

Lost Souls™

Second Edition



By Joe Williams and Kathleen Williams

Lost Souls™



**Written and Designed by
Joe Williams &
Kathleen Williams**

**Cover Illustration by
Rob Alexander**

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Sage Lore Productions, Inc.***



Belief in the afterlife is varied, ranging from the Judeo-Christian system of heaven and hell to the constant cycle of reincarnation of the Hindu. We have used aspects of many religious beliefs to create an exciting and challenging world in which to play. ***Lost Souls*** is not meant to be disrespectful or misleading, rather it is intended to be a unique, humorous diversion and should be viewed as such.

We welcome suggestions, questions, and comments from our customers. Please feel free to contact Sage Lore at P.O. Box 14616, Portland, OR 97214.

Interior Artists

Don Anderson
Devin Van Domelin
Ken St. Cyr
Ryan

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PLAYER'S SECTION

Both the players and the referee should read this section.

Chapter 1: Background acquaints the reader with role playing and the afterlife.

Chapter 2: Character Creation presents step by step instructions for creating a lost soul.

Chapter 3: Professions details each of the character professions, listing their skills and possible causes of death.

Chapter 4: Lost Soul Types gives more information on a character's supernatural abilities.

Chapter 5: How to Play explains the mechanics of the game, including information on how to use skills and powers.

Chapter 6: Skills describes each skill in detail. This alphabetical listing makes it easy to look up a skill's purpose during a game.

Chapter 7: Powers is a comprehensive look at each supernatural power. Again, this chapter is intended as a reference, and you need only read about those powers your character possesses.

Chapter 8: Combat contains the rules for the most basic form of interaction between lost souls and NPCs. These rules will help you confront even the strongest evil entity.

Chapter 9: Mediums introduces a unique character type that will add a new dimension to any *Lost Souls* game.

BACKGROUND

1





JOURNEY TO LIMBO

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

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

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

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

THE FACTS OF LIFE & DEATH

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

You fall to your knees, blubbing that you didn't mean to cross the street against the light, but you were in a hurry, and everyone else was

doing it. It isn't fair that you got nailed instead of someone who really deserved to die.

"You mean you perished in an accident?"

You nod weakly.

"I thought I sensed the Will to Live in you!"

Quickly she consults the last row of figures. "I've made an awful mistake, Yumyums. I was so excited to see you that I forgot to check the schedule. You see dear, it wasn't your time. You aren't slated to visit us until they balance the federal budget."

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

A LAST CHANCE

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

"You see, you can't be reincarnated until your Will To Live is totally gone, and because you died so suddenly yours is still strong. You'd be surprised how often this happens. The after-life is full of people like you, lost souls unable to let go of their lives. Perhaps you can help one another.

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

A FINAL WARNING

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

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



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

OVERVIEW

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

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

REQUIREMENTS

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

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

DICE

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

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

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

ROLE PLAYING

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

Using an adventure as a guideline, the *referee* directs the course of a game. He is responsible for describing events and settings to the players. Since players can directly affect the course of the story, the referee must be able to quickly improvise or alter his tale when necessary. He also controls the characters the players meet. The referee assumes new roles as needed, sometimes playing three or four characters at a time. These characters are known as non-player characters, or NPCs.

The *players* are impromptu actors within the scenes created by the referee. Each player portrays a single ghost in the game, and reacts to people and events according to the personality of his or her role. Players will generally work together to solve a puzzle or meet challenges presented to them by the referee. The role taken on by a player is called a *lost soul* or a *character*.

BACKGROUND

All characters in **Lost Souls** begin the game after having died in some abrupt or accidental manner. Perhaps the character is a scientist who pulled the wrong lever, or a spy who was shot down by enemy agents. Whatever the mishap, his body is left far behind as his spirit makes its way to Limbo, a sort of gateway to different planes of existence.



A character's journey to Limbo begins a few seconds after death. At the moment of death, the character's spirit departs his body. The spirit has only an instant to stare at its vacated home before a swirling tunnel of darkness envelops him. Try as he might, a spirit cannot resist the pull of the tunnel. He is drawn slowly toward a circle of light, and before he knows it, he has entered the world of *Lost Souls*.

Out of the brightness at the tunnel's end appears the character's Mentor (an NPC played by the referee), who assumes the visage of a trusted relative or friend who has already passed away, or a sympathetic, but unknown person. The Mentor explains to the character that he is dead, but because his Will to Live is so strong (owing to the fact that he died before his time) he cannot be reborn. This is good, for his lack of Karma indicates that if he were reborn, the form he'd take would be very low.

Karma is the compilation of good and bad deeds in a person's life. The caste of a person's next incarnation is based on how much Karma he has accumulated. With enough Karma, a character may become a Higher Being. Only then can he escape the cycle of life and death and join his Mentor in the Outer Planes of the Afterworld.

Since the character didn't get a fair chance to collect Karma while alive, he now has the opportunity to gain it in the afterlife by completing unfinished business, destroying evil beings, and protecting the innocent.

THE AFTERLIFE

A newly deceased spirit may look whole and solid to himself and other spirits, but when he walks the streets of the living, no one can see, hear or sense him in any way. To the living, he does not exist. A lost soul can hear and see the living, but not vice versa. Communication with the living is impossible unless the ghost uses a supernatural power to interact with them.

Since most spirits are instantly reborn, there are fewer ghosts in the world than living people. Characters will meet an occasional lost soul, a spirit like themselves who is seeking to work his way up the karmic ladder. Lost souls are not the only incorporeal beings roaming the afterlife. Demons, evil spirits and visiting mediums all inhabit the world of the dead, and many of the them are hostile and dangerous.

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

USING THIS RULEBOOK

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

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

We suggest that you begin by generating a character, as explained in **Chapter 2: Character Creation**.



CHARACTER CREATION

2





OUTLINE OF CHARACTER CREATION

Appearance	Page
Roll or choose a sex	12
Roll or choose an age	12
Roll or choose a height	12
Roll or choose a weight	12
Roll or choose an eye color	12
Roll or choose a hair color	12
Roll or choose a hair style	12
Roll or choose a key feature	13
Roll or choose 2 traits	13
 Profession	 Page
Roll or choose a profession	14
Roll base skills	26-41
Note special ability	26-41
Fill in specialties	26-41
Note standard gear	26-41
Roll cause of death	26-41
Fill in specialties for death	26-41
Note additional gear	26-41
Note starting Karma	26-41
Note carrying capacity	16
 Lost Soul Type	 Page
Roll or choose a lost soul type	18
Note consistency	42-53
Fill in specialties for type	42-53
Note supernatural powers	42-53
Roll or choose a ghostly visage	19
 Background	 Page
Calculate Defense	19
Roll or choose 4 interests	20
Fill in specialties for interests	20
Calculate non-specialties	21
Roll 6 times on Life & Death table	22
Roll Unfinished Business	25
Name your character	21

You are now ready to play!

THE CHARACTER SHEET

To play *Lost Souls*, you must first generate a character, using a character sheet copied from the sample found at the end of this manual (you may make as many copies as you need for your personal use). As a player, a completed character sheet is almost all you'll need to participate in an adventure.

Your character is your alter-ego in the game world. Each player creates and controls a single character. Referees do not create characters at all (they create NPCs, but we won't get to that until **Chapter 11: Non-Player Characters**).

APPEARANCE

You begin the character creation process by getting an idea of what your character looked like in life. His cause of death and ghost type may affect his appearance in the afterlife. Record this data in the appearance section of your character sheet.

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

A character's appearance consists of:

Sex: Character creation starts with sex. These rules make no distinction between males and females.

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

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

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



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

Hair style: This is really a matter of personal choice. Your character is of course free to change his hair style as he desires.

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

Personality Traits: Every character has two traits to help define his emotional outlook. Traits serve as a guideline for role playing.



Sex & Age at Death

d100	Sex	d100	Age
01-50	Male	01-10	16 + d6
51-00	Female	11-30	22 + d6
		31-55	28 + d6
		56-70	34 + d6
		71-80	40 + d6
		81-90	46 + d6
		91-95	52 + d6
		96-00	58 + d6

Height & Weight

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

Eye Color, Hair Color, & Hair Style

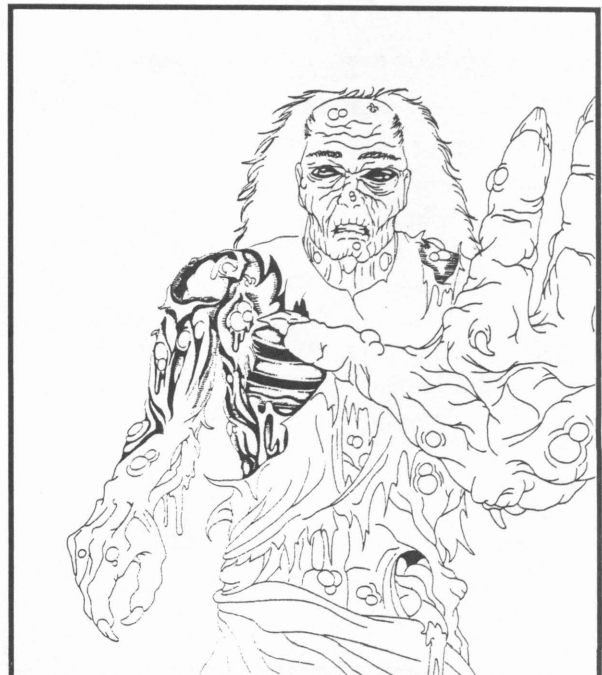
d100	Eye Color	d100	Hair Color	d100	Hair Style
01-15	Light blue	01-10	Dark brown	01	Mohawk
11-20	Black	11-20	Light brown	02	Spiked
21-30	Gray	21-30	Sandy	03-04	Shaved
31-40	Green	31-40	Black	05	Dreadlocks
41-50	Hazel	41-50	Golden	06-10	Braided
51-60	Violet	51-55	Red	11-16	Crew Cut
61-70	Dark blue	56-60	Strawberry blonde	17-22	Long & flowing
71-80	Light brown	61-70	Auburn	23-28	Long & ratty
81-95	Dark brown	71-75	Gray	29-37	Short & wavy
95-97	Amber	76-80	White	38-46	Long & wavy
98	Silver	81-95	Blonde	47-55	Short & straight
99	Golden	96-00	Bald	56-64	Long & straight
00	Roll once for each eye			65-73	Short & frizzy
				74-82	Long & frizzy
				83-91	Short & curly
				92-00	Long & curly

**Key Feature**

d100	Feature
1-2	Sunglasses
3-5	Distinctive scar
6-7	Tattoo
8-9	False teeth
10-12	Pierced nose or ear
13-15	Slouched hat
16-18	Cane/Stick
19-20	Disfigurement
21-22	Long fingernails
23	Eye patch (50% chance of either eye)
24-26	Wears one color
27-28	Neon sneakers
29-31	Birthmark
32-35	Facial hair
36-38	Bad breath
39-40	Wrinkles
41-42	Warts
43-44	Nasal voice
45-46	Leather boots
47-48	Unusual voice
49-51	Strong accent
52-61	Left-handed
62	Ambidextrous
63	Extra digit (50% hand, 50% foot)
64-65	Glasses
66	Color blind
67	Double-jointed
68-69	Large nose
70-71	Small chin
72-73	Dimpled chin
74-76	Freckles
77-78	Missing teeth
79-80	Body odor
81	Speech impediment
82-83	Deep voice
84-85	Squeaky voice
86-87	Braces
88-89	Missing digit (50% hand, 50% foot)
90-91	Acne
92-93	Dimpled cheeks
94-95	Wears jewelry
96-97	Facial tic
98-99	Big feet
00	Albino

Personality Traits (roll 2)

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





PROFESSION

Now that you know what your character looks like, it's time to decide on the profession he followed in life. Your character's profession determines his skills, equipment, cause of death, and starting Karma. The professions are fully described in **Chapter 3: Professions**. Turn to that chapter now and select a profession for your character, or simply roll on the **Profession During Life** table.

Look up your character's profession in **Chapter 3: Professions** to learn more about his personality and motives. You'll be using Chapter 3 quite a lot in the next few steps of character creation, so be sure to mark the page where your profession is described. Remember, individuals can be totally different from the archetypes depicted in this manual. Not all Guinea Pigs are gullible, nor are all Performers lithe. You have the final decision on how you will play your character.

SKILLS

Characters have different strengths, weaknesses, and skills, just like real people. A strong ghost might decide to fight her way past a de-

mon. A charming ghost might convince someone else to fight for her, while a cunning ghost might bluff her way through, and an agile ghost might try to dodge around the demon. In the same way, different characters with different skills will try different methods to accomplish the same task.

In the middle of your character sheet is a list of 60 skills, starting with Agility and ending with Ride. All of these skills will be given a rating between 2 (which is really awful) to 19 (which is nearly superhuman). When we say a character has a Strength of 19, we mean he is incredibly strong. On the other hand, a character with an Agility of 3 is very clumsy.

A character's ability to perform a task is based on his skill. A character with a skill of ten has a 50% chance of using that skill successfully on an average task. For this reason, ten is considered normal for a typical character. If your character has a skill above ten, he is above average; below ten, he is below average. Each point of difference will change his chance of success.

EXPLANATION OF BASE SKILLS

The twelve skills on your character sheet that appear in bold are called base skills. Initially, base skills help determine your character's other skills, but once your character is created, all skills are treated exactly the same.

The base skills are briefly explained below. You'll find a more detailed description of all skills in **Chapter 6: Skills**.

Profession During Life

d100	Profession
01-07	Arcane Scholar
08-14	Artist
15-20	Athlete
22-27	Average Joe or Josie
29-34	Commando
36-40	Cop
41-47	Explorer
48-54	Gangster
56-60	Guinea Pig
61-67	Inventor
68-74	Journalist
75-80	Performer
81-87	Private Eye
88-94	Scientist
95-00	Spy

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

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

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

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

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

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

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



ideas.

Knowledge indicates how much your character has learned.

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

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

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

Strength is the measure of a character's brawn. Strength isn't so important to a ghost since he cannot physically affect material objects. Still, it's helpful when dealing with other incorporeal beings.

DETERMINING BASE SKILLS

Chapter 3: Professions shows the base skills for each profession. To each starting skill for your profession, add the roll of a six-sided die to create the score for your character. Write the values of your character's skills on your character sheet.

***Example:** Lisa decides to create a Cop character. Cops have an Agility of $10 + d6$. To discover the Agility of her Cop, Lisa rolls a six-sided die and adds the result to 10. She rolls a 6. Since $6 + 10 = 16$, she writes 16 next to Agility on her character sheet. Lisa repeats this procedure for each of her remaining base skills.*

SPECIAL ABILITY

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

Note your ability on the bottom line of the Supernatural Power section of your character sheet. On the same line, write down the number of uses per day for your ability. Later, each time you use your ability, you'll check off one of the circles next to it. You might even want to scratch out or fill in the extra circles so you can clearly see how many uses you have remaining.

Skills & Base Skills

Skill	Related Base Skill
Aim	Dexterity
Animals	Nature
Artistry	Fate
Athletics	Stamina
Bargain	Charm
Brawling	Strength
Bully	Strength
Caves	Nature
Climb	Strength
Conceal	Cunning
Customs	Knowledge
Danger Sense	Fate
Direction	Nature
Disguise	Cunning
Dodge	Agility
Drive	Mechanical
Electronics	Mechanical
Empathy	Alertness
Entertain	Charm
Faith Heal	Fate
Filch	Dexterity
Folklore	Knowledge
Forgery	Dexterity
Interrogate	Charm
Jump	Agility
Languages	Knowledge
Lie	Cunning
Listen	Alertness
Medical	Intelligence
Memory	Intelligence
Mimic	Cunning
Occult	Fate
Persuade	Charm
Quickness	Agility
Religion	Knowledge
Repair	Mechanical
Ride	Strength
Run	Stamina
Sanity	Intelligence
Science	Intelligence
Search	Alertness
Stealth	Agility
Swim	Stamina
Tame	Nature
Track	Alertness
Traps	Mechanical
Unlock	Dexterity
Will	Stamina



SPECIALTIES

Specialties are skills that your character is particularly adept at. A specialty equals the base skill listed above it on the character sheet. The listings in **Chapter 3: Professions** include the eight specialties a character receives for her profession.

