they traverse. The Revenant tribes can go undetected in the Waste-Lands of the Netherworlds they pass through. More than any other among the dead, Revenants wear the appearance of life – they resemble living creatures where others do not.

Revenant Statistical Modifiers						
Cohort	AW	CO	DE	EM	ID	VY
Elect	+10	+10	+20	+20	+10	+10
Juggernaut	+10	+10	+10	+30	+10	+10
Mendicant	+10	+10	+10	+20	+20	+10
Talent	+20	+10	+10	+20	+10	+10
Voyager	+10	+10	+10	+20	+10	+20
Waste-Lander	+10	+20	+10	+20	+10	+10

Abilities of the Revenant

Consumption

Pursuit

Concealment

Eternal Paths

Hunting Ground

Shape Changing

Blessed by Becoming – The Revenant can modify their form to replicate any useful object.

Cursed by Forgetting – The Revenant has no native shape & has a difficult time learning – taking a penalty on Xp earned.

THE POLTERGEIST

The Poltergeist tribe is barely a tribe at all. Poltergeists have little affinity for one another – they are solitary, or more so, than other ghosts. Poltergeists are able to traverse any distance and move through the Afterworld’s skies & seas with equal ease and thus empowered have no real cause to linger in one place among their fellows. Poltergeists are found everywhere, in particular they are notable for inhabiting places no other ghosts go. They can fit within small spaces & exist for a span of eternity in the middle of the sky – as such they turn up unlooked for & depart in a flurry of disjointed activity.

Poltergeist Statistical Modifiers						
Cohort	AW	CO	DE	EM	ID	VY
Elect	+10	+10	+20	+10	+10	+20
Juggernaut	+10	+10	+10	+20	+10	+20
Mendicant	+10	+10	+10	+10	+20	+20
Talent	+20	+10	+10	+10	+10	+20
Voyager	+10	+10	+10	+10	+10	+30
Waste-Lander	+10	+20	+10	+10	+10	+20

Abilities of the Poltergeist

Beyond all Boundaries

Contained Within Confines

Knife Juggling

Capricious Techniques

Worlds Beyond & Within

Far Traveling

Blessed by Motion & Ease – Poltergeists move at the same (quick) speed through any media – water, air, even the earth & rock of the Netherworld.

Cursed by Disturbance – The Poltergeist is always detectable when it is nearby, they cause all objects & untended material to pirouette in air, to fly apart & clash together.

THE SPECTER

Specter tribes are easily recognizable as they tend to form together into civilizations. Ghost-World empires, cities & colonies are almost to the one the work of collaborating Specters. Specters use currency & tools which are fashioned with the help & assistance of the other ghosts who join their timeless settlements – for Specters are generally at the center of their own works – they build all of these things in parodic memory of what once was. In these shadow villages & umbral metropolises the Specters cobble together memorial versions of their once & future lives. Those of a similar stripe, whose memories coincide will band together or stand opposed – it is the Specters who have made the contentious warring mirror empires at the center of the Afterworld’s political conflict.

Specter Statistical Modifiers						
Cohort	AW	CO	DE	EM	ID	VY
Elect	+10	+10	+20	+10	+20	+10
Juggernaut	+10	+10	+10	+20	+20	+10
Mendicant	+10	+10	+10	+10	+30	+10
Talent	+20	+10	+10	+10	+20	+10
Voyager	+10	+10	+10	+10	+20	+20
Waste-Lander	+10	+20	+10	+10	+20	+10

Abilities of the Specter

What Was

What Will Be

The Now & Always

Dreams & Inspirations

Paradises & Perditions

Foundation

Blessed by Continuity – Specters can bring about the existence of things from their former lives

Cursed by Freedom – Specters cannot be bound & may not long pursue a path or gain the benefit of doing so.

THE PHANTOM

Phantom Tribes are those that follow the will of the undying – the powers from beyond mortal & immortal existence. They seek, in the Afterworld, a reconciliation with their deities, their patrons & their familiars. Phantoms were bound by affiliation with powers greater than themselves in life & they are left to the afterworld to seek those powers anew. This ongoing search for the absent uncanny informs them. Phantoms inhabit great temples & construct & haunt immense shrines. Their rites are polyglot & universalist, but all of them share in common one thing – they go unanswered. The eyes of the immortals do not turn to the Afterworld, though their powers echo here still.

Phantom Statistical Modifiers						
Cohort	AW	CO	DE	EM	ID	VY
Elect	+10	+10	+30	+10	+10	+10
Juggernaut	+10	+10	+20	+20	+10	+10
Mendicant	+10	+10	+20	+10	+20	+10
Talent	+20	+10	+20	+10	+10	+10
Voyager	+10	+10	+20	+10	+10	+20
Waste-Lander	+10	+20	+20	+10	+10	+10

Abilities of the Phantom

Without Wavering

The Force of Passions

What Lies Within

The Corresponding Chord

By Secret Roads

The Power in All Things

Blessing of Cause – Phantoms have the blessing of cause – which gives them direction & a course of action in the Afterworld – with the promise of reward.

Curse of Regret – Phantoms are hindered by their failures & fears they are dogged by the events of their prior existences.

THE SHADE

Shades are almost lifelike – that is the nature of their enhanced coherence. They are, in the Afterworld, seemingly inviolate – they stand out in contrast, sharp against the dusklight of the world that comes after. Shade tribes are often found lingering near the physical entries to the Real World – they long for the consolation of human speech & touch. Of all the ghosts they are able to interact with the living and at these points in the continuum of life & death they gather to make their faint voices heard in the world. Those Shades who's languages are forgotten, who's lines have died out in the world, who no longer wish to feel the breath of the living are wanderers in the Afterworld – lost & conflicted – they seek out those who they knew in life.

Shade Statistical Modifiers						
Cohort	AW	CO	DE	EM	ID	VY
Elect	+10	+20	+20	+10	+10	+10
Juggernaut	+10	+20	+10	+20	+10	+10
Mendicant	+10	+20	+10	+10	+20	+10
Talent	+20	+20	+10	+10	+10	+10
Voyager	+10	+20	+10	+10	+10	+20
Waste-Lander	+10	+30	+10	+10	+10	+10

Abilities of the Shade

Symbols & Signs

Warrior Angel

Singer of Songs

Words & Scripture

Transcendence

Sublimation

Blessing of Access – Shades can interact in a limited way with the world of the living. When the living call to the dead they can communicate or even summon shades.

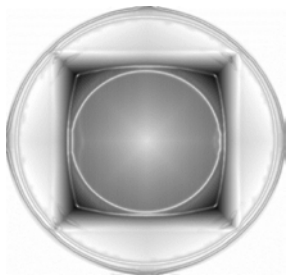
Curse of Knowledge – A Shade knows exactly what killed them, they have an awareness of the fate of their living allies & kin, and know the futility of their own works in life.