The **Skills & Base Skills** table on page 15 shows all skills used in the game and which base skills they are dependent upon.

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

STANDARD GEAR

To make the afterlife easier, lost souls create familiar objects from ectoplasm. They make duplicates of whatever they had with them at the time of death. As a lost soul learns to manipulate ectoplasm, he can create any item he requires. This is important since lost souls cannot easily use material objects.

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

Carrying Capacity	
Strength	Maximum Items Carried
1-4	4
5-8	5
9-12	6
13-16	7
17-20	8
21-24	9
25	10

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

Weapons and protective clothing are explained more fully in **Chapter 8: Combat**. All guns come with 30 rounds of ammunition. Other gear is explained in **Chapter 5: How to Play**.

CARRYING CAPACITY

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

Items at hand are immediately available. Carried weapons take at least one turn to ready.

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

Note your character's Carrying Capacity on your character sheet.

CAUSE OF DEATH

To determine your character's cause of death, roll d100 on the appropriate **Cause of Death** table for your profession. The **Cause of Death** tables are included in **Chapter 3: Professions**. The table will give you a brief description of the character's death, two additional specialties, and a list of gear that he brought with him to the afterlife. Note the specialties on your character sheet, and add the *extra gear* to your equipment list.

***Example:** Dave's character is a Guinea Pig. Rolling 37 on the Guinea Pig's Cause of Death Table, he discovers that his character died on death row while taking part in an experiment. He gains Conceal and Lie as specialties, and he adds*



the following gear to his character sheet: a file, tin cup, handcuffs, lock pick, a gun carved from soap, a pack of cards, and mug shots.

STARTING KARMA

Your character's cause of death also determines how much Karma he has at the time of his death. Note your starting Karma in the space for Karma on your character sheet. The more equipment your character begins with, the lower his starting Karma.

The more Karma a character has, the more likely he will be reborn a worthy being. Characters strive to acquire enough Karma to be reincarnated as humans.

NEW PROFESSIONS

You are at no time required to create a new profession. Many enjoyable adventures can be played using only the professions provided. However, if you feel limited by the professions in this rulebook, you may want to consider designing a new profession for your character. While this can be a challenging endeavor, it does allow you greater control over your character's abilities.

Title: First, come up with a title for the kind of profession you are interested in. Maybe you would like to play someone who was a College Student in life.

Base Skills: Arrange the numbers 2 through 13 between the character's base skills, using each number only once. You select where to put the numbers depending on how appropriate that base skill is for the profession you are creating. For instance, a College Student would have high Intelligence and Knowledge, so you might set them at 13 and 12, respectively. They also need good endurance for late night cramming, so you might assign their Stamina a score of 11. Continue in this fashion until all the base skills have been allocated a starting value. As with all other professions, a player adds d6 to each to determine the skills for a specific character.

Special Power: Now, come up with a special power for your character. This can be anything you feel is appropriate for the profession. Ask your referee to help you determine the exact nature of the special power and its uses per day. In the case of a College Student, they might have the power of "Research," which allows them to

discover all sorts of information if they have access to a library or newspaper morgue.

Specialties: Next, assign your profession eight specialties. These are skills that would apply to the class of person in question. A Student might have Science, Languages, Electronics, Athletics, Memory, Artistry, Conceal (for hiding crib notes), and Forgery (for writing notes from his parents).

Standard Gear: After you've decided on specialties, list the kind of standard gear your profession would require.

Cause of Death: The last part of creating a new profession is the most difficult. Design a Cause of Death table for your profession, listing at least ten different demises. For each death, assign two specialties that in some way relate to the death. Make certain you don't duplicate any of the specialties you have already allotted. For instance, a College Student's Cause of Death table could not contain the specialties of Science, Languages, Electronics, or any of the other specialties already assigned to that profession.

The Cause of Death table must also list the gear a character receives for his demise. This gear can be anything within reason.

Starting Karma: Lastly, you must assign each Cause of Death a starting Karma value. This is equal to 20 minus the Karma cost for all the equipment the character would receive for that death, including the standard gear germane to the profession. Because this requires objectivity, your referee should be the person to determine the starting Karma. Since starting Karma cannot be less than 1, your referee may need to eliminate some of the gear on your Cause of Death table.

Once your new profession has been created, your referee should check it over one more time to make certain it is balanced and fits in with the other professions.





LOST SOUL TYPE

You may choose or roll your type on the **Lost Soul Type** table. Look up your type in **Chapter 4: Lost Soul Types** to find out more about it. The description of your type will give you two additional specialties. If a type specialty duplicates a specialty you already have, add +5 to that skill instead.

CONSISTENCY

Your type description in **Chapter 4: Lost Soul Types** will dictate whether your character appears solid, luminous, or vaporous. These classifications are explained below. It is important to remember that these descriptions apply only to

other ectoplasmic beings. All lost souls are invisible to living creatures (unless supernatural powers are employed).

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

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

Vaporous: A vaporous character appears wispy, as though made from white smoke. Even to another lost soul, he appears cloudy and translucent. Tendrils of mist swirl after him, and his limbs, while fully functional, may trail into mist. Vaporous characters seem to float rather than walk.

SUPERNATURAL POWERS

Characters receive an assortment of supernatural powers to aid them in their quest for Karma. As a character's Karma increases, so does the number of powers he possesses. This is fortunate, for as a lost soul, he will find many of the tasks he could easily perform when alive are now nearly impossible. Without a supernatural power, just opening a door can prove daunting.

The listing of your type in **Chapter 4: Lost Soul Types** assigns your character a number of supernatural powers which are explained in **Chapter 7: Powers**. Your starting Karma determines which powers your character possesses; the higher your Karma, the more powers you begin the game with. Your character can gain additional powers between adventures by increasing his Karma, as explained in **Chapter 5: How to Play**.

The powers section of your type description lists five powers, along with the Karma required to obtain them. A character with 1 Karma gains only the first power on the list. A character with 2 to 5 Karma has the first two, a character with 6 to 10 Karma has the first three, a character with 11 to 15 Karma has the first four, and a character with 16 to 20 Karma has all five powers.

Copy your powers and uses per day to the Supernatural Power section of your character sheet. Each time you use a power, you'll check off one of the circles next to it. You might want to

Lost Soul Type	
d100	Lost Soul Type
01-05	Apparition
06-09	Banshee
10-14	Doppelgänger
15-18	Ghast
19-23	Ghost
24-27	Guide
28-32	Harbinger
33-36	Haunt
37-41	Phantasm
42-45	Phantom
46-50	Poltergeist
51-55	Remnant
56-59	Revenant
60-64	Shade
65-68	Shadow
69-73	Specter
74-77	Spirit
78-82	Spook
83-86	Vapour
87-91	Wight
92-95	Will o' Wisp
96-100	Wraith



scratch out or fill in the extra circles now so you can clearly see how many uses you have.

Example: Perkins rolls a Harbinger on the *Lost Soul Type* table. His specialties are *Interrogate* and *Danger Sense*, and he notes that his Harbinger has a solid consistency. Since his character has a starting Karma of 12, he has *Precognition*, *Premonition*, *Death Knock*, and *True Sight*. His character's Karma is not high enough for him to have the *Astral Walk* power.

GHOSTLY VISAGE

Death often changes your appearance, usually for the worse. Your ghostly visage indicates how your character appears to himself and other lost souls. If your character uses a supernatural power to appear before the living, the power may specify how your character looks, otherwise he appears as he does to other lost souls. You may either roll or choose your character's depiction on the **Ghostly Visage** table.

BACKGROUND

DEFENSE

Your character's Defense equals the average of his Agility and Stamina, rounded down. Defense is a combination of your character's resistance to injury and his ability to avoid harm.

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

INTERESTS

Roll or choose 4 interests from the **Interests** table, and add the specialties gained to your character sheet. If you roll an interest that dupli-

Ghostly Visage

d100	Visage	Description
01-10	Beauteous	The character has an ethereal beauty. He appears even better than he did in life, in an attractive, idealized form.
11-20	Youthful	The character appears as he did in the prime of life. The player chooses the age his character was happiest, and that is the age he appears to be.
21-45	Living	The character appears as he did when alive.
46-65	Cadaverous	The character appears as he did at the time of his death, with pallid skin and dark shadows beneath his eyes. The wounds of his death are clearly visible.
66-70	Withered	The character appears as a dried out corpse. The flesh is like brown parchment, and clings loosely to the underlying bones.
71-75	Decayed	The character looks like a moldering corpse, with all the wounds of his death clearly visible. Rotting flesh hangs from his body, and he is surrounded by the smell of corruption (which can even be noticed, vaguely, by the living).
76-80	Skeletal	The character has the face of a skull and the body of a skeleton, from which all the flesh has rotted away.
81-83	Bloated	The character looks like a bloated corpse that's been left in the sun too long.
84-85	Monstrous	The character is horrible to the extreme. His warty, diseased skin is discolored with blisters and bruises. His long fingernails and jagged teeth give him a bedraggled countenance.
86-00	Mutable	The character can change at will between two or more of the above forms. Roll twice more for the forms. A player who selects his appearance cannot choose mutable, it is available only to players who roll it on this table.



Interests (roll 4)

d100	Interest	Specialty	d100	Interest (cont.)	Specialty
01	Archery	Aim	49	Shoplifting	Filch
02-04	Target Shooting	Aim	50	Watching old movies	Folklore
05	Darts	Aim	51	Genealogy	Folklore
06	Fishing	Animals	52	Visiting museums	Folklore
07	Farming	Animals	53	Calligraphy	Forgery
08-09	Swimming	Aquatics	54-55	Philosophy	Interrogate
10	Surfing	Aquatics	56	Acrobatics	Jump
11	Scuba diving	Aquatics	57	Ballet	Jump
12	Painting	Artistry	58	Languages	Languages
13	Poetry	Artistry	59-60	Poker	Lie
14	Needlepoint	Artistry	61-62	Music lover	Listen
15	Sports	Athletics	63	Blood donor	Medical
16	Shopping	Bargain	64	Reading	Memory
17	Stock Market	Bargain	65	Arcade games	Memory
18	Martial Arts	Brawling	66	Memorabilia	Memory
19	Wrestling	Brawling	67	Singing	Mimic
20-21	Football	Brawling	68	Astrology	Occult
22	Body building	Bully	69	Fortune-telling	Occult
23	Neighborhood activist	Bully	70	Tarot cards	Occult
24	Spelunking	Caves	71-72	Politics	Persuade
25	Mountain climbing	Climb	73	Debate	Persuade
26	Sleight-of-hand tricks	Conceal	74	Gymnastics	Quickness
27	Anthropology	Customs	75	Tennis	Quickness
28	Skydiving	Danger Sense	76	Religious activities	Religion
29	Bungee jumping	Danger Sense	77	Model building	Repair
30	Hitchhiking	Direction	78	Tinkering	Repair
31	Acting	Disguise	79	Horseback riding	Ride
32	Miming	Disguise	80	Jogging	Run
33	Soccer	Dodge	81	Track	Run
34	Laser tag	Dodge	82-83	Sports	Run
35	Racquetball	Dodge	84-85	Therapy	Sanity
36	Cars	Drive	86	Astronomy	Science
37	Boating	Drive	87	Geology	Science
38	Weekend pilot	Drive	88	Chemistry	Science
39	Cycling	Motorcycles	89	Sightseeing	Search
40-41	Computers	Electronics	90	Bird watching	Search
42	CB Radio	Electronics	91	Housebreaking	Stealth
43	Chess	Empathy	92-94	Raising pets	Tame
44	Volunteer work	Empathy	95	Hunting	Track
45-46	Watching TV	Entertain	96	Petty thievery	Unlock
47	Musical instrument	Entertain	97	Hunting	Traps
48	Inspirational reading	Faith Heal	98-00	Meditation	Will



Example: Lisa's character, with an Agility of 16, rolls Housebreaking as an interest. This gives her the specialty of Stealth. Since she already has Stealth as a specialty because of her Cop profession, she increases her Stealth from 16 to 21.

NON-SPECIALTIES

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

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

LIFE & DEATH TABLE

The **Life & Death** table is used to determine what happened to your character before she died.

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

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

UNFINISHED BUSINESS

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

CHARACTER NAME

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

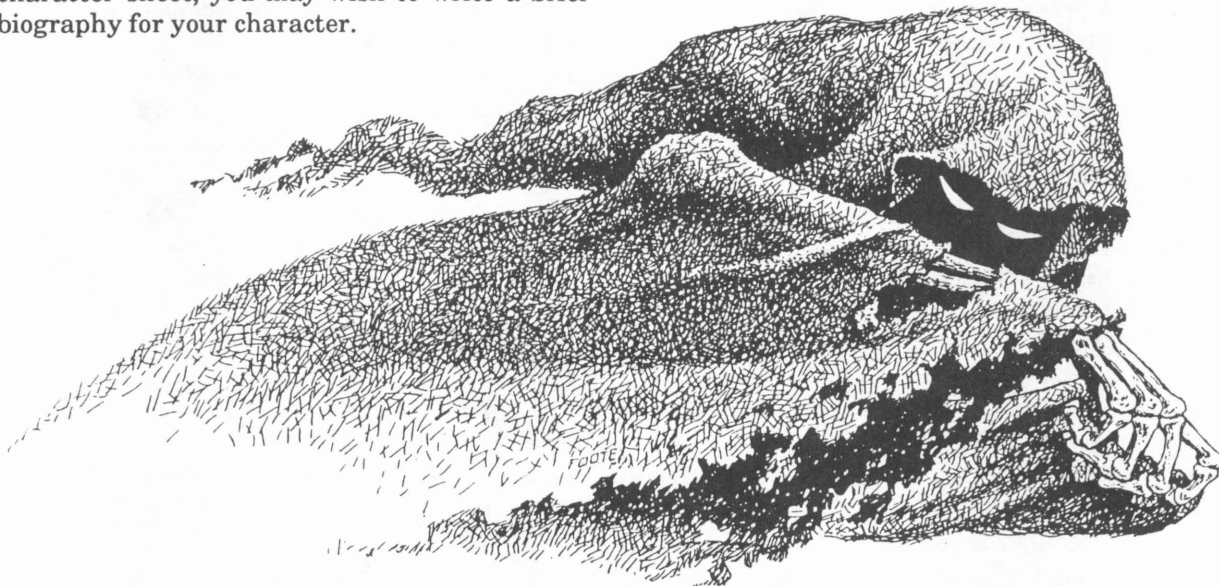
CHARACTER PERSONALITY

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

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

Congratulations!

Your character is now ready to play!





Life & Death (roll 6 times)

d100	Event	d100	Event (cont.)
01	Responsible for death of an ENEMY.	47	Treasure a lucky piece.
02	Secretly manipulated stock market for years with a criminal FRIEND.	48	Hide evidence that RELATIVE was a Nazi collaborator.
03	Acquitted of murdering LOVER.	49	Treasure a garment.
04	Acquitted of murdering ENEMY.	50	Treasure a book.
05	Remember past life.	51	Treasure a picture.
06	RELATIVE died in horrible accident.	52	Treasure a letter.
07	Haunted by a dark secret from the past.	53	Treasure a family heirloom.
08	HABIT.	54	Hide \$100,000 in stocks in your mattress.
09	Treasure a place.	55	Family killed when you were baby.
10	Suffer painful flashbacks of death.	56	Treasure a musical instrument.
11	Responsible for the death of a FRIEND.	57	You owe a RELATIVE a favor.
12	FRIEND. Former LOVER.	58	FRIEND and you have common interests.
13	Pet accompanies you to Limbo.	59	FRIEND mysteriously murdered.
14	FRIEND married criminal, you fear for her life.	60	ENEMY works for the government.
15	RELATIVE responsible for your death.	61	Co-worker responsible for your death.
16	ENEMY responsible for your death.	62	You owe a FRIEND d6 x \$1,000.
17	LOVER responsible for your death.	63	FRIEND owes you a favor.
18	You and your LOVER lived together.	64	RELATIVE mentally ill; claims to see ghosts.
19	Treasure a piece of jewelry.	65	MENTAL ILLNESS.
20	Avoid conspiracy buff.	66	Scandal caused family to be snubbed.
21	Best FRIEND killed by unknown parties.	67	RELATIVE owes you a favor.
22	Idolize a RELATIVE.	68	You owe a RELATIVE d6 x \$1,000.
23	RELATIVE mysteriously murdered.	69	RELATIVE and you have a common ENEMY.
24	You owe a FRIEND a favor.	70	RELATIVE idolizes you.
25	Employer responsible for your death.	71	LOVER needs your financial support.
26	RELATIVE murdered, seeking killer.	72	STRANGE BELIEF.
27	RELATIVE needs your financial support.	73	Treasure a weapon.
28	Idolize a criminal.	74	You and your LOVER have common ENEMY.
29	Idolize a FRIEND.	75	FRIEND needs your financial support.
30	Idolize a teacher.	76	You dated a LOVER.
31	Idolize a craftsman.	77	You and your LOVER married.
32	Idolize a movie star.	78	You were engaged to your LOVER.
33	Idolize a musician.	79	You and your LOVER were divorced.
34	Idolize a politician.	80	You just got back together with your LOVER.
35	FRIEND idolizes you.	81	You and your LOVER were separated.
36	FRIEND wants to protect you.	82	Responsible for death of LOVER.
37	Responsible for death of a RELATIVE.	83	Your ENEMY is an ex-FRIEND.
38	FRIEND needs your protection.	84	Your ENEMY is an ex-LOVER.
39	FRIEND and you have a common ENEMY.	85	Your ENEMY is a RELATIVE.
40	FRIEND and you have a common goal.	86-89	Your ENEMY is deceased.
41	RELATIVE and you have a common ENEMY.	90-91	Your ENEMY is a stranger.
42	You saved FRIEND's life.	92-93	Your ENEMY is a co-worker.
43	FRIEND saved your life.	94-95	Your ENEMY is an arcane scholar.
44	PHOBIA.	96	FRIEND responsible for your death.
45	FRIEND treats you like a child.	97-98	Your ENEMY is a medium.
46	A stranger is responsible for your death.	99-00	Your ENEMY is a cultist.

**Lover**

d100	Lover
01-02	Lover died of illness.
03-04	Lover died in accident.
05-06	Lover committed suicide.
07-08	Lover betrothed to another.
09-10	You killed lover by accident.
11-12	Lover died in an accident.
13-14	Lover murdered.
15-16	Lover's family drove you apart.
17-18	Your family drove lover away.
19-20	You were two-timing.
21-22	Lover was two-timing.
23-24	You argued constantly.
25-26	Lover vanished without a trace.
27-28	Lover was kidnapped.
29-30	Lover went insane.
31-32	Lover caused your death.
33-34	Split apart by personal goal.
35-36	Love was unrequited.
37-38	Rival stole lover's affections.
39-40	Lover imprisoned.
41-42	Your work drove you apart.
43-44	Lover's work drove you apart.
45-46	Lover's personal habits drove you away.
47-54	Grew apart, parted friends.
55-56	Driven apart by money problems.
57-58	You moved away.
59-60	Lover moved away.
61-62	Driven apart by sexual problems.
63-75	A happy relationship.
76-87	Have a son (roll CHILD INFO).
88-99	Have a daughter (roll CHILD INFO).
00	Have twins (roll CHILD INFO).

Habit

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

Child Information

d100	Child Information (Age = 2d6-1)
01-05	Child adopted.
06-10	Child born with birth defect.
11-20	Child from partner's previous relationship.
21-23	Child was especially close to you.
24	Child has genius IQ.
25-73	Child normal.
74-75	Child deathly ill.
76	Child kidnapped as infant; never found.
77	Child murdered.
78-80	Child died in accident.
81	Child is actually relative's offspring.
82-86	Child given up for adoption at birth.
87	Child was possessed by an evil entity.
88-90	Child was abused by a RELATIVE.
91	Child witnessed your death; blames self.
92	Child witnessed your death; regressed.
93	Child witnessed your death; ran away.
94-95	Child spoiled by your family.
96-97	Child spoiled by partner's family.
98	Child suffers from mental illness.
99	Child believes you are a sibling, not parent.
00	Child caused your death.

Enemy

d100	Enemy
01-05	You humiliated enemy.
06-10	Enemy humiliated you.
11-15	You stole enemy's lover.
16-20	Enemy stole your lover.
21-25	You betrayed enemy.
26-30	Enemy betrayed you.
31-35	You spurned enemy.
36-40	Enemy spurned you.
41-45	You caused enemy to be imprisoned.
46-50	Enemy caused you to be imprisoned.
51-55	You injured enemy.
56-60	Enemy injured you.
61-65	You stole from enemy.
66-70	Enemy stole from you.
71-75	Enemy hurt/killed your loved one.
76-80	You hurt/killed enemy's loved one.
81-85	You owe enemy d6 x \$1,000.
86-90	Enemy owes you d6 x \$1,000.
91-00	You are professional rivals.



Strange Belief

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

Mental Illness

d100	Mental Illness
01-10	Schizophrenia
11-20	Compulsive Lying
21-30	Paranoia
31-40	Hallucinations
41-50	Hysteria
51-60	Manic Depressive
61-70	Suicidal
71-80	Neurotic
81-90	Megalomania
91-00	Obsessive Behavior

Phobias

d100	Phobia
01-08	Being alone
09-15	Animals
16-22	Theft
23-29	Fire
30-37	Water
38-45	Open Spaces
46-52	Heights
53-59	Darkness
60-67	Insects/Spiders
68-74	Rats/Mice
75-81	Snakes
82-88	Enclosed Places
89-94	Filth
95-00	Children

Relative

d100	Relative
01-15	Father
16-30	Mother
31-32	Step-Father
33-34	Step-Mother
35-36	Sister-in-Law
37-38	Brother-in-Law
39-42	Niece
43-46	Nephew
47-50	Uncle
51-54	Aunt
55-57	Great Uncle
58-60	Great Aunt
61-65	Grandfather
66-70	Grandmother
71-73	Cousin
74-80	Younger Sister
81-87	Younger Brother
88-94	Older Sister
95-00	Older Brother

Friend

d100	Friend's Profession
01-07	Arcane Scholar
08-14	Artist
15-20	Athlete
22-27	Average Joe or Josie
29-34	Commando
36-40	Cop
41-47	Explorer
48-54	Gangster
56-60	Guinea Pig
61-67	Inventor
68-74	Journalist
75-80	Performer
81-87	Private Eye
88-94	Scientist
95-00	Spy



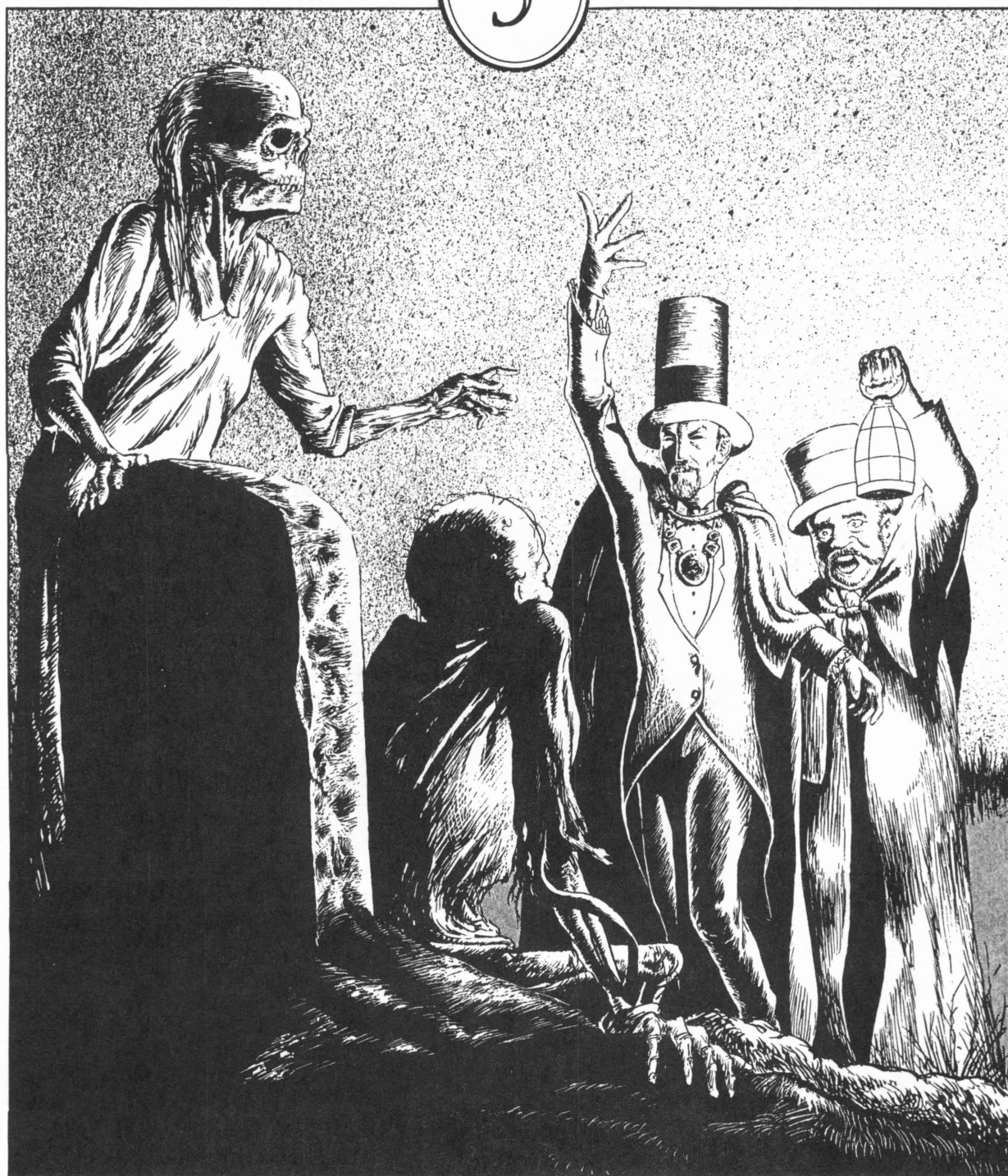
Unfinished Business

d100 Unfinished Business

- | | |
|-------|---|
| 01-03 | Adopted. Searching for biological mother. |
| 04-06 | Safety deposit box contains \$50,000 plus a list of names, your share of the loot from the famous Wanamaker Bank heist. Names are those of your trusting accomplices. |
| 07-09 | Buried in wrong grave. Hope to rectify mistake. |
| 10-12 | Death arranged by spouse. Seek revenge. |
| 13-15 | Will leaving all to your cat Fluffy has been suppressed by unscrupulous relative. |
| 16-18 | Have information proving high official is on the take. |
| 19-21 | Suspect mother of killing father; looking for proof. |
| 22-24 | You and your best friend promised each other that whoever died first would come back and appear before the other so that a photo could be taken, proving the existence of ghosts. |
| 25-27 | Professional rival steals your idea; seek revenge. |
| 28-30 | Your child is deathly ill and needs special, expensive medication. |
| 31-33 | Your great novel is hiding in an attic trunk; will it ever be published now? |
| 34-36 | Wish to warn family of impending danger |
| 37-39 | Crucial government information, which only you know, must be told to the proper authorities. |
| 40-42 | Upon your death, Snookums, your pet hamster, was given to the horrible Hensley brats. Can you save Snookums from a fate worse than death? |
| 43-45 | Bigamously married. Hope to keep two spouses apart at all times. |
| 46-48 | You wish to confess to a crime so that an innocent person is not charged. |
| 49-51 | Want to inform spouse or lover that your old ashtray is really priceless antique. |
| 52-54 | Death arranged by criminal group; seek revenge. |
| 55-57 | Death arranged by government group; seek revenge. |
| 58-60 | Child witnesses your death and blames self; you wish to calm child fears. |
| 61-63 | Want to inform impoverished relative of secret trust fund in false name. |
| 64-66 | Fake will leaving all to your sister replaced true will leaving all to lover. |
| 67-69 | Gave child up at birth; want to inform child of your parentage. |
| 70-72 | Want to tell lover "I love you" one last time. |
| 73-75 | Ex-lover spread lies about you. Hope to force lover to retract statements. |
| 76-78 | Child turned over to psychotic ex-spouse after your death. Want to save child from dangerous situation. |
| 79-81 | You are trying to locate a twin separated at birth. |
| 82-84 | You've been estranged from your father for years, but now you want to tell him you're sorry. |
| 85-87 | You were unable to finish a book you just checked out from the library. |
| 88-90 | Compromising photos of you and an old lover are hidden in your home. |
| 91-93 | Want one last date with the Polanski twins. |
| 94-96 | Want to make certain your orphaned child finds a good home. |
| 97-99 | Want to tell boss off once and for all. |
| 00 | Want to return to life. |

PROFESSIONS

3





ARCANE SCHOLAR

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

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

Agility	5 + d6
Alertness	10 + d6
Charm	4 + d6
Cunning	3 + d6
Dexterity	11 + d6
Fate	12 + d6
Intelligence	9 + d6
Knowledge	13 + d6
Mechanical	7 + d6
Nature	8 + d6
Stamina	6 + d6
Strength	2 + d6

Ability: Mythical Reference

Uses per day: Three

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

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

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

Cause of Death

d100 Cause of Death

01-10	Died of a heart attack while vehemently defending yourself on late night talk show. Specialties: Lie, Entertain. Gear: Amyl nitrate, <i>Guide to Esoteric Symbols</i> . Karma: 14.
11-20	Proved that astrology does work. Drop dead of excitement. Specialties: Artistry, Science. Gear: Paper, pencil, astrology guide, astrolabe. Karma: 13.
21-30	Touched glowing, green ooze emitting from strange meteor. Specialties: Science, Danger Sense. Gear: Lantern, stick (x1 damage, +4 Brawl), sample of acidic green ooze in a test bottle, binoculars. Karma: 10.
31-40	Swallowed unknown elixir "to see what would happen." Specialties: Science, Medical. Gear: Test tube, note book, pen, stop watch, lucky piece. Karma: 13.
41-50	Smothered while exploring mysterious cave. Specialties: Direction, Cave. Gear: Hard hat with light (+2 Defense), 30' rope, compass, pick (x4 damage, +0 Brawl), climbing shoes (+1 Defense). Karma: 4.
51-60	Airplane crashed on way to Mayan tomb. Specialties: Search, Drive. Gear: Air sickness bag, novel, tiny bottle of alcohol, parachute, survival kit (bandages, compass, thermal blanket). Karma: 12.
61-70	Furtively published rival's book under own name. Murdered by rival. Specialties: Mimic, Lie. Gear: Library card, umbrella (x1 damage, +2 Brawl). Karma: 14.
71-80	Translated ancient parchment aloud while standing in front of a mummy case. Strangled by an unknown party. Specialties: Customs, Memory. Gear: Parchment, <i>Guide to Esoteric Symbols</i> , magnifying glass. Karma: 13.
81-90	Visited old colleague in the insane asylum. Specialties: Empathy, Interrogate. Gear: Strait jacket (+3 Defense when worn, but prohibits use of arms), magazine, flowers, syringe with tranquilizer, skeleton key. Karma: 8.
91-00	Accidentally summoned a "Creature from Beyond." Specialties: Bargain, Will. Gear: Old grimoire, incense, censer, black robe (+1 Defense), lighter. Karma: 9.