The different Tribes of ghost all tend toward different appearances, different functions & so on - not very dissimilar to the adventurer races that are common to the physical. Each tribe has morphological distinctions & behavioral cues, as well as certain cultural distinctions - for the cultures of the Afterworld are ancient beyond comprehension and incorporate not only everything that has happened but what will happen, even those things that transpire in dreams & imagination. It's this correspondence to the mind, to impressions & ideas that governs the forms & functions within the Afterworld.

If you've died and found yourself in the Afterworld with strange new statistics, new systems & are uncertain - that is the nature of your afterlife. What follows is intended to help you understand who you will be through eternity. At the beginning is You, the PC - what do you look like, what do you need & what will you do with your eternity. Details follow.

The relative proportion of your statistics has a strong bearing on your ghostly form & abilities. These are considered as ranges and the exact nature of your ghostly form, as is dictated by your statistics is presented here.





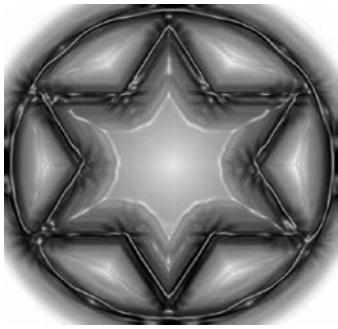
Coherence - The greater your coherence, the more *real* you are in the afterworld. There are trillions of entities throughout the afterworld, phantasmic presences that resemble nothing so much as barely heard music or the sound of a name on the wind. The more coherent an idea - a self - the more substance & form that self possesses.

Coherence (CO) Range	Static Effects
0-10	You lack any physical manifestation and can only barely be discerned.
11-20	Flickering & Indistinct only a few words are heard, you must make Coherence rolls to interact with anything
21-40	Neophyte Range - You can interact with objects that you have attuned or created, you can be sensed normally.
41-60	Adept Range - You are present to all senses, interact with all objects & may absorb objects to gain their use
61-80	Master Range - You can absorb many objects, adding them to your appearance & gaining their power. You needn't roll to interact with anything less Coherent than yourself
81-100	Superlative Range - You are able to become any object you have sensed. You can alter your own form considerably and stretch out of the Afterworld into the Physical.

The range of your Coherence largely alters your presence in the Afterworld - only ghosts within the Adept range can be detected by all the normal senses - especially incoherent spirits are undetectable, or can only be experienced by one or two of the traditional senses. Some spirits exist only as a scent or a patch of cold - for example.

Strongly Coherent ghosts are able to not only absorb objects, but to take on their traits or qualities - a ghost with sufficient CO for example could absorb a Sword- and thereafter either manifest a sword-like limb or else produce a sword edge to their hand - allowing them to *use* the sword, though they may be unarmed.

The absorption of objects to compose a ghostly form is a primary aspect of this game.

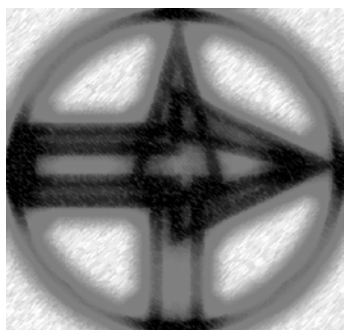


Emanation - The greater the Emanation the larger a space the character occupies or is able to occupy. Most objects & beings barely exist within the afterworld - their Emanation is very low and they seem to always appear as from a great distance - ghosts with a high Emanation are in sharp focus, seeming to occupy the whole field of view - they are likewise capable of manipulating a larger sphere.

Emanation (EM) Range	Static Effects
0-10	You occupy a single point, you can interact within only a very small area & are effectively miniature, the size of a bug
11-20	Able to focus your power & presence in a narrow field, you are the size of a cat, able to overpower objects of the same size only through concerted effort
21-40	Neophyte Range - You emanate to fill a modest area, the size of a person. With concentration you can focus yourself beyond your form's bounds.
41-60	Adept Range - A substantial space is needed to accommodate you. You can express your own force through your limbs as well as project an amount of ectoplasm
61-80	Master Range - You exude ectoplasm and occupy a very large area. You are a giant in the Afterworld & able to project ectoplasm at distance.
81-100	Superlative Range - You are truly immense & your ectoplasm can emanate out of the Afterworld itself into other times & dimensions.

Your Emanation dictates how much space you occupy & tangentially how far you can reach within the Afterworld. Characters with a high level of Emanation are able to project their strength as Ectoplasm - a formless physical projection that that you extrude from your own form. Ghosts with a very high Emanation are wreathed in ectoplasm and seem to be immense, house-sized titans striding the Afterworld.

This capacity to emanate & occupy space is empowering without being limiting - the Afterworld is composed of impressions - and your relative size is not a boundary, it works only in your favor not against it - you have authority over the area you occupy.

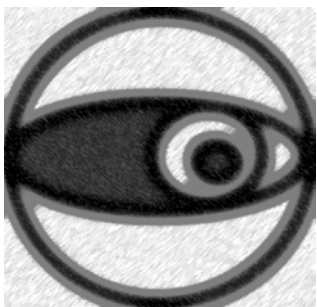


Velocity - Motion in the Afterworld is complicated. Everything exists within it in a shadowy form all at once - motion within this morass is difficult & it's only relative velocity that differentiates your own ghostly form from everything else surrounding you. Any object in the Afterworld that is distinct from everything else has a high velocity - it exists distinctly accelerating from everything else.

Velocity (VY) Range	Static Effects
0-10	The Afterworld shines through you - you are transparent & seem to be a hazy outline. The Afterworld moves you, you have no autonomous motion.
11-20	You are vividly separate from your surroundings yet they still shine through in texture & color. You are able to move through the Afterworld at a slow pace
21-40	Neophyte Range - You can move through the Afterworld & are distinct within it. With focus you can levitate or swim or run.
41-60	Adept Range - You move with exceptional speed & can rise & descend at will. With concentration you can even fly. You are obvious & distinctly separate from the world around you.
61-80	Master Range - Your superior speed allows you to submerge yourself into your surroundings, you can move through any object with concentration & your range of motion is not limited.
81-100	Superlative Range - Your speed is sufficient to occupy more than one place at a time. You can submerge behind any other object & pass through any medium.

The speed of your ghostly form relative to the rest of the Afterworld determines how distinct you are from your surroundings - objects with a low velocity don't have autonomous motion and move with the background - they are fixed in place effectively - and seem to be comprised of the place they occupy.

A very high velocity allows you to effectively teleport and to seemingly exist in multiple locations simultaneously.



Awareness - Ghost senses are peculiar in the extreme. While the senses of the living require organs that receive & interpret information, Ghost senses are not receptive, they are searching & grasping, all Ghost senses are somewhat analogous to touch in this respect since they are received by the single 'organ' of ghost perception The Aura. Awareness measures the Aura's strength.