ARTIST

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

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

Agility	4 + d6
Alertness	11 + d6
Charm	12 + d6
Cunning	9 + d6
Dexterity	13 + d6
Fate	5 + d6
Intelligence	7 + d6
Knowledge	6 + d6
Mechanical	2 + d6
Nature	3 + d6
Stamina	10 + d6
Strength	8 + d6

Ability: Discern

Uses per day: Four

Effects: Long hours of staring at abstruse artwork have given Artists the ability to perceive the true meaning behind what they see. For (Passable vs Alertness) x 2 minutes, the Artist can see through illusions, spot anyone (or any item) with supernatural powers, and detect if anyone near them is "being phoney" (that is, lying or concealing something).

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

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

Cause of Death

d100 Cause of Death

- 01-10 Tripped while ascending stairs because nose was too far up in the air. **Specialties:** Climb, Athletics. **Gear:** Artist Magazine featuring a favorable review. **Karma:** 20.
- 11-20 Read review panning art show. Jumped out of 12th floor window in fit of pique. **Specialties:** Jump, Quickness. **Gear:** Paintbrushes, bottle of turpentine, copy of review. **Karma:** 19.
- 21-30 Accidentally stabbed self while carving masterpiece. **Specialties:** Forgery, Aim. **Gear:** Sculptor's chisel (x2 damage, -2 Brawl), hammer (x2 damage, +2 Brawl). **Karma:** 16.
- 31-40 Fell into vat of plaster of Paris. Smothered to death. **Specialties:** Aquatics, Climb. **Gear:** Pound of powdered plaster. **Karma:** 19.
- 41-50 Gargoyle fell on head while touring European museums. **Specialties:** Jump, Search. **Gear:** Guide to World Museums, plane tickets to Berlin, Paris, Greece, and London. **Karma:** 19.
- 51-60 Film dies at the box office. So do you. **Specialties:** Bargain, Electronics. **Gear:** Reel of film, newspaper containing bad review. **Karma:** 20.
- 61-70 Giant metal sculpture collapses while welding finishing touches. **Specialties:** Climb, Repair. **Gear:** Blow torch (x3 damage, +0 Brawl), tinted welder's helmet (+2 Defense, +1 column vs. Sunlight). **Karma:** 12.
- 71-80 Answered help wanted ad for a model. End up as a display in local wax museum. **Specialties:** Aim, Conceal. **Gear:** Swimsuit. **Karma:** 20.
- 81-90 Fell into swimming pool while taping Cousin Sadie's wedding. Drowned. **Specialties:** Folklore, Track. **Gear:** Video camera. **Karma:** 16.
- 91-00 Spouse realizes that value of work will go up after death. Killed by brother-in-law. **Specialties:** Empathy, Traps. **Gear:** Vanity mirror. **Karma:** 19.



ATHLETE

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

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

Agility	11 + d6
Alertness	9 + d6
Charm	8 + d6
Cunning	4 + d6
Dexterity	10 + d6
Fate	7 + d6
Intelligence	6 + d6
Knowledge	5 + d6
Mechanical	2 + d6
Nature	3 + d6
Stamina	13 + d6
Strength	12 + d6

Ability: Tumble

Uses per day: Six

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

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

Gear: Running shoes, shorts, sweatband, stopwatch.

Cause of Death

d100 Cause of Death

- | | |
|-------|--|
| 01-10 | Caught in dog leash while jogging through park. Strangled. Specialties: Animals, Tame. Gear: Fanny pack, walk-o-meter, dog on leash. Karma: 14. |
| 11-20 | Buried in sand after spectacular long jump. Specialties: Conceal, Will. Gear: Towel. Karma: 19. |
| 21-30 | Ate too much before swimming English Channel. Died of cramps. Specialties: Direction, Will. Gear: Jar of oil, goggles (+1 Defense), swimming cap. Karma: 16. |
| 31-40 | Pole breaks during vault. Specialties: Direction, Medical. Gear: Two pieces of pole (x 1 damage, +4 Brawl). Karma: 17. |
| 41-50 | Forgot to wear helmet while playing football. Skull crushed. Specialties: Aim, Bully. Gear: Football padding (+5 Defense), shoes with cleats (x1 damage, +2 Brawl when kicking). Karma: 8. |
| 51-60 | Tricked by promoter into boxing outside of weight class. Beaten to death. Specialties: Will, Dodge. Gear: Boxing gloves. Karma: 18. |
| 61-70 | Host aerobics show. Sweat to death. Specialties: Lie, Persuade. Gear: Towel, Portable CD player with peppy music. Karma: 18. |
| 71-80 | Win soccer championship. Crushed by fans. Specialties: Aim, Direction. Gear: Soccer ball, trophy. Karma: 18. |
| 81-90 | Hit in head with hockey puck. Specialties: Aim, Dodge. Gear: Hockey stick (x2 damage, +0 Brawl) skates, padded clothing (+5 Defense). Karma: 7. |
| 91-00 | Found out the hard way that pro wrestling isn't fake. Specialties: Artistry, Bully. Gear: Championship belt with heavy buckle, gaudy costume, razor blade hidden in wristband (x2 damage, -4 Brawl). Karma: 17. |



AVERAGE JOE OR JOSIE

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

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

Agility	6 + d6
Alertness	4 + d6
Charm	12 + d6
Cunning	2 + d6
Dexterity	11 + d6
Fate	5 + d6
Intelligence	9 + d6
Knowledge	3 + d6
Mechanical	10 + d6
Nature	7 + d6
Stamina	13 + d6
Strength	8 + d6

Ability: Intuition

Uses per day: Three

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

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

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

Cause of Death

d100 Cause of Death

01-10	Swallowed beer tab while watching TV. Choked to death. Specialties: Electronics, Listen. Gear: Beer can, remote control (affects material TVs on a Passable Electronics roll). Karma: 12.
11-20	Run over by bus while jaywalking. Specialties: Quickness, Direction. Gear: Wind breaker (+1 Defense), bus schedule, sun glasses. Karma: 14.
21-30	Beaned on the head by little league fly ball. Specialties: Jump, Athletics. Gear: Baseball bat (x3 damage, +2 Brawl), cap, uniform, catcher's mask (+3 Defense). Karma: 8.
31-40	Took too many kinds of diet pills at the same time. Specialties: Medical, Memory. Gear: Several bottles of diet pills, sweat suit, low calorie candy. Karma: 16.
41-50	Allergic reaction to bee sting. Specialties: Medical, Animals. Gear: Fly swatter, bug spray (kills any insect sprayed, 20 applications). Karma: 14.
51-60	Tried to repair defective toaster. Specialties: Repair, Electronics. Gear: Knife (x2 damage, +2 Brawl), <i>Home Appliance Repair Made Easy</i> , screwdriver, jar of jam. Karma: 13.
61-70	Saved money by not taking car in for a tune-up. Brakes failed. Specialties: Drive, Quickness. Gear: City map, fluffy dice, steering wheel (x2 damage, -4 Brawl). Karma: 14.
71-80	Dropped radio into bathtub while soaking. Specialties: Electronics, Listen. Gear: Towel, radio, bar of soap, shampoo, and no clothes! Karma: 16.
81-90	Ate too quickly at fast food joint. Specialties: Medical, Quickness. Gear: Tray, napkin dispenser, 5 seltzer tablets (cures 1 WTL per tablet). Karma: 15.
91-95	Fell down an escalator at the mall. Neck broken. Specialties: Jump, Climb. Gear: Bag with a new outfit, credit card, designer watch. Karma: 16.
96-00	Your mother warned you not to pick up hitchhikers. Stabbed to death. Specialties: Persuade, Danger Sense. Gear: Sunglasses, automobile tool kit, 4 flares (x3 damage, +1 Brawl). Karma: 8.



COMMANDO

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

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

Agility	6 + d6
Alertness	12 + d6
Charm	3 + d6
Cunning	9 + d6
Dexterity	7 + d6
Fate	2 + d6
Intelligence	4 + d6
Knowledge	5 + d6
Mechanical	8 + d6
Nature	11 + d6
Stamina	10 + d6
Strength	13 + d6

Ability: Ambush

Uses per day: Four

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

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

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

Cause of Death

d100 Cause of Death

- | | |
|-------|---|
| 01-10 | While in boot camp, wandered onto firing range in search of latrine. Specialties: Search, Dodge. Gear: Compass, 9mm pistol (x3 damage, +2 Aim) Karma: 11. |
| 11-20 | Ate field rations. Specialties: Medical, Track. Gear: Toxic rations, canteen, helmet (+2 Defense). Karma: 11. |
| 21-30 | Stabbed self with swagger stick while screaming at green recruits. Specialties: Bully, Persuade. Gear: Swagger stick (x1 damage, +4 Brawl), Dark glasses. Karma: 12. |
| 31-40 | Separated from buddies while training in bayou. Drowned in quicksand. Specialties: Aquatics, Quickness. Gear: Compass, map of Mississippi, .223 assault rifle (x6 damage, -2 Aim). Karma: 1. |
| 41-50 | Hired by government to kidnap dictator of small country. Upon successful completion, terminated by federal agents. Specialties: Electronics, Filch. Gear: 30' rope, listening device, 9mm submachine gun (x3 damage, +1 Aim). Karma: 3. |
| 51-60 | Convinced that not all of our boys made it home and some are still imprisoned. Caught in booby trap while trying to set them free. Specialties: Search, Languages. Gear: Binoculars, compass, book of useful phrases in Cambodian, .38 submachine gun (x4 damage, +0 Aim). Karma: 2. |
| 61-70 | Always did throw like a girl. Blown to bits when grenade lands just ten feet away. Specialties: Quickness, Jump. Gear: 3 grenades (x7 damage, +0 Aim), .357 magnum revolver (x6 damage, -4 Aim). Karma: 3. |
| 71-80 | Hired by eccentric billionaire to safeguard his fortress home. Attacked by trained dogs. Specialties: Animals, Run. Gear: Walkie-talkie, doggie treats, .30-.30 rifle (x5 damage, +0 Aim). Karma: 6. |
| 81-90 | Discover that your Latin American boss is importing drugs, not coffee beans. Heroically ditch plane into ocean. Specialties: Aquatics, Drive. Gear: Tinted aviator glasses, map of Central America, 9mm pistol (x3 damage, +2 Aim). Karma: 11. |
| 91-00 | Stalked by alien predator. Specialties: Bully, Folklore. Gear: Torn clothing, mud smeared on body, camouflage greasepaint, .12 gauge shotgun (x5 damage, +4 Aim). Karma: 6. |



COP

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

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

Agility	10 + d6
Alertness	13 + d6
Charm	4 + d6
Cunning	6 + d6
Dexterity	11 + d6
Fate	3 + d6
Intelligence	7 + d6
Knowledge	5 + d6
Mechanical	9 + d6
Nature	2 + d6
Stamina	12 + d6
Strength	8 + d6

Ability: Contacts

Uses per day: Four

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

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

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

Cause of Death

d100 Cause of Death

01–10	Fell out of tree while trying to rescue Fluffy the cat. Specialties: Climb, Animals. Gear: Can of cat food, mouse toy, cat nip (3 doses, intoxicates any feline on a Passable Tame roll). Karma: 8.
11–20	Hit in head with a purse while escorting a little old lady across the street. Specialties: Persuade, Dodge. Gear: Purse containing a brick (x2 damage, +0 Brawl). Karma: 7.
21–30	Rammed by teenager taking 64th driving test. Specialties: Dodge, Jump. Gear: 6 Flares (x3 damage, +1 Brawl). Karma: 3.
31–40	Searching for lost toddler in woods. Mauled by bear. Specialties: Run, Animals. Gear: Bullhorn, flashlight (x1 dam +3 Brawl), heavy jacket (+1 Defense). Karma: 5.
41–50	Transferred to bomb detail. Dog fails to detect explosives at airport. Specialties: Science, Tame. Gear: Dog, wire cutters, 2 grenades (x7 damage, +0 Aim). Karma: 1.
51–60	Accidentally uncovered political dirty linen. Dispatched by hitman. Specialties: Bargain, Customs. Gear: Letter to president, police policy rulebook, whistle. Karma: 9.
61–70	Ran out of bullets in fierce gang shoot out. Specialties: Medical, Dodge. Gear: Riot shield (+4 Defense), bullhorn. Karma: 4.
71–80	Cover blown, killed by drug lord. Specialties: Disguise, Mimic. Gear: Sunglasses, mini-recorder, tie-dye shirt, 1 kilo of cocaine, attache case, \$50,000. Karma: 2.
81–90	Refused to take bribes. Killed by dirty cops. Specialties: Customs, Empathy. Gear: Police policy rulebook. Karma: 9.
91–95	Hunted down and killed by psycho you arrested 10 years previously. Specialties: Empathy, Persuade. Gear: Knife in ribs (x2 damage, +2 Brawl), prayer book. Karma: 6.
96–00	Posthumously cited for protecting the President from an assassin's bullet. Specialties: Quickness, Bully. Gear: 9mm sub machine gun (x4 damage, +1 Aim). Karma: 1.



EXPLORER

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

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

Agility	10 + d6
Alertness	9 + d6
Charm	4 + d6
Cunning	3 + d6
Dexterity	7 + d6
Fate	8 + d6
Intelligence	6 + d6
Knowledge	11 + d6
Mechanical	2 + d6
Nature	13 + d6
Stamina	12 + d6
Strength	5 + d6

Ability: Preparedness

Uses per day: Two

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

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

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

Cause of Death

d100 Cause of Death

- 01-10 Fell on basement steps on way to replace a fuse. **Specialties:** Repair, Electronics. **Gear:** Fuse. **Karma:** 15.
- 11-20 Run over by bus while looking for a post office. **Specialties:** Dodge, Memory. **Gear:** Letter, umbrella (x1 damage, +4 Brawl), glasses, Walkman. **Karma:** 14.
- 21-30 Sudden ice storm stopped expedition cold. **Specialties:** Will, Danger Sense. **Gear:** Parka (+2 Defense), goggles (+1 Defense) pick (x4 damage, +0 Brawl). **Karma:** 7.
- 31-40 Left to die by treacherous companions. **Specialties:** Bargain, Brawling. **Gear:** 20' rope, roll of duct tape. **Karma:** 14.
- 41-50 Nipped by poisonous snake. **Specialties:** Animals, Medical. **Gear:** Snake bite kit, tourniquet, .45 pistol (x6 damage, -2 Aim), trinkets for natives, native idol. **Karma:** 8.
- 51-65 Dropped flashlight while spelunking. Couldn't find way out of cave. **Specialties:** Memory, Science. **Gear:** Hard hat (+3 Defense), 50' rope, pick (x4 damage, +0 Brawl), parakeet. **Karma:** 4.
- 66-75 Ate unidentified mushrooms. **Specialties:** Medical, Science. **Gear:** Poisonous mushrooms, map, water bottle, hiking boots (+1 Defense), walking stick (x2 damage, +2 Brawl). **Karma:** 11.
- 76-90 Accidentally called tribal chief a dirty name. **Specialties:** Religion, Persuade. **Gear:** Dictionary of root words, trinkets, compass, 20 x 20 mosquito net, .460 Weatherby (x8 damage, -4 Aim). **Karma:** 1.
- 91-95 Air hose severed 500 fathoms under the sea. **Specialties:** Repair, Will. **Gear:** Oxygen tank, goggles (+1 Defense), harpoon (x5 damage, -4 Brawl), wet suit (+2 Defense), flippers. **Karma:** 8.
- 96-00 Forgot to secure lifeline when leaving spaceship. **Specialties:** Science, Electronics. **Gear:** Space suit (+6 Defense), calculator, wrench (x2 damage, +2 Brawl). **Karma:** 1.



GANGSTER

This shady character dedicated his life to a crime lord, usually a distant family member. He was ushered into Limbo after a gangland hit or police shoot out. He may wish to avenge his death, but for the most part the Gangster will shrug his ghostly shoulders. Them's the breaks, he says.

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

Agility	6 + d6
Alertness	10 + d6
Charm	3 + d6
Cunning	13 + d6
Dexterity	12 + d6
Fate	4 + d6
Intelligence	7 + d6
Knowledge	5 + d6
Mechanical	8 + d6
Nature	2 + d6
Stamina	11 + d6
Strength	9 + d6

Ability: Intimidate

Uses per day: Three

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

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

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

Cause of Death

d100 Cause of Death

- | | |
|-------|---|
| 01-10 | Won big on the ponies. Suffer heart attack due to excitement. Specialties: Fate, Ride. Gear: Winning ticket, binoculars. Karma: 13. |
| 11-20 | Caught rifling through mailbox. Shot by pensioner. Specialties: Forgery, Quickness. Gear: Garotte, skeleton key, Social Security check. Karma: 13. |
| 21-30 | Severe indigestion after eating mom's linguini. Specialties: Danger Sense, Medical. Gear: Book of Home Remedies, bottle of red wine, knife (x2 damage, +2 Brawl), fork. Karma: 12. |
| 31-40 | Gossiped with undercover cop. Boss fits you with cement overshoes. Specialties: Aquatics, Memory. Gear: Chains (x2 damage, +4 Brawl). Karma: 13. |
| 41-50 | Taken for ride by rival gang. Specialties: Direction, Drive. Gear: 20' rope, gag. Karma: 14. |
| 51-60 | Caught in police crossfire. Specialties: Dodge, Run. Gear: Rosary, violin case with .12 gauge shotgun (x5 damage, -2 Aim). Karma: 5. |
| 61-70 | Offered to testify against Crime Boss, "committed suicide" by jumping from courtroom window. Specialties: Bargain, Jump. Gear: Blackjack (x1 damage, +4 Brawl), summons. Karma: 14. |
| 71-80 | Betrayed by two-timing gun moll. Stabbed by rival. Specialties: Empathy, Dnger Sense. Gear: Switchblade (x2 damage +2 Brawl), love letter, photo of sweetheart. Karma: 13. |
| 81-90 | Censured harshly by Father O'Malley. Die of shame and guilt. Specialties: Faith Heal, Religion. Gear: Medal blessed by Pope, rosary. Karma: 14. |
| 91-00 | Found guilty of masterminding Highland Bank robbery and sentenced to 40 years. Smothered while tunneling out of prison. Specialties: Caves, Direction. Gear: Collapsible shovel (x3 damage, +0 Brawl), candles, matches, rat. Karma: 11. |



GUINEA PIG

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

Agility	7 + d6
Alertness	6 + d6
Charm	13 + d6
Cunning	2 + d6
Dexterity	5 + d6
Fate	12 + d6
Intelligence	3 + d6
Knowledge	8 + d6
Mechanical	10 + d6
Nature	4 + d6
Stamina	11 + d6
Strength	9 + d6

Ability: Friends

Uses per day: Three

Effects: Due to his trusting nature, the Guinea Pig appears completely harmless to one foe for (Passable vs Charm) x 30 minutes. The foe will not wish to harm the Guinea Pig because he feels so sorry for him.

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

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

Cause of Death

d100 Cause of Death

- | | |
|-------|---|
| 01-10 | Signed up for Dr. Wagner's extra credit class. Specialties: Science, Medical. Gear: Psychology textbook, sack lunch, <i>Rolling Stone Magazine</i> , class ring, calculator. Karma: 18. |
| 11-20 | Talked into tasting weird concoction at new restaurant. Specialties: Medical, Persuade. Gear: Menu, bottle of wine. Karma: 20. |
| 21-30 | Pharmacist insisted that medication is the same, only cheaper. Specialties: Medical, Interrogate. Gear: Bottle of pills, tissues, thermometer, hot water bottle. Karma: 20. |
| 31-40 | Volunteered for experiment while on death row. Specialties: Conceal, Lie. Gear: File, tin cup, handcuffs, lock pick, gun carved from soap, pack of cards, mug shot. Karma: 13. |
| 41-50 | First passenger aboard new safety elevator. Specialties: Electronics, Jump. Gear: Motion sickness pills. Karma: 19. |
| 51-60 | Volunteered for new miracle drug to cure deathly ill people. Specialties: Faith Heal, Medical. Gear: 20 pain killers (each restores 1 WTL), blood pressure cuff, dressing gown, get well card, bed pan (x1 damage, +2 Brawl). Karma: 15. |
| 61-70 | Carried white flag towards menacing robot. Specialties: Persuade, Stealth. Gear: White flag, helmet (+3 Defense), dog tags, .223 assault rifle (x7 damage, -2 Aim), pocket bible. Karma: 1. |
| 71-80 | Took part in government experiment at boot camp. Specialties: Aim, Bully. Gear: .30 carbine (x4 damage, +2 Aim), canteen, dog tags, letter from mom, camouflage make-up, helmet (+3 Defense). Karma: 7. |
| 81-90 | Tested FBI's latest bullet proof vest. Specialties: Dodge, Stealth. Gear: Vest (+6 Defense), 9mm pistol (x4 damage, +2 Aim), FBI ID badge, mirrored sunglasses, blue suit, earphone radio. Karma: 1. |
| 91-00 | Drank a bartender's special. Specialties: Persuade, Entertain. Gear: Coaster, ash tray, peanuts, matches, candle, 20 aspirin (restore 1 WTL each). Karma: 16. |



INVENTOR

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

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

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

Agility	5 + d6
Alertness	3 + d6
Charm	4 + d6
Cunning	2 + d6
Dexterity	9 + d6
Fate	6 + d6
Intelligence	13 + d6
Knowledge	12 + d6
Mechanical	11 + d6
Nature	7 + d6
Stamina	10 + d6
Strength	8 + d6

Ability: Invent

Uses per day: Two

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

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

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

Cause of Death

d100 Cause of Death

- | | |
|-------|--|
| 01-10 | Science Fair project goes awry. Mini-Volcano explodes, scalding you to death with imitation lava. Specialties: Dodge, Entertain. Gear: 1001 Science Projects, honorable mention ribbon. Karma: 16. |
| 11-20 | Tried to build a better mouse trap. Nibbled to death. Specialties: Animals, Tame. Gear: Piece of cheese, mouse trap, mouse. Karma: 16. |
| 21-30 | Discovered way to make inexpensive gasoline substitute. Murdered by big business. Specialties: Bargain, Search. Gear: Can of pseudo gasoline, matches. Karma: 16. |
| 31-40 | Created rocket pack. Head crushed on ceiling when body rocketed skyward. Specialties: Jump, Direction. Gear: Rocket pack (can make 3 jumps per day, up to 300 feet per jump. Must roll Passable on Drive to control it). Karma: 11. |
| 41-50 | Robot runs amok. Specialties: Bully, Run. Gear: Remote control device (affects material TVs on a Passable Electronics roll), pliers, 40' wire. Karma: 12. |
| 51-60 | Lost on way to patent office. Die of despair when rival gets there first. Specialties: Direction, Quickness. Gear: Atlas, compass, blueprints for invention. Karma: 16. |
| 61-70 | Squeezed to death by "New & Improved" juicer before TV audience. Specialties: Bargain, Persuade. Gear: Fresh fruits & vegetables, canteen. Karma: 17. |
| 71-80 | Teleportation booth still has a few bugs. Specialties: Direction, Ride. Gear: Dr. Who episode guide. Karma: 17. |
| 81-90 | Notes stolen by unscrupulous partner. Die in car crash while speeding after thief. Specialties: Track, Ride. Gear: Tire iron (x2 damage, +0 Brawl), 6 flares (x3 damage, +1 Brawl). Karma: 15. |
| 91-00 | Zapped by power surge while throwing the final lever. Specialties: Danger Sense, Jump. Gear: 20' power cord. Karma: 16. |



JOURNALIST

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

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

Agility	5 + d6
Alertness	12 + d6
Charm	11 + d6
Cunning	13 + d6
Dexterity	10 + d6
Fate	4 + d6
Intelligence	8 + d6
Knowledge	9 + d6
Mechanical	6 + d6
Nature	3 + d6
Stamina	7 + d6
Strength	2 + d6

Ability: Scrutinize

Uses per day: Two

Effects: By closely examining an object for 5 minutes, a Journalist can deduce (Passable vs Alertness) newsworthy things about the object. It usually relates to who most recently used it and for what purpose.

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

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

Cause of Death

d100 Cause of Death

01-10	Fell off doorstep while delivering newspaper. Specialties: Memory, Aim. Gear: Newspaper, bag for papers, receipt book, cap, customer list. Karma: 20.
11-20	Accused of yellow journalism. Had stroke while denying it. Specialties: Search, Conceal. Gear: Tabloid, horn rimmed glasses, incriminating photos of starlet. Karma: 20.
21-30	Electric shock from body mike while interviewing mobster. Specialties: Electronics, Conceal. Gear: Body mike, tape recorder, horn-rimmed glasses. Karma: 18.
31-40	Caught in rock star's slamming door. Specialties: Dodge, Quickness. Gear: Camera, intimate picture of rock star. Karma: 17.
41-50	Allergic reaction to new makeup while reporting evening news. Specialties: Disguise, Entertain. Gear: Microphone, make up, pocket comb, cue cards, hair spray. Karma: 19.
51-60	Researching political corruption. Murdered by politician. Specialties: Aim, Search. Gear: Tape recorder, files on politician, 9mm pistol (x4 damage, +2 Aim). Karma: 14.
61-70	Researching drug trade. Murdered by thugs. Specialties: Run, Science. Gear: Video camera, drug sample, video tape. Karma: 15.
71-80	Covering civil war in Latin America. Caught in cross-fire. Specialties: Aim, Languages. Gear: Camera, .45 pistol (x6 damage, -2 Aim), fatigues (+1 Defense), bug repellent. Karma: 12.
81-90	Disguised as homeless person for story. Die of exposure. Specialties: Disguise, Empathy. Gear: Shopping cart, dirty blanket, 3 garbage bags, filthy overcoat (+2 Defense), lice. Karma: 16.
91-95	Tried to repair computer with a fork. Died in explosion. Specialties: Electronics, Repair. Gear: Laptop computer, fork, half-finished story, favorite clippings. Karma: 12.
96-00	Long, weary research caused fatigue. Fell asleep in bathtub and drowned. Specialties: Swim, Will. Gear: Towel, bar of soap, shampoo, rubber ducky, scrub brush, no clothing! Karma: 20.



PERFORMER

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

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

Agility	13 + d6
Alertness	5 + d6
Charm	10 + d6
Cunning	4 + d6
Dexterity	12 + d6
Fate	7 + d6
Intelligence	6 + d6
Knowledge	3 + d6
Mechanical	8 + d6
Nature	2 + d6
Stamina	9 + d6
Strength	11 + d6

Ability: Speed

Uses per day: Five

Effects: For (Passable vs Agility) x 2 turns, the Performer can do twice as much per turn as he would be able to do otherwise.

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

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

Cause of Death

d100	Cause of Death
01–10	Slipped on high wire. Specialties: Track, Quickness. Gear: Balancing pole (x1 damage, +2 Brawl), slippers, 20 x 20 net, sash, 100' wire, leotard. Karma: 15.
11–20	Car tire blew out in the second race. Specialties: Drive, Repair. Gear: Jump suit, helmet (+3 Defense), gearshift (x1 damage, +4 Brawl), goggles (+1 Defense). Karma: 10.
21–30	The old "sawing a lady in half" trick didn't quite work this time. Specialties: Stealth, Conceal. Gear: Saw (x2 damage, +2 Brawl), top hat, colorful scarves, wand, leotard. Karma: 17.
31–40	Lions became surly after the 300th performance. Specialties: Bully, Animals. Gear: Whip (x1 damage, +6 Brawl), stool, high boots (+1 Defense), .38 pistol loaded with blanks, lion treats, pith helmet (+2 Defense). Karma: 7.
41–50	Someone slipped you toxic greasepaint. Died under the big top during matinee performance of children's benefit. Specialties: Dodge, Mimic. Gear: Garish costume, gun that pops out "Bang," bicycle horn, floppy shoes (+1 Defense). Karma: 16.
51–60	Attempted triple somersault with half-twist without a net. Specialties: Artistry, Will. Gear: Leotard, slippers, 50' rope, spotlight, broken lucky charm. Karma: 16.
61–70	Gored by a bull at the rodeo. Specialties: Dodge, Animals. Gear: Cowboy hat, chaps (+2 Defense), 20' rope, bowie knife (x2 damage, +2 Brawl), boots (+1 Defense), .38 revolver (x4 damage, +0 Aim). Karma: 6.
71–80	Parachute unfolded too late. Specialties: Danger Sense, Will. Gear: Jump suit, helmet (+3 Defense), parachute, goggles (+1 Defense). Karma: 11.
81–90	Stuntperson for disaster movie. Asbestos suit tore on a nail. Specialties: Artistry, Mimic. Gear: Asbestos suit (+5 Defense), fire extinguisher, movie star mask. Karma: 8.
91–00	Skateboard went out of control. Hit by VW. Specialties: Direction, Drive. Gear: Skateboard, kneepads (+1 Defense), neon sneakers, wind breaker (+1 Defense), gum. Karma: 13.



PRIVATE EYE

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

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

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

Agility	7 + d6
Alertness	13 + d6
Charm	8 + d6
Cunning	12 + d6
Dexterity	9 + d6
Fate	3 + d6
Intelligence	5 + d6
Knowledge	6 + d6
Mechanical	4 + d6
Nature	2 + d6
Stamina	11 + d6
Strength	10 + d6

Ability: Fast Talk

Uses per day: Four

Effects: The Private Eye can confuse people with his rapid banter. This may allow him to walk past an armed security guard or convince a pretty girl that he's a Hollywood talent scout. The subject remains confused for (victim's Intelligence vs user's Charm) x 5 minutes. Afterwards, the victim will realize the deception.

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

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

Cause of Death

d100 Cause of Death

- | | |
|-------|--|
| 01-10 | Got lost while tracking missing person. Die of hunger. Specialties: Stealth, Will. Gear: Photo of missing person. Karma: 12. |
| 11-20 | Flash of camera tips off married woman and lover. Pummeled to death. Specialties: Conceal, Artistry. Gear: Camera. Karma: 9. |
| 21-30 | Intense feedback over listening device causes a brain hemorrhage. Specialties: Electronics, Languages. Gear: Headphones which magnify sound. Karma: 9. |
| 31-40 | Ran out of bullets during shoot out with kidnappers. Specialties: Dodge, Quickness. Gear: No bullets. Karma: 12. |
| 41-50 | Governor's wife promised you it would be an easy case. Machine gunned by angry mafioso. Specialties: Danger Sense, Customs. Gear: Client's diamond necklace, compromising photos of governor's wife. Karma: 12. |
| 51-60 | Betrayed by treacherous member of opposite sex. Specialties: Lie, Persuade. Gear: Love letters, dozen roses, box of candy. Karma: 12. |
| 61-70 | Discovered town mayor is Nazi "Death Doctor." Tortured to death. Specialties: Medical, Sanity. Gear: Hypodermic, strait-jacket (+3 Defense when worn, but prohibits use of arms). Karma: 8. |
| 71-80 | Poked in eye while peering through key hole. Die of resulting infection. Specialties: Conceal, Medical. Gear: Eye patch, magnifying glass. Karma: 11. |
| 81-90 | Arch enemy puts poisonous snake in bed. Mistook it for the belt of bathrobe. Specialties: Animals, Tame. Gear: Poisonous snake, pillow. Karma: 8. |
| 91-00 | Stakeout criminal hideout in winter. Fell asleep and froze. Specialties: Conceal, Will. Gear: Thermos of coffee, ear muffs, gloves (+1 Defense), sweater. Karma: 11. |



SCIENTIST

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

Agility	5 + d6
Alertness	9 + d6
Charm	2 + d6
Cunning	7 + d6
Dexterity	11 + d6
Fate	3 + d6
Intelligence	13 + d6
Knowledge	10 + d6
Mechanical	8 + d6
Nature	12 + d6
Stamina	6 + d6
Strength	4 + d6

Ability: Disbelieve

Uses per day: Four

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

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

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

Cause of Death

d100 Cause of Death

01-10	No mice available, injected self with new drug. Specialties: Danger Sense, Animals. Gear: Test tube, stop watch, hypodermic, vial of poison. Karma: 17.
11-20	Pulled the wrong lever, resulting in total destruction of lab. Specialties: Will, Memory. Gear: Bunsen burner, 3 vials of acid (x4 damage, +0 Aim), dark goggles (+1 Defense). Karma: 13.
21-30	Disgruntled assistant threw microscope at you to get your attention. Specialties: Dodge, Quickness. Gear: Microscope, stethoscope, tweezers, white mouse. Karma: 14.
31-40	Unidentified virus escaped airtight container. Specialties: Quickness, Danger Sense. Gear: Airtight container with deadly virus, syringe, petri dish. Karma: 15.
41-50	Murdered by rival who coveted secret formula. Specialties: Conceal, Forgery. Gear: Secret formula, 4 vials of acid (x4 damage, +0 Aim), magnifying glass. Karma: 13.
51-60	Murdered by government agents who never found notes. Specialties: Conceal, Lie. Gear: Bunsen burner, test tube, cage of 12 white rats, secret notes. Karma: 6.
61-70	Spouse forgot to unlock deprivation chamber door. Specialties: Swim, Unlock. Gear: Swim suit, goggles (+1 Defense), wires, ear plugs. Karma: 6.
71-80	Accidentally swallowed deadly poison instead of lemonade. Specialties: Sanity, Will. Gear: Glass of poison, glass of lemonade. Karma: 16.
81-90	Toxic fumes render everyone in your neighborhood unconscious. Die of suffocation. Specialties: Unlock, Quickness. Gear: Chemistry book, 3 stun grenades (x4 damage, +0 Aim). Karma: 13.
91-95	Latest theory denounced by colleagues. Die of embarrassment. Specialties: Bargain, Persuade. Gear: Essay, physics book, typewriter. Karma: 17.
96-00	Pet ape escaped and went on rampage. Specialties: Tame, Animals. Gear: Bull whip (x3 damage, +3 Brawl), banana, 5' foot chain (x2 damage, +4 Brawl), net. Karma: 12.