Awareness (AW) Range	Static Effects
0-10	You are insensate - the Afterworld is invisible to you. Beings at this level of Awareness simply go about their repetetive tasks unaware that they are in the Afterworld.
11-20	Your Aura is weak & indistinct, the afterworld around you is difficult to discern. With focus you can mimic one of your normal senses. Your ghost form develops an eye, an ear a nose - something to indicate that you are sensing.
21-40	Neophyte Range - You have a few reliable senses and your Aura is visible as translucent film surrounding you. Atrophied or unused senses are marked by a lack of a feature - eyless or noseless ghosts are common.
41-60	Adept Range -Your Aura is substantial - a halo surrounding you & you are more aware than you may have been in life. You can embrace & sense the power of other objects & forms.
61-80	Master Range - Your aura is potent & seems to be a curtain of ghostly sense-organs surrounding you. You sense in all directions at great range on even a microscopic scale & can hear or see into the Real World
81-100	Superlative Range - Your Aura extends into the Real & you can sense the future & the past, you detect everything around you in the Afterworld & have advanced, precognitive knowledge.

Your Awareness indicates how much you can sense in the Afterworld & your senses govern aspects of your appearance. Ghosts with a very high Awareness may have multiple eyes or extra ears or fingers. Ghosts with a low Awareness may seem to have no sense organs or may be conspicuously missing some.

Awareness manifests as an aura- a halo that surrounds you and emanates into all worlds that you can perceive. This Aura is detectable by other ghosts who's Aura is in the Adept Range or higher. Auras are subconsciously controlled at this level & can indicate things like mood or intent.



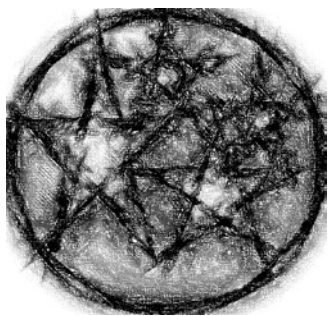
Devotion - Bonds to outside ideals & innate principles are supremely important in the Afterworld. They determine in no small way the course of one's Afterlife. Devotion can influence every part of a Ghost's existence, but also very little of it - depending on the course the Ghost follows. Devotion alters appearance for ghosts as it relates to symbols & signs.

Devotion (DE) Range	Static Effects
0-10	You are chaos - standing for nothing, believing in nothing, your form fluctuates uncontrollably, you are constantly at the whim of other ideas & may parrot phrases or words you have heard.
11-20	With only a weak grasp of any ideals you have only a few vain hopes to guide you. Ghosts in this range periodically display a minor sign of their intention - a bloody weapon, a fanged & drooling mouth.
21-40	Neophyte Range - You can occasionally sense the golden-path ahead of you, a Way forward that can bring you to your intended destination. You always bear at least one sign of your goal.
41-60	Adept Range - You manifest many articles of your faith - symbols of your conviction are part of your form. Wings, Scales, Swords, Flames & Light are all just examples. Your sense of what should be done is potent.
61-80	Master Range - You can see beyond horizons, where the golden path leads - toward the plane where your creed holds sway. You are powerfully influenced by your religious or ideological mission in terms of appearance.
81-100	Superlative Range - You are near to the dimensions of your devotions. Your trappings & signs are prominent & you become an angelic or demonic avatar of some god or principle. At this range you are guided by the true arc & can not be led astray.

Devotion strongly relates to your character's goals & their beliefs. Religious or metaphysically aligned ghosts will tend to display signs of their religion or adopt traditional forms relating to their religion's view of the Afterworld. Some ghosts become or seem to become Angels & Devils.

Devotion also governs your proximity to exterior planes - the dimensions of the gods - which grant you access to the divine - you can hear & understand the will of the divine within the Afterworld - if your Devotion is sufficient.

Low devotion reflects a lack of motivation & belonging as well as a mutable form.



Identity - A ghostly soul inhabits flesh, and then inhabits and afterworldly existence, and may go on to inhabit other forms, transcend other dimensions. It is an eternal & immortal core of self. Identity reflects how much knowledge & how much understanding one has of their soul. A powerful Identity is like a beacon in the Afterworld - a presence that transcends sense.

Identity (ID) Range	Static Effects
0-10	You lack any sense of self, a husk- you are a faceless blank. You neither follow or lead & are easily entrapped into obedience.
11-20	Having an insignificant sense of Identity you lack distinctive features of any kind, are unrecognizable from others & easily forgotten. You are able to focus & project a Name for yourself, but nothing more.
21-40	Neophyte Range - You have a name & a face. At this level your autonomy allows you to interact with other ghosts effectively, they can recall who you are and what you have said.
41-60	Adept Range - You are not only a name & a voice or thoughts - you are part of another continuity. You can belong to a clan or find the dead who knew you in life. You can join & even lead other ghosts.
61-80	Master Range - Your identity solidifies your appearance in all minds - you are known even to those who have never met or seen you. You exist in the Afterworld as a known power & can lead cities & nations.
81-100	Superlative Range - Your force of self approaches apotheosis. You attract & guide the devotion of other ghosts & even the Real World is able to perceive you through prayer or invocation.

Identity specifically determines how distinct your character is through the eternal twilight of the Afterworld. Objects & ghosts with minimal identity statistics are vague & unrecognizable from others of even vaguely similar type.

Those who are especially secure & authoritative over their identities are able to mold their appearance to match their soul-self & this appearance & presence becomes knowable & potent - something remembered with clarity by even those whom they have yet to meet.

Interpreting Your Ghost Form - It's difficult to play the role of a character in an almost purely surreal setting & having only a vague notion of what your PC avatar looks like can strongly limit your enjoyment of the game. It's important to recall that your imagination provides the bounds of what is possible in the Afterworld and that the statistical guides presented are meant to help you create a satisfying version of your ghostly self.

To that end some examples:

*Malphas the Doom Cultist - Killed by the other PCs due to his irredeemably evil nature, Malphas enters the afterworld. In life he followed the blasphemous religion of the demons & was both physically & mentally formidable. In death Malphas form is changed. His **Devotion** is quite high & he evolves the appearance of the devils he worshipped in life - he has three bat-wings and three horns as well as a third eye and is always equipped with a pitchfork. His **Identity** is somewhat less impressive though & so he is anonymous - just another of the devilish ghosts that flock to the infernal planes. He is not sure about his name & he is indistinct from the others who wear what amounts to a uniform. He was strong in life & in death his **Emanation** is likewise pronounced & because of this he appears to be a giant. Because of the nature of his ghostly awakening Malphas is a Phantom - yet another of the uniformed cohorts of hell that exist in the Burning Cities that cluster near Hell's gate.*