SPY

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

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

Agility	11 + d6
Alertness	13 + d6
Charm	9 + d6
Cunning	10 + d6
Dexterity	7 + d6
Fate	2 + d6
Intelligence	3 + d6
Knowledge	4 + d6
Mechanical	12 + d6
Nature	5 + d6
Stamina	6 + d6
Strength	8 + d6

Ability: Question

Uses per day: Four

Effects: This power can only be used in a non-combat situation. The target must be within Brawling range of the Spy. Each turn, the Spy can ask the target one yes/no question which the target must answer to the best of his ability with full honesty. If the target does not know the answer, he must say so but it still takes a turn. This power lasts (target's Intelligence vs user's Interrogation) x 2 turns.

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

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

Cause of Death

d100 Cause of Death

- | | |
|-------|--|
| 01-10 | Accidentally swallowed cyanide capsule instead of aspirin. Specialties: Medical, Memory. Gear: 20 aspirin (heal 1 WTL each), roll of microfilm, martini glass. Karma: 10. |
| 11-20 | Feet entangled in black belt during martial arts practice. Specialties: Jump, Dodge. Gear: Robe, black belt, num-chucks (x2 damage, +4 Brawl), sandals. Karma: 12. |
| 21-30 | Betrayed by lover who secretly worked for the other side. Specialties: Bargain, Danger Sense. Gear: Lock pick (+4 Unlock), glass cutter, squeakless shoes. Karma: 7. |
| 31-40 | Slipped while rappelling down from penthouse crook hangout. Specialties: Jump, Climb. Gear: 50' rope, camouflage make-up, piton gun (x2 damage, +0 Aim), black sweater, cap, and gloves (+1 Defense). Karma: 8. |
| 41-50 | Started car rigged with bomb. Specialties: Electronics, Drive. Gear: Mini-camera, sword cane (x4 damage, +0 Brawl), lock pick (+4 Unlock), steering wheel. Karma: 4. |
| 51-60 | Murdered by fellow agent for knowing too much. Specialties: Bargain, Lie. Gear: Binoculars, mini-tape recorder, secret files. Karma: 10. |
| 61-70 | Tied to table and lasered to death by sadistic master criminal. Specialties: Electronics, Science. Gear: Leather straps, knife (x2 damage, +2 Brawl), watch, radiation badge. Karma: 11. |
| 71-80 | Speedboat flipped over during high speed chase. Specialties: Drive, Swim. Gear: Life preserver, sunglasses. Karma: 11. |
| 81-90 | Briefcase handcuffed to wrist detonates due to microwave in convenience store. Specialties: Filch, Bargain. Gear: Briefcase, handcuffs, hot dog. Karma: 12. |
| 91-95 | Partners offer no support during raid. Killed by gunfire. Specialties: Dodge, Danger Sense. Gear: Walkie-talkie, bullhorn, 9mm sub machine gun (x4 damage, +1 Aim). Karma: 3. |
| 96-00 | Dressed in cement overshoes by mob & thrown into the sea. Specialties: Swim, Bargain. Gear: Knife (x2 damage, +2 Aim), 20' rope, 50 pound chunk of cement. Karma: 11. |

LOST SOUL TYPES

4





APPARITION

Most apparitions seek to show themselves to their loved ones to prove that they are all right. They often form close relationships with a medium, preferably a family member. Apparitions are homebodies and can be spotted floating around family mansions or crypts; their feet trail away into mist and they seem to float rather than walk. They are quite taciturn around strangers, and prefer to glide about in silence.

In life, apparitions were even-tempered, trustworthy people with strong family ties. They were keen observers of human nature, and enjoyed helping others.

Consistency: Vaporous.

Specialties: Search, Stealth.

Karma	Powers	Uses Per Day
1	Manifest	6
2-5	Appear	3
6-10	Pass	3
11-15	Allure	5
16-20	Father Figure	4



BANSHEE

More than any other spirit, banshees bemoan their restless roaming. They think back upon their life with longing, and wail loudly when they learn of a dying loved one, for they pity anyone who is doomed to join them in the afterlife. The most vocal of all ghost types, the banshee is likely to make his wants and needs known to anyone who'll listen. They have pale skin, matted hair, torn clothing, and eyes red-rimmed from crying.

In life, banshees rarely thought about their future; instead, they focused on the here and now. Some banshees were thoughtless hedonists, but others simply enjoyed day-to-day living. Many were pampered by their loved ones, something they miss in death.

Consistency: Solid.

Specialties: Folklore, Quickness.

Karma	Powers	Uses Per Day
1	Shriek	3
2-5	Foretell	3
6-10	Cackle	5
11-15	Howl	4
16-20	Ventriloquism	4



DOPPELGÄNGER

The soft, pale ectoplasm of a doppelgänger is as smooth as melted wax. Their pulsing features shift constantly, as though eager to take on a new form. In their natural state, they have translucent skin with wiry fingers and toes. What looks like hair upon their heads is actually threads of ectoplasm. Through mimicry, doppelgängers seek to regain a semblance of life. They are always eager to try new ideas and see the positive side of any situation.

In life, doppelgängers were always very adaptable. They enjoyed meeting new people and travelling. They seemed able to change their personality to blend into any situation or group. Salespeople often become doppelgängers in the afterlife.

Consistency: Solid.

Specialties: Disguise, Mimic.

Karma	Powers	Uses Per Day
1	Imitate	2
2-5	Mutate Object	1
6-10	Duplicate Object	3
11-15	Shape Change	2
16-20	Transform	4



GHAST

This frightening lost soul usually has the face of a skull with long, bony hands. Often, they hide their macabre visage in the shadows of a sweeping cowl. When they speak, their voices are like echoes in a tomb. Ghosts dwell upon the aging process — the terminal cycle of decay that turns all things to bone and dust. Their preoccupation with death is often viewed as cruelty by others, but ghosts are not malicious.

In life, ghosts were clinical people who dedicated their lives to science and logic. Most were loners who avoided contact with others in order to concentrate fully on their interests. Doctors who exhibit a fascination with death and aging often become ghosts.

Consistency: Solid.

Specialties: Bully, Lie.

Karma	Powers	Uses Per Day
1	Revulsion	5
2-5	Molder	5
6-10	Corruption	4
11-15	Age	3
16-20	Aura of Death	3



GHOST

Ghosts are cold and clammy. A perceptible draft surrounds them which the living can sense quite easily. They are quite generous with their friends and forgiving of their enemies, but are mistrustful of strangers. They are particularly suspicious of mediums, whom they feel have no right to invade their "turf."

In life, ghosts had a strong sense of ethnic pride. They tended to live their lives in the same town in which they were born, and worked hard for what they had. Many were small business owners.

Consistency: Vaporous.

Specialties: Conceal, Sanity.

Karma	Powers	Uses Per Day
1	Dream Control	2
2-5	Open Portal	8
6-10	Lock	5
11-15	Silence	5
16-20	Chill Touch	5



GUIDE

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

Guides are highly photogenic, and alone of all the spirits their faces can be photographed without any special equipment (they only appear on film, not videotape).

In life, these do-gooders volunteered a great deal of their time to helping others. Some of them were a little on the kooky side, attending UFO conventions and political rallies.

Consistency: Solid.

Specialties: Faith Heal, Occult.

Karma	Powers	Uses Per Day
1	Ghostly Knowledge	2
2-5	Write	8
6-10	Far Sight	4
11-15	Read Minds	4
16-20	Contact Higher Being	2



HARBINGER

Harbingers are eternal pessimists, and often see only the dark side of things. Although gruff or abrupt in manner, their dire predictions can serve as important warnings to those who heed them. Harbingers favor black, flowing robes. Within their shadowy hoods, their faces are pale and devoid of emotion. They are very intelligent and can often predict the outcome of any event by figuring out the logical conclusion.

In life, harbingers always believed that the worst would happen. Many were economists or financial consultants.

Consistency: Solid.

Specialties: Danger Sense, Interrogate.

Karma	Powers	Uses Per Day
1	Precognition	2
2-5	Premonition	3
6-10	Death Knock	1
11-15	True Sight	5
16-20	Astral Walk	2



HAUNT

Haunts have pallid skin and dark shadows beneath their eyes. They favor the places they visited when alive. Most are driven by revenge and anyone who mistreated a haunt in life is subject to their ire. Haunts take great offense to anyone they feel has wronged them; they never forget a slight.

In life, haunts lived close to the edge. By choice or fate they often found themselves in jeopardy. They were often murder victims or executed criminals.

Consistency: Solid.

Specialties: Memory, Track.

Karma	Powers	Uses Per Day
1	Haunt	2
2-5	Astral Double	2
6-10	Glimpse of Death	4
11-15	Message	8
16-20	Nightmare	2



PHANTASM

Phantasms are humanoid in shape, with skin that appears to shimmer and twinkle with unearthly color. A kaleidoscope of colors traces their every movement. Masters of illusion, they control powerful visions that can affect both the living and the dead. They tend to be vain and manipulative.

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

Consistency: Luminous.

Specialties: Disguise, Entertain.

Karma	Powers	Uses Per Day
1	Bedazzle	5
2-5	Image	4
6-10	Facade	5
11-15	Beguile	4
16-20	Hallucination	3



PHANTOM

This brooding spirit is usually quite intelligent, but his brilliance is marred by his cynicism. The phantom feels trapped in the afterlife, and wants to be reborn as soon as possible. Yet he fears being reborn as some lowly creature, and therein lies the source of his pessimism.

Phantoms have dark, good looks, augmented by their solid appearance. Charming and well dressed, they are the most urbane of lost souls. They pride themselves on their manners and sense of honor. Living people, especially mediums, have been known to fall in love with phantoms.

In life, phantoms went to all the best parties. They had many acquaintances, but few friends. Phantoms did not get close to many people for fear of getting hurt. Their worldly bravado hid a certain amount of shyness.

Consistency: Solid.

Specialties: Languages, Persuade.

Karma	Powers	Uses Per Day
1	Seduction	2
2-5	Mute	6
6-10	Materialize Object	5
11-15	Dematerialize	4
16-20	Speak to the Living	8



POLTERGEIST

A mischievous spirit, the poltergeist enjoys disarranging items in order to frustrate or frighten the living. Poltergeists are very exuberant, and their excess energy is best directed towards meaningful goals. Unfortunately, they often become bored and entertain themselves by playing tricks or destroying items.

Poltergeists are often the spirits of children or teenagers, so it's only natural they would focus their supernatural play around a child their own age. If a poltergeist becomes too attached to her "playmate" she may try to cause his death so that the child can join her in the afterlife.

The most important thing in a poltergeist's life was to have a good time.

Consistency: Luminous.

Specialties: Aim, Unlock.

Karma	Powers	Uses Per Day
1	Whirling Chaos	3
2-5	Mechanical Failure	3
6-10	Vanish	2
11-15	Move Object	8
16-20	Telekinesis	6



REMNANT

A failure in life, a remnant seeks success in the afterlife. Upon dying, their frustrations and stymied desires cause a piece of them to be left behind.

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

Wan features and bony limbs give remnants a weak, mournful cast which instills a sense of pity in those who see them. Remnants were often politicians, musicians, or other performers who failed spectacularly in front of the public.

Consistency: Luminous.

Specialties: Empathy, Memory.

Karma	Powers	Uses Per Day
1	Operate Contrivance	5
2-5	Cause Despair	5
6-10	Inhabit Object	5
11-15	Presence	8
16-20	Shift Object	3



REVENANT

Revenants are so tied to the world of the living that they might not even realize they are dead. Their skin is cold to the touch, yet of all the spirits, they look the most solid, and can easily fool those they appear before.

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

In life, revenants were proud of their physical appearance. They were interested in physical fitness and nutrition. An aerobics teacher would probably become a revenant.

Consistency: Solid.

Specialties: Direction, Will.

Karma	Powers	Uses Per Day
1	Return	2
2-5	Compel	4
6-10	Sleepwalk	2
11-15	Steal Memory	2
16-20	Cause Insanity	3



SHADE

Often betrayed during life, the shade mourns her crushed beliefs and is subject to moaning fits. Their sadness is so great that it often affects those around them (manifested through their supernatural powers).

Shades are most often the lost souls of suicides, lovers and poets. They are intuitive and sympathetic with all creatures, even those that are potentially dangerous. A shade hates to use her powers to defeat other beings, but will do so to maintain her own existence. Shades have a gray pallor, and a gloomy expression to match.

In life, a shade was an empathic person, easily hurt by the brutalities of life.

Consistency: Solid.

Specialties: Empathy, Memory.

Karma	Powers	Uses Per Day
1	Moan	4
2-5	Faint	4
6-10	Aura of Hostility	4
11-15	Aura of Pain	3
16-20	Possession	1



SHADOW

A shadow is pure black, and the edges of his form are outlined by wispy smoke. At first glance, it looks as though the shadow of a person has risen on its own. They travel easily from shadow to shadow, and often eavesdrop in this fashion. Masters of darkness, they are especially repelled by bright light.

In life, shadows enjoyed eavesdropping and intrigue. They'd listen in on anyone's conversation just for enjoyment's sake. A local gossip would most likely become a shadow.

Consistency: Vaporous.

Specialties: Listen, Stealth

Karma	Powers	Uses Per Day
1	Steal Shadow	3
2-5	Blinding	5
6-10	Darkness	4
11-15	Black Hound	4
16-20	Reduce Size	6



SPECTER

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

Although they do not actually fly, specters can appear to glide across the ground without moving their legs.

In life, a specter was aggressive and hard to please. They often felt that life owed them a living. Only a few close friends and family members could break past the bristling gruffness into the specter's true heart. A New York taxi driver would probably become a specter.

Consistency: Solid.

Specialties: Brawling, Bully.

Karma	Powers	Uses Per Day
1	Charnel Breath	6
2-5	Disease	4
6-10	Stench	4
11-15	Putrefy	5
16-20	Fester	4



SPIRIT

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

Nearly always robed in white gowns, spirits seem only semi-solid. The tinkle of harp music seems to follow them.

In life, ritual and etiquette were very important to spirits. They enjoyed intellectual pursuits such as reading, opera and chess. Horse breeding and fox hunting were popular spectator sports. Spirits had a taste for fine cuisine and wine.

Consistency: Luminous.

Specialties: Customs, Religion.

Karma	Powers	Uses Per Day
1	Forget	4
2-5	Truth Tell	3
6-10	Aura of Good Cheer	4
11-15	Animal Possession	4
16-20	Healing Hands	5



SPOOK

Restless and energetic, spooks move very quickly. They are friendly, jolly spirits who enjoy interacting with the living. Like poltergeists, they sometimes go too far, and do more harm than good. Unlike poltergeists, spooks often feel guilty or ashamed of their actions, and try to set things right.

Spooks appear as though they are wearing a thin, tightly clinging shroud of cobwebs. The gauzy ectoplasm covers them like a transparent sheet. The spook's features and clothing are clearly visible beneath the veil.

In life, these happy, helpful people were very active in a variety of sports or social activities. Many of them came from large, boisterous families. They made friends easily, and belonged to non-profit organizations such as the Girl Scouts.

Consistency: Solid.

Specialties: Dodge, Run.

Karma	Powers	Uses Per Day
1	Boo	6
2-5	Fog	4
6-10	Frightful Visage	5
11-15	Make Noise	6
16-20	Fly	5



VAPOUR

Feelings and emotional release are very important to a vapour. He strives to follow the ever-changing tide of his emotions, and can be quite unpredictable. A vapour can be mirthful one minute, and depressed the next. For this reason, vapours are both dangerous and helpful to the living. They make interesting companions, but cannot always be counted on.

A vapour is wispy, as though made from gray smoke, and can be easily seen through. Their limbs, though fully functional, seem to trail off into mist.

In life, a vapour was moody, ranging from maudlin to violent. He would make instant bonds with people, but any hint of betrayal would send them off in a rage or a crying jag. Some vapours were excellent actors and made careers on the stage; others ended up in loony bins.

Consistency: Vaporous.

Specialties: Bargain, Persuade.

Karma	Powers	Uses Per Day
1	Mood Swing	4
2-5	Reverse Intentions	4
6-10	Sleep	5
11-15	Feral Fellow	5
16-20	Enslavement	2



WIGHT

Born fighters, wights refuse to succumb to death. Their fascination with weapons manifests itself in the collection of armaments they enjoy carrying. Wights are very protective of their companions and will risk their own existence to save another. They resist any attacker with amazing ferocity.

Wights prefer to dwell underground because barrow mounds and caves make ideal places for them to stash their arsenals. The darkness also helps to hide their appearance. Their skin is a sickly green color, and seems to glisten wetly, as though covered in moist secretions.

In life, a wight was physically fit, or at least very strong. The wight always depended on his body for a living, but tended to neglect his intellectual capacity. His interests were simple: football, beer and guns.

Consistency: Solid.

Specialties: Brawling, Caves.

Karma	Powers	Uses Per Day
1	Rise from Dead	1
2-5	Change Temperature	4
6-10	Slow	4
11-15	Freezing Touch	6
16-20	Frenzy	3



WILL O' WISP

Will o' wisps are fun-loving mischief-makers, but often at the expense of others. They are thrilled by their new powers, and enjoy using them. Some will o' wisps are quite nasty, and enjoy leading the living to their doom. Like other spirits, they wish to earn Karma, but they feel compelled to play this dangerous game.

A will o' wisp uses his supernatural powers to create darting balls of light. His own appearance is humanoid. His body is slightly transparent, and glows with an ever changing light. Their eyes hold whirlpools of color, and their hair rustles nervously as though tugged by a breeze.

Darting from one event to another, the will o' wisp was socially active in life. His attention span was always limited, and no matter how enthusiastic he might have been about a new trend, he would soon drop it for a new one. Many interior decorators end up as will o' wisps.

Consistency: Luminous.

Specialties: Animals, Tame.

Karma	Powers	Uses Per Day
1	Corpse Light	7
2-5	Tangle vines	5
6-10	Summon Pests	3
11-15	Summon Animal	4
16-20	Speak with Animals	8



WRAITH

The most ethereal of all lost souls, the wraith is almost pure energy. Light seems to be drawn into the wraith, so when one appears in a room, all lights will dim. Their eyes appear filled with swirling blackness streaked with flashes of cosmic light. Staring into a wraith's eyes is much like gazing into the depths of the Milky Way.

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

In life, wraiths often seemed distant from others since all their intellectual forces were concentrating on one or two interests. Wraiths strived to justify the two extremes of their life: an interest in scientific discovery and a willingness to believe in any wacky theory. Autistic children may become wraiths.

Consistency: Vaporous.

Specialties: Electronics, Science.

Karma	Powers	Uses Per Day
1	Distort Reality	1
2-5	Time Stop	1
6-10	Aura of Powerlessness	4
11-15	Wind Form	4
16-20	Teleport	1

HOW TO PLAY

5





GAME BASICS

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

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

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

GAME TONE

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

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

A *Lost Souls* adventure should be fast, free wheeling, and wild. A quick pace keeps the players engrossed and slightly off balance, the perfect combination for the recently dead. Their

absurd circumstances and the situations they find themselves in lend themselves nicely to comedy, but there is also horror to be found in the foes they must confront and the very nature of their existence.

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

GOALS

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

AREA & DISTANCE

Because the action of *Lost Souls* occurs in the imagination of the participants, it is unnecessary to measure distances and areas in exact feet. The distance between characters, or the size of a room, is set by the referee using one of four range classifications: brawling, thrown, missile, and "too far away."

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

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

A character who is outside thrown range, but who is still in line of sight, is at **missile range**. This means he can only be affected by missile weapons. Effective missile range depends upon the weapon (crossbows fire further than bows, and rifles shoot further than handguns). In any case, missile range extends to no more than 500 feet, or less in obstructed areas.



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

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

TIME

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

TURNS

A turn represent about 6 seconds, just about the length of time it takes a character to perform a simple action, such as making an attack. Turns are used during combat and other situations where split second timing counts. The duration of many supernatural powers is measured in turns.

The referee need not use turns. During an interrogation, time might pass in hours. During an overland trip, time could pass in day-long segments. It's up to the referee to pace the game so that time doesn't go by too fast (preventing the players from doing all they would like) or too slowly (resulting in tedious detail).

PLAY SEQUENCE

During a turn, the referee should allow every player the opportunity to act in some fashion. Starting with the player on his left, the referee goes clockwise around the table, resolving each player's action as he comes to her. The

players may want to sit around the table in order of their characters' Quickness. The player with the highest Quickness sits on the referee's left, and so on around the table, with the player with the lowest Quickness situated on the referee's right.

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

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

ACTIONS

There are three types of actions a character can attempt: those that result in automatic success, those that result in automatic failure, and those that require a skill roll to resolve. The referee must decide whether an action requires a skill roll or not.

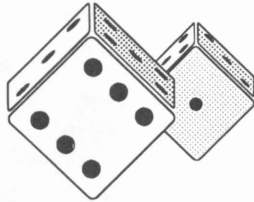
AUTOMATIC SUCCESS

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



AUTOMATIC FAILURE

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



USING SKILLS

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

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

Frequently, players will be asked by the referee to roll against one for their character's skills. The skill will relate to the task at hand; for example, if you are trying to arm wrestle an

Action Results Table (ART)

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



opponent, the referee would ask you to make a "Strength Roll".

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

A roll can range from Catastrophic (a low roll) to Awesome (a high roll). Ten possible degrees of success or failure ensures a diversity of results each time a roll is made.

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

ASSIGNING THE SKILL

The referee must decide which skill a player rolls against. Quite a few tasks and the skills related to them are listed in **Chapter 6: Skills**.

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

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

DESCRIBING THE RESULTS

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

Part of the craft of being a referee is in adapting the quality of a character's roll to actions not specifically covered in the rules. Simply saying an action is "great" or "feeble" is not

enough. The referee must describe what happens in terms of physical events.

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

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

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

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

EXAMPLE

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

Awesome: Proving to be a storehouse of information, the ghost answers all of Rupert's



questions, plus gives him helpful, detailed information that surprises even Rupert.

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

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

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

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

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

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

Feeble: The ghost refuses to speak to Rupert.

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

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

THE ONE ROLL RULE

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

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

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

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

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

The only exception to the One Roll Rule are combat actions. A character may attempt to strike a foe repeatedly. Each attack is considered a separate action.

THE ROLL REQUIRED

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

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

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

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



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

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

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

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

Example: Julie the revenant is trapped in a crypt. Using her Return power to assume material form, she attempts to kick open the rust-encrusted door. The referee decides that she will need only a Poor roll to open the door since it is so badly decayed.

ASSIGNING THE RR

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

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

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

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

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

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

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

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

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

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

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

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

INTERPRETING THE RESULT

How well a player rolls determines the degree of success or failure. The following guidelines are designed to help the referee decide what happens. The list includes both the number of columns over the RR, as well as the column result assuming the RR is Passable (the most commonly used RR).

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

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



- 2 columns over the RR (Great):** The action is 100% accomplished. The character succeeds completely. Nothing fancy, just solid success.
- 1 column over the RR (Good):** The action is 90% accomplished. The character cannot do all he wanted. There is some small part left undone. This is more of a nuisance than anything else.
- 0 columns over the RR (Passable):** The action is 75% accomplished. With considerable difficulty, the character finishes most of what he attempted, but there is much left undone. Usually, a Passable success results in a complication that will require another skill roll to overcome.
- 1 column under the RR (Poor):** The action is 40% accomplished. The character fails more than he succeeds. Most of what he tried to do is not finished.
- 2 columns under the RR (Inferior):** The action is 25% accomplished. The character only did a small fraction of what he wanted.
- 3 columns under the RR (Feeble):** 100% failure. The character failed completely, and looked foolish in the process.
- 4 columns under the RR (Pathetic):** 150% failure. Not only did the character fail, he caused some additional, embarrassing complication which must be resolved.
- 5 columns under the RR (Catastrophic):** 200% failure. A spectacular blunder. The character's screw up causes significant problems, possibly even physical harm. A second roll must be made immediately to avoid the mishap.

result of the roll. If Y appears to the left of X on the ART, the result is 0.

This will become easier to understand with a few examples:

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

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

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

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

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

SKILL SHORTHAND

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

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

ADJUSTING THE ART

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



COLUMN SHIFTS

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

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

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

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

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

SKILL ADJUSTMENTS

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

Since skill adjustments are temporary, do not change the skill on your character sheet. Skill adjustments cannot increase a skill above 25 or below 1.

Skill adjustments are written with the adjustment appearing before the skill. A leather jacket that grants (+2 Defense) would increase

the Defense of the character who wore it by 2 points.

SPECIAL SKILL ROLLS

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

COOPERATIVE ROLLS

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

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

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

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



COMPETITIVE ROLLS

When a character pits his skill against another character's skill, each player makes the appropriate skill roll. The character with the higher result achieves his goal. If a tie occurs, the character with the highest skill wins. If both skills are identical, the result is a complete tie.

If the referee needs to determine the degree of success that the winning character has achieved, he must convert the loser's roll into a column adjustment and apply it to the winner's result. The **Competitive Rolls** table gives the column shift equivalents for all the possible column results.

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

A player should not be forced to obey another character because of a skill roll. The referee simply tells the affected player what his character thinks or feels. The player still has final control over his character. If he doesn't consider his "feelings," the referee may wish to find ways to penalize him for playing out of character (such as a loss of Karma).

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

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

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

HIDDEN ROLLS

Sometimes, a situation requires the referee to make a roll against a character's skill without the player knowing the true result. This hap-

Competitive Rolls

Loser's Roll	Winner's Column Shift
Awesome	-4 columns
Superior	-3 columns
Great	-2 columns
Good	-1 column
Passable	+0 column
Poor	+1 column
Inferior	+2 columns
Feeble	+3 columns
Pathetic	+4 columns
Catastrophic	+5 columns

pens when the referee doesn't want a player to know that his character has failed.

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

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

USING POWERS

All characters and many NPCs have supernatural powers. The uses per day, duration, and effects of powers are described in **Chapter 7: Powers**.

It takes one turn to activate a power. A character who attempts to use a power can perform no other action that turn.

Uses per Day: Each power may be used a certain number of times per day. Keep track on your character sheet of how many times you try to use each of your powers. Every attempt to use a power counts as a use, even if the attempt has no effect. When you are out of uses for a power, you cannot use that power again that day. At midnight, all expended uses are regained.

Duration: The duration of a power is clearly specified in its description. The duration often



requires a skill roll by the character using the power (possibly versus the skill roll of the target). If the skill roll is failed (the roll is less than the RR), then the power has no effect whatsoever, although it still counts against the uses per day for the power.

Powers are limited by the one roll rule explained earlier. If an attempt to use a power fails, it cannot be tried again in that particular situation. Likewise, if a player resists a power, it cannot be used on him again for the rest of the encounter.

Effects: The descriptions in **Chapter 7: Powers** includes a brief explanation of what the power does. The referee may interpret these definitions as he sees fit.

Example: In an attempt to scare a night watchman out of a warehouse, Tom the spook uses his Boo power on the unsuspecting fellow. Tom checks off one use of the Boo power on his character sheet. As specified in **Chapter 7: Powers**, the duration of the power is (victim's Intelligence vs user's Strength) \times 2 turns. The night watchman has Passable Intelligence, so Tom must roll Passable or better for his power to work.

Tom rolls Poor on his Strength, so his Boo has no effect. Oblivious to Tom's shouting and waving arms, the guard walks right past.

The next turn, if Tom tries to Boo the guard again, he will automatically fail in accordance with the one roll rule. Instead, Tom tries his Make Noise power. He checks off one use. According to **Chapter 7: Powers**, the Make Noise power lasts (Passable vs Intelligence) \times 3 turns. Tom rolls Great on his Intelligence, giving him a duration of 9 turns. He creates the sound of a woman screaming in the alley outside the warehouse. The guard hears it and runs outside to see if he can help.

COLLECTIVE DISBELIEF

The collective disbelief of non-believers reduces the chance of success when using a supernatural power in front of an audience. See the **Disbelief** table for the column penalty when using a power in front of people who do not believe in ghosts. Note that people open to the supernatural, such as mediums, other spirits, and New Agers, do not count as non-believers.

WILL TO LIVE

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

Collective Disbelief

Non-Believers	Penalty
0-2	-0 column
3-10	-1 column
11-25	-2 columns
26-50	-3 columns
51-100	-4 columns
101+	-5 columns

Zero Will To Live

Stamina Roll	Result
Awesome to Good	The character is incapacitated until regaining at least 1 WTL. If the character is wounded again before being healed, he is called to Limbo (see below). An incapacitated character falls down and cannot move or attack, but can gasp short phrases.
Passable to Poor	The character's Mentor sends a Tunnel of Light to whisk the endangered character to Limbo. The character cannot rejoin the adventure. If the character cannot return to Limbo because of an incomplete Ghostly Vow, he is reincarnated instead.
Inferior to Catastrophic	The character is reincarnated.



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

All characters start every adventure with 20 WTL, represented by the 20 WTL boxes on their character sheets. As a player, you must keep careful track of how much WTL your character has at any time.

TAKING DAMAGE

The referee will let you know how badly your character has been wounded by telling you how many points of damage she has taken. Damage is subtracted from your Will To Live. Each point of damage is indicated by a slash "/" through a WTL box found on your character sheet. Ignore all damage over 20.

A character or foe who takes 15 or more points of damage at one time falls down. The

referee may allow a player a Great roll on Agility to avoid falling.

When your character is out of WTL, she may be recalled to Limbo or reincarnated. Roll your character's Stamina on the **Zero Will To Live** table.

HEALING

Wounds stay with your character until she is healed. Lost souls recover WTL by using the Faith Heal skill. Living creatures, such as mediums, heal by using the Medical skill. Supernatural powers and other extraordinary methods may also provide healing.

The Faith Heal and Medical skills are explained in **Chapter 6: Skills**. They can only heal WTL boxes that are marked with a "/" slash. After a character is treated with the Faith Heal or Medical skill, whether successful or not, all remaining "/" slashes in his WTL boxes are turned into "X"s.