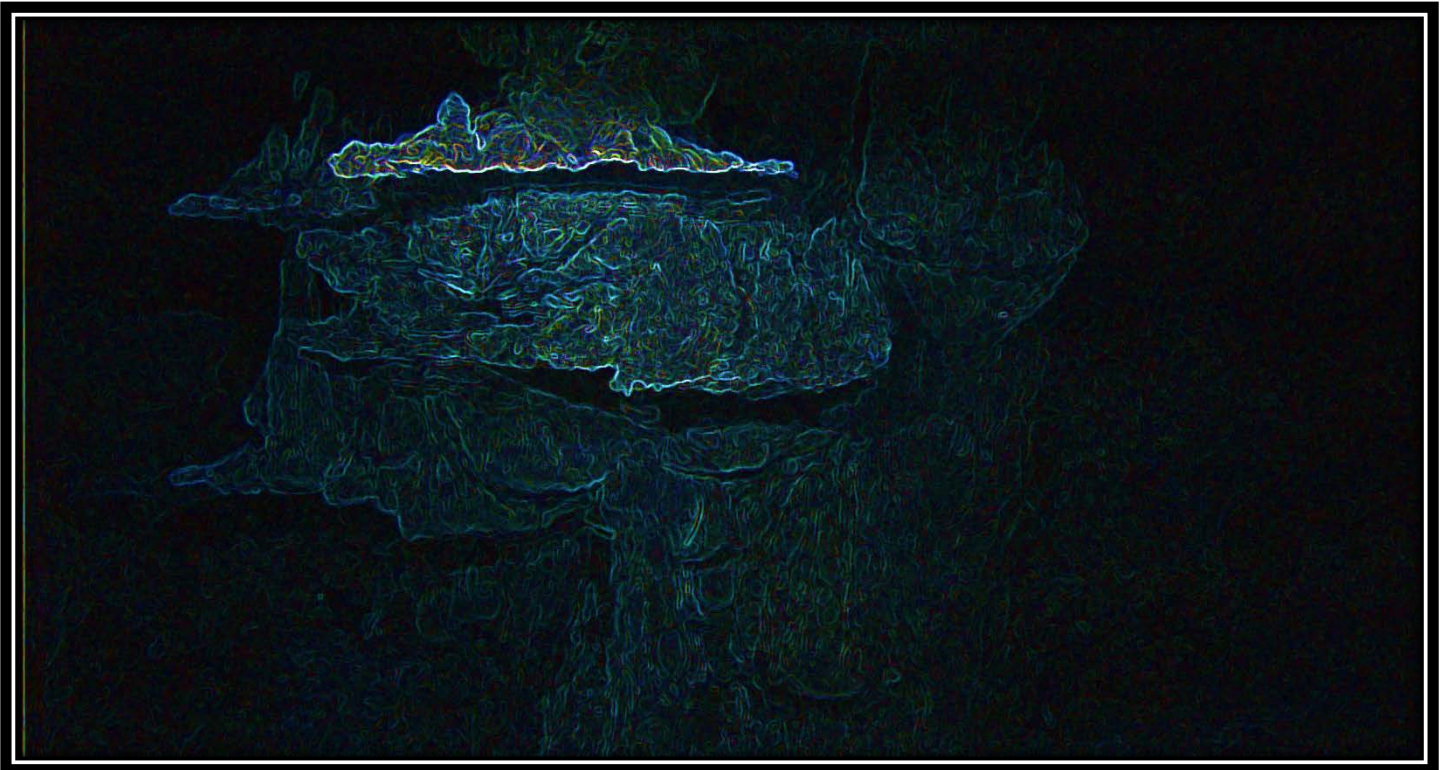
*Iono'Ine the Barbarian Wizard - Killed in action against a mysterious conspiracy Iono'Ine was known in life for his impressive acuity of mind & his questioning ways. Entering the Afterworld he attempts to summon his spellbook & is bound to it as he becomes a Revenant. Iono'Ine's **Emanation** is quite high & he has the appearance of a giant within the afterworld, but is no more gigantic than the other nomadic Revenants that he joins. Unlike the others though Iono'Ine has a very pronounced **Awareness** as well and so his aura of eyes & probing fingers can focus and penetrate back into the real world. Coupled with his Emanation's ectoplasmic potency he is able to perceive & reach into the Real World - effectively haunting those who killed him. Because his **Identity** is rather low, and his **Velocity** is likewise insignificant though Iono'Ine has a mutable, chaotic appearance - he is like an immense shifting mass of senses & ectoplasm that is never quite distinct from the background - he is - in effect a shadowy blob of power & sense that is not easily discerned or recognized.*

AFTERWORLD COHORTS

A ghost's cohort largely describes its location in the Afterworld – the place that they occupy. Ideas evolve a form in the afterworld and though the substance of those forms is outside mortal understanding – it can be seen & found by ghosts all the same. This liminal landscape is comprised of dead things, ideas & fallen places, notional dream-worlds that will one day exist & die out or never exist. Given the infinities at play in the Afterworld it is perhaps best to focus on a specific instance, a world within this infinity of worlds to create an image of the ghostly cohorts inhabiting it.

THE DROWN REALM OF GYRE

Gyre is the drowned city of lost transit. A ship, sunk to the ocean floor, lost irrevocably in space, dashed upon the rocks – any of the great conveyance that perish with all hands aboard whether in fact, future or fiction, is amalgamated in Gyre – the city of drowned wrecks. Vast in its scope & yet manageably sized, Gyre is composed



of tiered & stacked vessels, all surrounded by an impassable watery void – it is a lonely galaxy of lost ships in the midst of a depthless ocean. Whole ghostly colonies dwell in the guts of the *Edmund Fitzgerald* while ghostly cotillions are staged in the *Lusitania* & *Titanic*. Ships with names are the valued regions of the city & those with smaller & fewer designations are the dwellings of the ghostly underclasses.

WASTE & LANDERS OF GYRE

In the unspeakably vast ocean surrounding Gyre the **Waste-Landers** go. They gather resources that fall into the realm, lost rings, discarded coins, caskets & so on – all the memories of possessions lost to the waters. They arrive in Gyre sometimes aboard a nameless ship – one gone missing in some age of the world to trade their flotsam for bits of knowledge, scraps of entertainment & some moments of companionship in the light.

The tribes among the Waste-Landers are distinct but not strict. The sodalities amongst the Waste-Landers contain members of every tribe, but each tribe dominates one of the Sodalities – what amounts to nations in the ghost ocean.

Banshees of the Waste-Lands are gleaners, seeking the upper edge of the endless sea, finding the falling treasures from above as they cascade down. Incapable of snatching these things from the waters they note their downward motion and name the many caches in the depths.

Phantoms in the Waste-Land of open ocean are those sacrificed to the deep-ocean gods, the things dreamed of in the depths. They corral & hunt the Leviathan, the Kraken & others – imagined dream-world horrors that duly inhabit the dream world sea.

Waste-Landers have emphatic Coherence – they are able to comprehend an outside of things, a land beyond because they can discern & experience boundaries. Within the Waste-Land Sea there are fleets of fishers all following together in pursuit of the ghosts of living creatures, extinct & never-will be dream fish – these fleets of lost fishing vessels are manned by the **Specters** among the Waste-Landers.

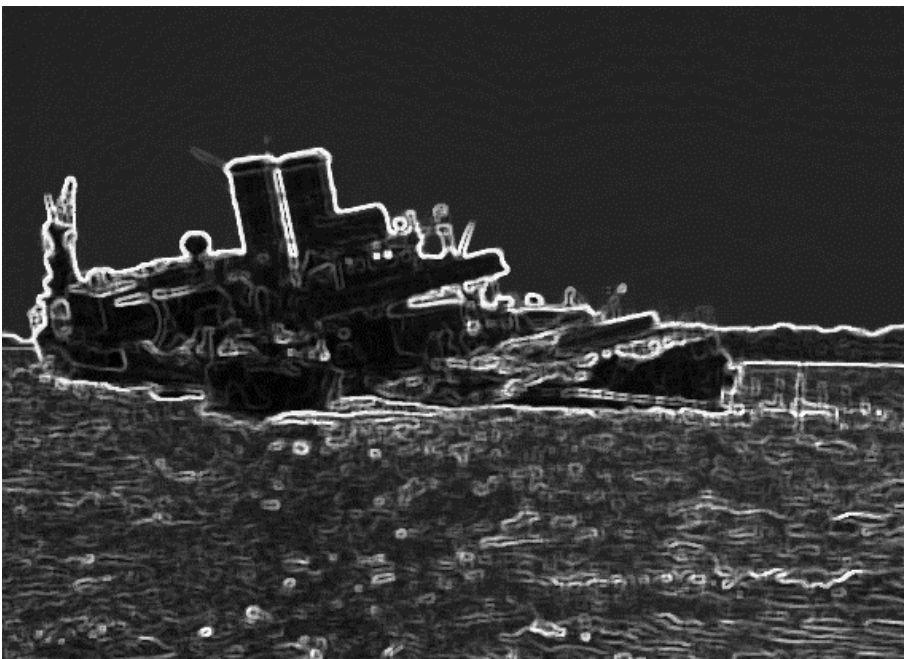
Poltergeist Waste-Landers of the Gyre are messengers & drifters within the depths. They move quickly & easily the drowned world & travel beyond. Often they appear

in bottles, corked & waiting to deliver messages to the further corners of the Afterworld.

Waste-Lander **Shades** are the drowned, those who recollect vividly their death in the uncharted depths. They bob alone in the sea, still enraptured by the sight of the sun just at the edge of other Ghost's perception, the sky and its salvation, just out of reach. They are consulted, like oracles, for their ability to speak to those still living, lost & cast away, drowning at the edge of life.

Amorphous horrors of the deeps, the uncanny **Revenant** Waste-Landers are themselves the great beasts hunted by the shades. They are the waters, and a motion in the waters, they are the landscapes of the Waste-Land & the anima of the despoiled unpopulated margins surrounding the Gyre.

GYRE JUGGERNAUTS

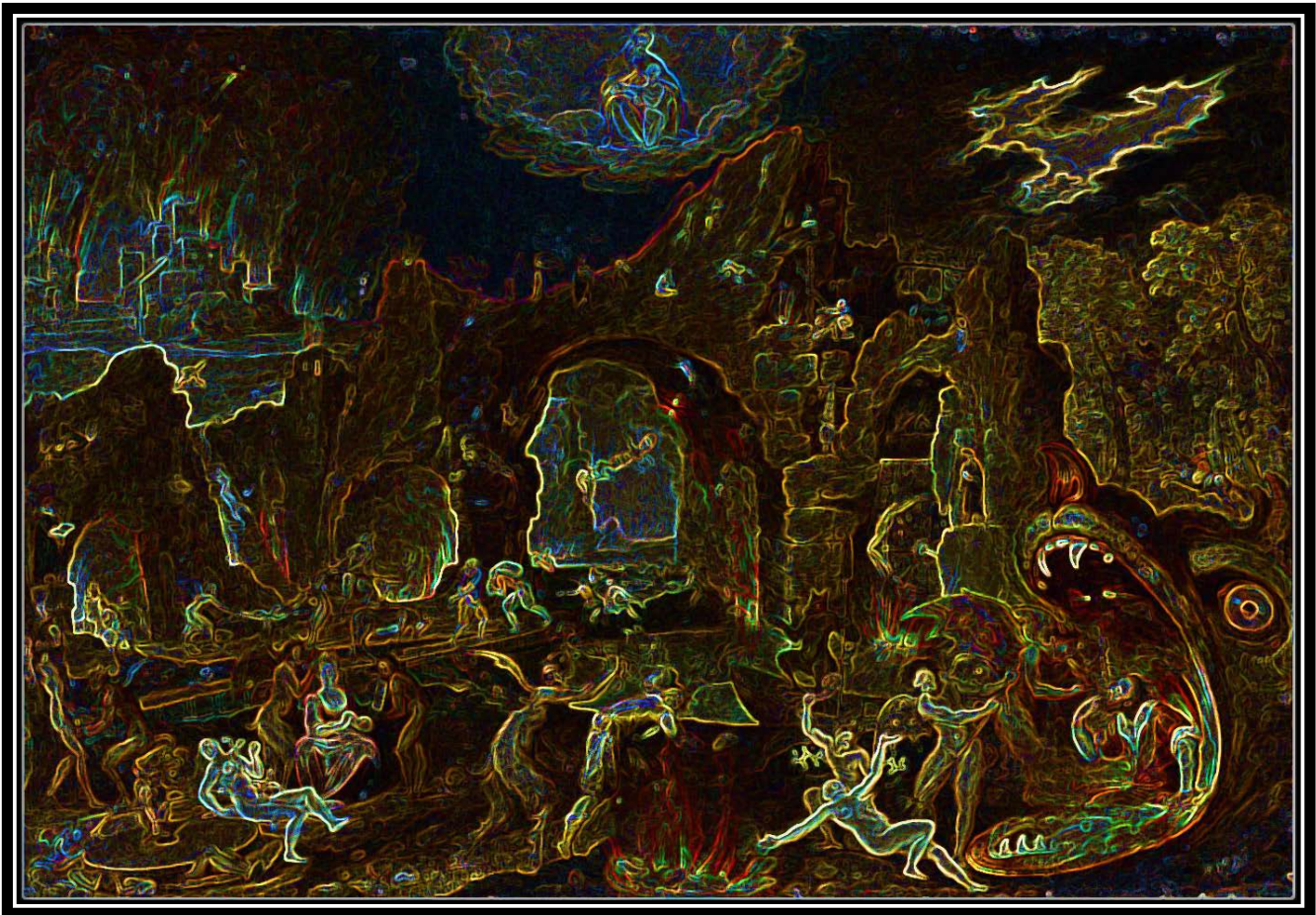


The Gyre's Juggernauts are its navy, an armada of sunken, destroyed warships from every conceivable era. These ply the waters around the core of Gyre in a constant protective vigil. These ships & their crews of ghosts are relentless undaunted, warriors all, who continue their wars – battling against one another in needless, uneventful conflict. For

them, war will not end, the shriek of bursting shells & the crash of shattered masts persists forever.

Banshee Juggernauts are captains in these navies, masters of lonely ships that prey upon others or admirals of great fleets all with their own byzantine command structures, all in contention. Their motives & goals are peculiar, their ambitions immense & their will to master one another overwhelming.

Juggernaut **Phantoms** of Gyre are sailors & marines, the rank & file of the navies, always watchful of the animosity of the ocean-deep's monstrous dwellers, the



antediluvian dream-creatures, the horrors of the hungry deep that once were merely the tensed synapses of dinosaurs.

Specters of the Juggernaut navies of Gyre are the crews, servants, passengers & sometimes the ships themselves of the Juggernaut navies. These are the organizational backbones of these fleets, beings committed to the hierarchy & structure of a navy to the point of inhabiting titles, cannon & sails, of becoming the ships & their officers.

Juggernaut **Poltergeists** of Gyre are the signals between the fleets, the flying cannonballs, the semaphore flags, they are as well the swift swimmers, the commandos of the navies, who board the ships in secret & stealth.

Shades of the Juggernaut navies are the dead men those who recollect vividly their demise in the course of conflict, who have been put to the sword in recent memory, slaughtered by pirates or bombed by fighters, exploded by the mass drivers. These instigate & lead the fight between Gyre's navies. They seek to continue those wars that killed them, trying to ensure that their deaths retain any amount of meaning.

Among the Juggernauts, **Revenants** are the sharks & birds, the predators at the edge of the battle who come in for the kill after the action, whose own wars are fought with

teeth & who gain sustenance from the flesh of the drowning. They are cruel without malice, furious without anger.

MENDICANTS OF GYRE

The city at Gyre's center - a lively place & densely populated. The ghost here are all drawn from the oceans of every world in which people have drowned & ships have been lost. They have acted collectively to construct a city of shattered hulls & cracked bulkheads, an island of ships, rafts & bridges peopled by the dead.



Banshee among Gyre's Mendicants are its patrons, the spirits of the intersections, the kami of the neighborhoods. They are ephemeral & indistinct but as well, they are presences, strong centers of emotion & feeling, a binding force in the boroughs of Gyre.

Shade Mendicants of Gyre are its features, its parks & statues. They are sleeping elements within the city, waking & growing alert and doing so, changing its landscape. They become its places.

Revenant Mendicants of Gyre are its keepers, its organizers & shapers, the groundskeepers & maintenance people, its architects & constructors. They shape the phantom world into the city.

Mendicant **Specters** are the mass of the city's residents. They have their comings & goings they carry out their afterlives and manage the functions of civilization. They carry on trade with the Waste-Landers, demand the protection of the Juggernauts & serve the will of the Elect.

Poltergeists of the Mendicant cohort are the city's messengers & undergirding infrastructure – they are the systems of communication, the providers of entertainment, they connect the thoughts of the others.

Mendicant **Phantoms** master the city's temples, they are the worshippers, the creators of the crude shrines to deep-sea gods. They lead exultant rites in the hopes of keeping off the final judgments of these horrific deities for another season in the Afterworld.

TALENTS OF GYRE

Gyre's talents are its wizards, its weather workers & its sages. They can see & know the hurricane & tsunami that crush & reform the city over and over again.

Talent **Phantoms** are the priests of the Afterworld's elements – they divide the seas & winds & make the city to float & the air to form above it.

Specter Talents of Gyre are the city's areopagus, the senate & elders, they are those who's power over the Afterworld itself is sufficient to control the tempers of the dead. They prevail against the passions that stir among the dead & hold dominion, keeping the city peaceful in the wake of relentless disturbance.

Poltergeist Talents are the spies of Gyre – the secret police that answer to the areopagus. They are behind every column and lurking at the eaves of every room, waiting to hear the dissent that the Elect & the Juggernauts will respond to.

Talent **Banshees** of Gyre are the city's accountants, the bookkeepers who tabulate what is owed & what has been rendered, who exact the taxes & determine with precision how the strange ghost economy will flow.

Shade Talents of Gyre are the hidden, hiding mages of the city. Those with power and the capacity to master the elements that harass & support the city. They are hunted and wanted – for their power combined with autonomy is too dangerous for the city to bear.



Revenant Talents of Gyre reform into the city's wildlife – they are its rat swarms & pigeon flocks. A cloud of midges that clings to a window is a Revenant, and these beasts of the ghost realm give the city its seasons.

ELECT OF GYRE

Gyre's elect are its faithful, gods-fearing folk who await the redemption that has eluded so many ghosts for all of time. They create & curate the temples & shrines of the city, and they peer ever toward the edge of distance, in search of word from their faith.

Shades of Gyre who are among the Elect are the parishioners, the faithful & devout, who offer prayers, lead cults and execute what they imagine to be the will of the gods.

Elect **Banshees** of Gyre are the church's priests & prophets. They issue the proclamations & the bulls that guide so much of the city's life. Their power is turned, most often against the other faiths of the city – but should they unite their force would be beyond that of all other cohorts.

Revenant Elect of Gyre take on the forms of the devils & angels of their faiths, they are the scourges of their churches & the terror of the heretics. Some among them lead their own heresies, functioning as a sinister mirror of their hopeless faiths.

Phantom Elect in Gyre are avatars of their deities – in most cases they congeal together, the more the merrier, into beings of greater & greater power – the voices of the divine, and whether they are the authentic mouthpieces of distant gods is a question few dare to speculate upon – their power is supreme and their animosity is for the others.

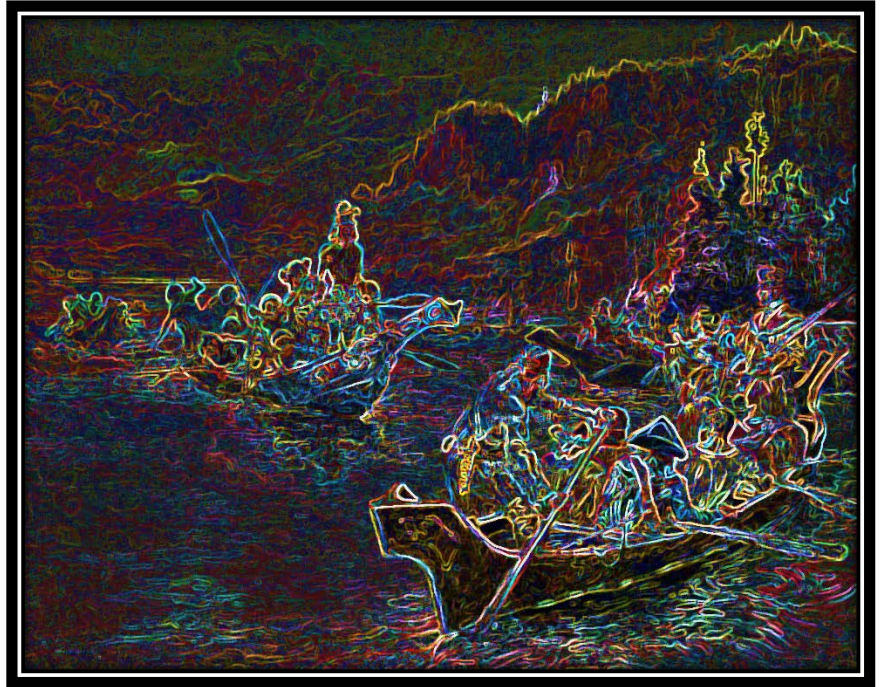
Poltergeist Elect in Gyre transmit their messages to the world of the living – they are ghostly voices that manifest in the Real – echoes of the deep dark of the Afterworld. Those yet living who hear the voices of living gods of ocean & death are all too often listening to the voices of the Poltergeists of Gyre.

VOYAGERS OF GYRE

Gyre's Voyagers are its ferryman & pilots – who connect the city's many districts by their efforts.

Poltergeist Voyagers are the city's streets & canals, they become these flowing thoroughfares & guide traffic & commerce within the city's bounds.

Revenant Voyagers of Gyre are the menacing predators of the city – the criminal underground that threatens those who enter the wrong alley, the black market for illicit goods & the secret society of the city's nefarious operators.



Voyager **Shades** are those merely passing through – the wanderers & visitors, perennial guests who go from house to house offering visions of the real world in exchange for their room & board.

Banshee Voyagers of Gyre are the city's maps, and the describing bounds of the city itself, they are guides & the ephemeral distance that lies between structures – making them bounded & distinct.

Phantom Voyagers of Gyre are few, for most attempt the deep migration, the meditative exploration that transcends the afterworld. These are monks who turn their thoughts inward in search of the voice, the true voice, of the divine that will speak back to them, and guide them from perdition.

Specter Voyagers are the ferrymen, the gondoliers & hostlers, those who navigate the city's many decks & hulls & canals, carrying everything that can be carried between them, navigating the ways of the city in service of their own masters.



THE FUNCTIONS OF COHORTS

Ghostly cohorts function largely in concert with the ghostly world around them. Each of the Cohorts is, effectively, a social caste for the Afterworld, and these castes have a fluidity - in some realms a **Voyager** may rule but in another a **Waste-Lander** may have dominion. These states depend upon the state of the surrounding Afterworld. Cores of forgotten, deceased knowledge hold these places together, making them solid in the Afterworld.

While the Cohorts have a status, significant to the Afterworld at large, a **PC** is a special sort of ghost - one who is guided through the Afterworld, with a sense of a destination - an escape or a salvation. Because of this **PC** ghosts gain certain abilities based upon their cohort.

Waste-Lander PCs can *Provide* - The Providence ability allows the Waste-Lander to gather an ectoplasmic sustenance - a varied, yet universally wholesome substance that ghosts may feed upon. This may take the form of fallen debris or lost mementos, as in Gyre. Each instance in which the Waste-Lander provides, by making a successful Coherence check, causes all the ghosts that the Waste-Lander aids to have their ghostly statistics increased by 1 each. This ability only works once per session at most. It requires a goodly amount of time. It requires an Emanation check.

Juggernaut PCs can *Break* - The Breaking ability gives the Juggernaut the capacity to destroy a location, the size of which is based upon its Emanation score. A huge juggernaut may break, utterly shatter & smash a whole neighborhood of a city like Gyre, while the Juggernaut navies of Gyre have the ability to break objects the size of a ship. This ability can be used at most once per session.

Mendicant PCs can *Make* – The Making ability is the opposite of the Juggernauts' breaking ability. A Mendicant can bring an object of the real world into the Afterworld, they can snatch ideas & memories from the living worlds & make them real in the Afterworld. Nothing destroyed in the Afterworld is repaired, only new things are brought through. This saps the vitality of the object in the real world, causing it to begin its ruin and senescence into entropy. This ability is useful only once per session & it requires an Identity check.

Voyager PCs can *Slide* – the Sliding ability is the ability to move to a location without crossing the intervening space. A Voyager may slide all the members of a party but only once per session. It requires a Velocity check.

Talent PCs have the ability to exude power. They can change the statistics of one other ghost by modulating their forces. A Talent PC can, once per session with a successful Awareness check know the statistics of any ghost & swap two of the statistic's values, permanently.

Elect PCs are able to hear the words of the gods & act with devotion to that will. Once per session with a successful devotion check an Elect PC can temporarily increase all the statistics of a ghost by 10 or of all ghosts in their party by 5.



These are the abilities of the Cohorts & a guide, if slight, of the post-living world.

GHOSTLY ABILITIES

The abilities listed here are available to Ghosts based upon their Tribe. All ghosts of a tribe have all of the relevant powers – however, these powers, when used, require the successful application of a statistical roll. None of these works without a successful roll & the roll to be used is determined by the Referee.

Beyond all Boundaries You can move through one class of object or one type of medium - e.g.: Steel, Water, Sky, Wood

By Secret Roads Inspiration from deities give you knowledge of a golden path that allows you to access wisdom, you can reroll a failed check once per session

Capricious Techniques Juggling your forces & the substance of objects around you allows you to make attacks against another ghost, but the statistic you attack is determined randomly.

Concealment You cannot be detected by other ghosts when you wish to hide barring the use of an opposed ability, in which case there is a statistical conflict to determine success.

Consumption You can consume other ghosts with a successful check of Emanation against their coherence- you increase your statistics by 1 each when you do so.

Contained Within Confines You can exist easily within any object & can't be consumed or otherwise imprisoned or contained, anything you are forced into becomes your new body.

Dreams & Inspirations You can call upon the echoed voice of your deity to improve your attempts - you can switch the high & low dice on a roll once per session.

Eternal Paths There are routes out of the Afterworld, paths back to the real world - you know of them & where they lie.

Far Traveling You can go where you wish at the speed that you desire - you can arrive anywhere in the setting at once and depart just as quickly but only once per session.

Foundation You can create a society of the dead. Founding a new world & creating a new necropolis in the Afterworld. Ghosts will come, should you found such a city.

Hunting Ground You can declare a place in the Afterworld your own hunting ground, and you may reverse the order of your own dice when hunting in that area.

Knife Juggling You can influence the real world & cause weapons to strike there. You may leave the game and act in the real world in a combat scene.

Languages You gain understanding of all languages & can hear the words whispered in the dreams of others.

New Machines You can see into the future & have at your disposal the ghostly emanations of futuristic weapons & conveyances.

Old Ways You can see into the past & gain knowledge of any skill or ability that has been lost from the past.

Paradises & Perditions You can change the Afterworld around you, making it a place of punishments or rewards - you increase or decrease the statistics of ghosts in the area by 5 based upon your preference for reward or punishment.

Pursuit You hunt another ghost and follow it, no matter where it goes. You follow without error once per session.

Shape Changing You can become any other thing - any creature of your preference.

Singer of Songs You know the words of the great performers, you sing & tell the tales & all who hear must relent in their conflict, they are pacified & made peaceful once per session.

Sublimation You can consume the anger & emotions of another ghost, stealing from one of their statistics and adding the amount to your own. You snatch away up to 10 points per session.

Symbols & Signs You make markings & speak in codes & understand the meanings of symbols - symbols in the real-world can be manipulated by you, and you can manifest within them.

The Corresponding Chord You can experience the worship of your deities from the real-world, your own voice added to the chorus that sings in the real makes the power of their prayers more.

The Force of Passions You appear alongside those living souls who fight in your own wars, your hand guides them & they strike more true & hit much harder for your aid.

The Now & Always You may create objects in the Afterworld in replica of your real-world possessions.

They exist forever & cannot be destroyed.

The Power in All Things You experience the divine and the divine enters the Afterworld - you are restored & your statistics are made correct & healed.

Tongues You can communicate in all languages and be heard by those in the real world who are mad, sleeping or drugged.

Transcendence You can manifest as a pure image of your ghostly self in the world, no longer your living self, your ghost persona appears in the world & becomes real for a time.

Voices From Afar You can listen to the words of the many & the living, your ear discerns all sounds from throughout the real world & you gain all knowledge of what has been spoken.

Wailing Song You can speak to the secret terrors of others and sing a song of humiliation & shame, it cripples those who hear it in life, and shames those who hear it in the afterworld.

Warrior Angel You cause a figure from the real world to manifest in the Afterworld - all the more solid

and luminous this figure appears in the afterworld like a brilliant, powerful god & it is powerful against your foes.

What Lies Within You discern the core lie of your divinity & understand that there is no great power outside of the mind & the self, and you gain strength from this knowledge.

What Was You can draw into ghostly existence any object or place you have once seen.

What Will Be You can reach into dreams of the future & make manifest in the Afterworld places & objects that will one day be.

Without Wavering You reaffirm your faith & become insensible to all & immune from any effects in the Afterworld.

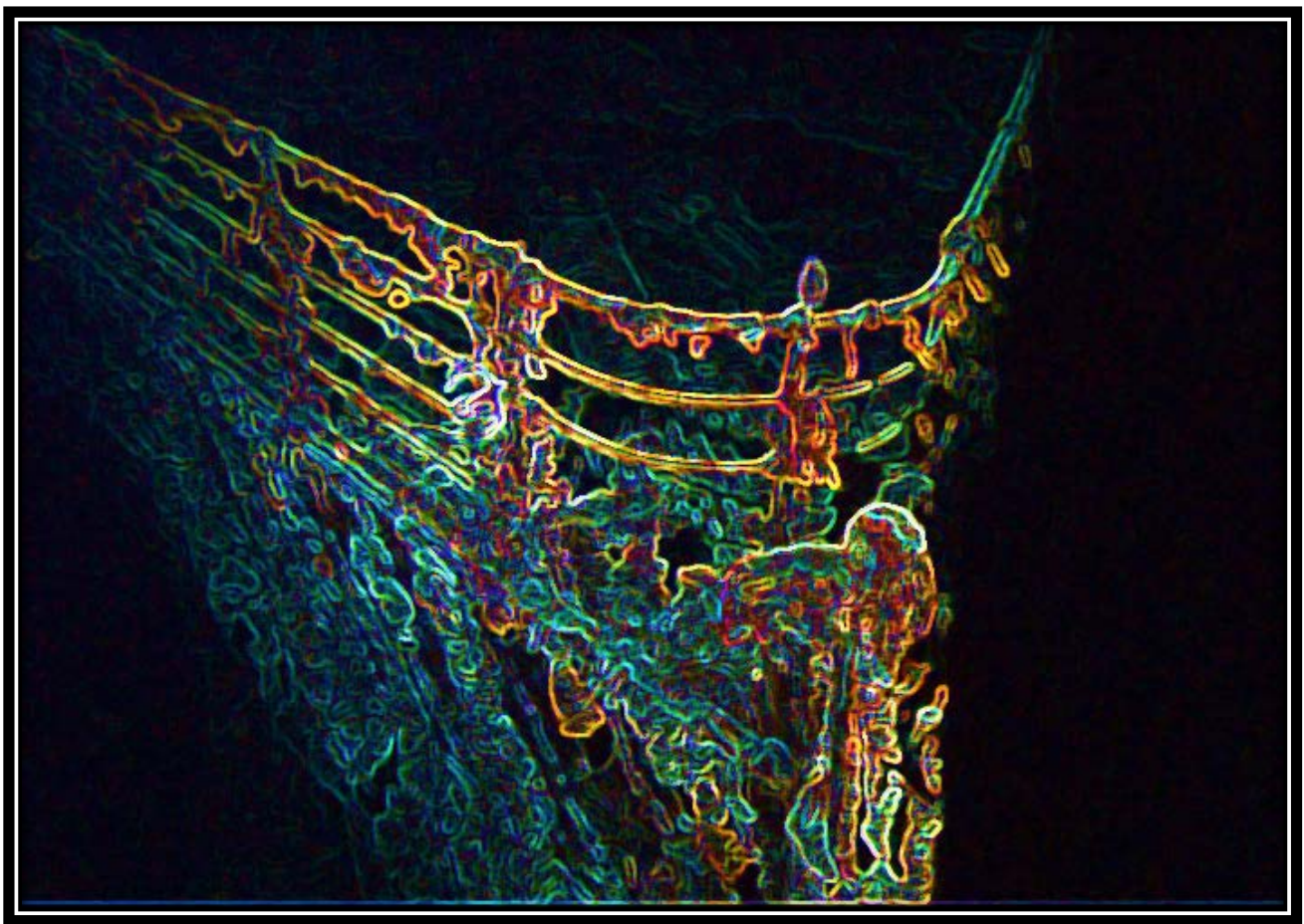
Words & Scripture You can recite the words of deities, the holy texts & thus command their faithful in the afterworld.

Worlds Beyond & Within You can enter into a ghost & find within their identity a new city, the city of their own dead dreams. You can do as much with anyone and take anyone to this place.

AFTERWARD

The rules & conventions presented here are intended to provide you with some tools for managing the death & afterlife of Player Characters in any game. It is meant to be agnostic of systems & settings – but it does refer, in some ways to **The Game of the North** – and other OSR style RPGs. It is hoped you will give those games a chance.

Setting the bounds of your own Afterworld, deciding how to reward & guide your players through this world of ghosts is left to you as an exercise in imagination. Offered here as pure confection, a toy more than a true tool – I'm not opposed to developing further aspects of this system & setting, should it prove well received or popular, which is to say – if you like this work, please tell your friends.



And as always, thank you.

- Jeremiah Merhuseleh