"X" wounds are permanent. They cannot be restored with the Faith Heal or Medical skills. They can only be healed by a trip back to Limbo (for lost souls) or a trip to a hospital (for living

Reincarnation Table

Karma	Reborn as a:	Karma	Reborn as a:	Karma	Reborn as a:
1	Pond Scum	21	Turtle	41	Dog
2	Intestinal parasite	22	Snake	42	Cat
3	Bread mold	23	Lizard	43	Lemur
4	Amoeba	24	Shark	44	Mandrill
5	Worm	25	Lion	45	Porpoise
6	Spineless jellyfish	26	Rat	46	Baboon
7	Slug	27	Hamster	47	Gorilla
8	Maggot	28	Chicken	48	Orangutan
9	Louse	29	Hedgehog	49	Chimpanzee
10	Flea	30	Bear	50	Human — Lawyer
11	Clam	31	Walrus	51	Human — Politician
12	Spider	32	Ferret	52	Human — Born in abject poverty
13	Snail	33	Goat	53	Human — Poor
14	Crab	34	Camel	54	Human — Middle Class
15	Cockroach	35	Sheep	55	Human — Upper Class
16	Grasshopper	36	Kangaroo	56	Human — Wealthy, but unloved
17	Centipede	37	Deer	57	Human — Wealthy
18	Fish	38	Cow	58	Human — Destined for Greatness
19	Newt	39	Pig	59	Human — Saintly
20	Toad	40	Horse	60	Higher being — become a Mentor



people). In either case, the character is removed from the rest of the adventure. The only other way to heal "X" wounds is with a supernatural power such as Healing Hands.

REINCARNATION

If a character loses all of his WTL and fails his Stamina roll, he is reincarnated. He becomes misty, assumes his new form, and then vanishes. All ectoplasmic items he is maintaining disap-

pear with him. Your current Karma determines what new form your character will take, as shown on the Reincarnation Table.

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

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

Gaining Karma	
Karma	Action
+1 to +3	Perform a good deed. The referee is the judge of what constitutes a good deed, and the Karma value of the act.
+0 to +4	Complete a Ghostly Vow. The Karma awarded depends on the difficulty of the vow, as determined by the referee.
-1 to -3	Act in an evil manner. This applies only to the character who performs the evil act. The referee is the judge of what constitutes an evil act, and the penalty for it.
+0 to +4	Bonus Karma given by the referee at the end of an adventure as a reward for good role playing. The amount is based on the difficulty of the adventure and how well the referee enjoyed herself.
+0 to +3	Destroy an evil being. The challenge provided by the being determines the Karma awarded for destroying it.
+1	Prevent the destruction of a good being.
+2	Prevent the destruction of two to ten good beings.
+3	Prevent the destruction of more than ten good beings at one time.
-1	Witness the destruction of a good being without attempting to stop it.
-1	Destroy a neutral being.
-3	Destroy (whether intentionally or not) a good being.
-1	Allow an evil being to continue its existence, without attempting to destroy it.
-2	Returning to Limbo before an adventure is over.

GAINING KARMA

Karma points are given whenever a character does a good deed. Negative, or "bad Karma" is given to characters who deliberately act in evil ways.

Characters gain (and lose) Karma due to their actions during an adventure, as shown on the **Gaining Karma** table. Good deeds result in an increase in Karma, while evil acts cause a decrease. The referee tells the players how many Karma points they gain or lose. All changes in Karma are recorded immediately.

All characters involved in an action gain the same Karma bonus. If it takes six characters to destroy an evil spirit, they would each receive +1 Karma.

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



character just as though his previous one had been reincarnated.

Once a character reaches 60 Karma points, he becomes a Higher Being, like his Mentor. The transformation takes place immediately, even if he has WTL remaining. The character remembers all of his past lives, and no longer needs to gain Karma. In effect, the character is retired from the game. This isn't as easy as it sounds, and most characters will never achieve this goal.

Example: *Lisa has accrued 59 Karma points. By helping a lost soul deliver a last message to his wife, she gains another point, giving her 60. She leaves the afterlife to become a Higher Being.*

GHOSTLY VOWS

Many ghosts have a mission that they want to complete or a bit of unfinished business that they must settle before they can rest. If this is the case, a ghost may wish to make a Ghostly Vow. She promises not to return to Limbo until some specific action has been performed. The player must tell the referee what her Ghostly Vow is at the time the vow is taken, and must write the vow on the back of her character sheet.

The referee awards the character Karma depending on how hard the Ghostly Vow is to achieve. If it is absurdly easy, the referee should give no Karma for its completion. Otherwise, the character receives 1 to 4 Karma points.

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

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

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

USING KARMA DURING PLAY

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

- ✓ As column shifts.
- ✓ To gain information from the referee.
- ✓ To make ectoplasmic gear.

COLUMN SHIFTS

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

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

GAINING INFORMATION

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



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

He reminds her that Redbeard frequented New Orleans when alive. Antoinette decides to visit that city.

MAKING GEAR

The pursuit of material objects is anathema to the spiritual quest for Karma. When a character acquires an item, it is at the expense of his Karma.

All items have a Karma cost, based on the object's usefulness. Most small items have a cost of 1, larger or more complex items have a higher cost. A character must subtract from his Karma the cost for all items that he acquires. It doesn't matter if the character buys the item, finds it, receives it as a gift, or makes it himself. If he decides to keep it for more than a half hour, he must pay the Karma cost. The cost for weapons and armor is given in **Chapter 8: Combat**. The referee must set the cost for other objects. Some suggestions are presented on the **Equipment** table. A character does not pay the Karma cost for his starting gear since it has already been deducted from his starting Karma.

All lost souls are capable of making ethereal objects out of ectoplasm. To make an item, a lost soul must exert unbroken concentration for fifteen minutes for every point of Karma he puts into the object. There is less ectoplasm on earth than in Limbo, so objects created while on earth are at *double* the Karma cost listed in this manual. It's much more economical to return to Limbo before creating an item.

Equipment	
Karma Cost	Item
1	Ammunition, 30 rounds
1	Any small object of dubious value
2	Any small object of obvious value
1	Aspirin, 5 (heal 1 WTL each)
2	Binoculars
2	Calculator
3	Camera
80	Car
20	Carriage
200	Castle
1	CD player & music (heard only by ghosts)
50	Cottage
4	Dog
1	Flashlight (light only seen by ghosts)
1	Full set of clothing
2	Handcuffs
10	Horse
2	Lantern with oil (light only seen by ghosts)
2	Lighter (produces ectoplasmic flame)
3	Listening device
5	Lock pick kit
1	Magnifying glass
100	Mansion
10	Monkey
25	Motorcycle
2	Mouse
8	Personal computer
1	Rope, 30'
150	Ship
3	Sunglasses
2	Tape recorder
150	Train
4	Video camera with tape
10	Wagon
2	Walkie talkie (pair)
1	Watch

ECTOPLASMIC GEAR

Lost souls don't buy equipment, they create it from ectoplasm. Because *ectoplasmic* items rely on the subconscious Will to Live of their creator to hold them together, all items a character's subconscious is maintaining disappear with him when he is reincarnated. The only exceptions are permanent items. If a character wishes to make a permanent item, he must expend three times the normal Karma cost (a per-



manent item created on earth would cost a total of six times the base Karma cost). Characters may also find permanent items during their adventures.

All non-permanent objects must be maintained by someone. An item can be maintained by only one lost soul at a time. Gifts that are freely given and accepted are maintained by the recipient.

A character may terminate the maintenance of an item at any time. It immediately dissolves into a puddle of ectoplasm, which quickly evaporates into nothingness. This does not mean the character gets any Karma back. Karma expended to create the object in the first place is irrevocably lost.

When a lost soul is sent to earth, he may bring some or all of his equipment with him. The player decides what he will bring across. When the character returns to Limbo, his equipment goes with him, even if it is not on his person at the time. A lost soul cannot normally send just his gear back to Limbo; he must go with it.

Ectoplasmic items are dissolved if they are left in the sun for more than five minutes times the base Karma cost of the object. An ectoplasmic pistol worth 3 Karma could last 15 minutes in the sun. For this reason, large ectoplasmic structures are built in gloomy forests, the depths of the sea, or in caves and catacombs. Some lost souls have the power to send their ectoplasmic items to another plane during the daylight hours, recalling them only at night. Many legends have grown up around castles that appear in moonlight, or phantom trains, spectral ships, ghostly carriages, and other nocturnal contrivances.

***Example:** When Lisa died, her subconscious created an ectoplasmic representation of her favorite sapphire pendant. Because her subconscious created it, Lisa's pendant will vanish when she is reincarnated, even if someone else believes in its existence. However, if Lisa gave the pendant to someone else before losing her WTL, the necklace would remain. Her belief in the necklace was willingly accepted by another lost soul, who then became the person maintaining the item. This would not be true if the pendant had been stolen from her. If the transference was not made willingly, the pendant would disappear at the time of her rebirth, for she would still be the spirit maintaining its existence.*

COMBINING KARMA

Lost souls can unite their Karma to create items. In order to combine their Karma, the characters must have a strong friendship, one that has developed over a length of time. For each adventure the players have completed together, they can combine 10 Karma points. So, if they have been on 5 adventures together, they could make an object costing up to 50 Karma.

Characters jointly maintain an object they create together. Even if one of the characters who helped make the object is reincarnated, the others will continue to maintain it. The item remains intact until all of the characters have been reincarnated or it is somehow broken or destroyed.

GHOSTLY ANIMALS

A lost soul can expend Karma to create an animal. Many lost souls begin their career with ectoplasmic animals. Where would a headless horseman be without his mount?

Ectoplasmic animals are not the ghosts of deceased creatures, they are merely constructs that have been given the semblance of life by their creator. An animal's creator can give it commands, but must roll his Tame skill for the beast to obey. An animal is not capable of performing an action inconsistent with its nature. An ectoplasmic mouse could be commanded to nibble through a rope, but it could not pick a lock.

Animals always follow their creator unless ordered to "stay."

RETURNING TO LIMBO

Lost souls who have taken a Ghostly Vow cannot return to Limbo until all their vows are fulfilled. Others can return merely by mentally asking their Mentor to send a Tunnel of Light for them. After (Will vs Awesome) turns, a gateway appears and whisks the character to Limbo. Once a lost soul triggers his return to Limbo, he can-



not stop himself from going back unless he makes a Ghostly Vow before the tunnel appears. Only the character who summoned the tunnel can pass through it. Living creatures, demons, and evil spirits cannot follow a character to Limbo. Since a ghost may only leave Limbo with the assistance of his Mentor, returning to Limbo effectively removes him from an adventure.

BETWEEN ADVENTURES

Between adventures, four things happen:

- ✓ Characters regain all lost Will To Live.
- ✓ Characters may expend Karma to increase skills.
- ✓ Characters may expend Karma to make gear.
- ✓ Characters gain or lose powers due to changes in Karma.

REGAINING WILL TO LIVE

As soon as a ghost returns to Limbo, he erases all “/” slashes and “X”s from his WTL boxes.

INCREASING SKILLS

Between adventures, you may expend Karma to increase one or more skills. If a base skill is increased, the skills beneath it are not

Skill Improvement	
Current Skill	Karma Cost to Increase by 1 point
1–5	1
6–10	2
11–15	3
16–20	4
21–25	5

affected. The Karma cost to increase a skill by 1 point depends upon its current level, as shown on the **Skill Improvement** table.

The only way to increase a character's Defense is to improve his Agility or Stamina. A character's Defense is always equal to the average of his Agility and Stamina, rounded down, plus any adjustments for armor. If either of these skills is raised, the character's Defense must be re-calculated.

***Example:** At the end of an adventure, Antoinette has an Aim skill of 9. She decides to increase it to 11. It costs her 2 Karma to increase her Aim from 9 to 10, and another 3 Karma to increase it from 10 to 11. Antoinette increases her Aim to 11 but must decrease her Karma by 5.*

GAINING POWERS

Depending on how much Karma your character has after increasing skills and gaining items, the number of supernatural powers he possess may change. Look up your character's current Karma on the **Maximum Powers** table to see how many powers he should possess.

If too many powers are listed on your character sheet, you lose the extra powers, starting with those most recently received. If your Karma goes up again later, you gain totally new powers.

If your character has too few powers according to the table, he receives new powers. The powers are rolled on the **Powers** table. If you

Maximum Powers	
Karma	Maximum Powers
1	1
2–5	2
6–10	3
11–15	4
16–20	5
21–25	6
26–30	7
31–35	8
36–40	9
41–45	10
46–50	11
51–55	12
56–59	13



roll a power you already own, you may either take it again, allowing you to use it twice as often, or else roll again instead.

Instead of rolling on the **Powers** table, your referee may allow you to choose your new abilities from those listed in **Chapter 7: Powers**. If a referee allows one player to select powers, she should give all the players the same option. Note that there are a number of abilities in Chapter 7 that do not appear on the **Powers** table. To

ensure diversity, the referee may allow players to only select powers which are not already possessed by another character in the group.

Write your character's supernatural powers in the Powers section of your character sheet, in the order that they are gained. The original powers are always listed first.

A character can only gain or lose powers between adventures.

Powers					
d100	Power	d100	Power (cont.)	d100	Power (cont.)
01	Age	34	Faint	67	Open Portal
02	Allure	35	False Memory	68	Pass
03	Animal Possession	36	Far Sight	69	Possession
04	Animate the Dead	37	Father Figure	70	Power Shield
05	Appear	38	Feral Fellow	71	Premonition
06	Astral Double	39	Fester	72	Putrefy
07	Astral Walk	40	Find the Way	73	Read Minds
08	Aura of Death	41	Fly	74	Reduce Size
09	Aura of Good Cheer	42	Fog	75	Reverse Intentions
10	Aura of Hostility	43	Foretell	76	Rotting Stench
11	Aura of Pain	44	Freezing Touch	77	Shape Change
12	Aura of Powerlessness	45	Frenzy	78	Silence
13	Beguile	46	Frightful Visage	79	Sleep
14	Black Hound	47	Glimpse of Death	80	Sleepwalk
15	Blinding	48	Growth	81	Slow
16	Blur	49	Hallucination	82	Speak to the Living
17	Cackle	50	Healing Hands	83	Speak with Animals
18	Call Item	51	Howl	84	Steal Memory
19	Cause Insanity	52	Hypnotism	85	Summon Animal
20	Change Temperature	53	Image	86	Summon Pests
21	Chill Touch	54	Levitate	87	Tangle Vines
22	Compel	55	Life Detection	88	Telekinesis
23	Contact Higher Being	56	Life Drain	89	Telepathy
24	Corruption	57	Lock	90	Teleport
25	Darkness	58	Make Noise	91	Time Stop
26	Death Knock	59	Materialize Object	92	Transform
27	Death Sleep	60	Mechanical Failure	93	True Sight
28	Dematerialize	61	Message	94	Truth Tell
29	Disease	62	Molder	95	Unnatural Rain
30	Duplicate Object	63	Move Object	96	Vanish
31	Enslavement	64	Mutate Object	97	Ventriloquism
32	Evil Eye	65	Mute	98	Watcher
33	Facade	66	Nightmare	99	Wind Form
				00	Write

SKILLS

6





INTRODUCTION

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

AGILITY

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

AIM

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

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

ALERTNESS

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

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

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

***Example:** Without knowing it, Antoinette passes a concealed door. The referee asks her to make an Alertness roll without telling her why. The door is well concealed, so the referee sets the roll required to spot it at Superior. He does not tell Antoinette the roll required. Antoinette makes a Great roll. The referee figures that this is good*

enough for Antoinette "To notice something is not quite right about the wall on the left."

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

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

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

ANIMALS

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

AQUATICS

Lost souls are slowed considerably when in water. They move at half their normal speed, and can only perform one action every other turn. The sensation of water moving constantly through their ectoplasmic bodies is an unpleasant feeling, and very unnerving those who are unaccustomed to it.

Whenever an incorporeal being enters a liquid, the referee should set an Aquatics roll required depending on the distance the character intends to travel and the strength of local currents. In still water, the RR is Passable, in swift moving rapids, the RR could be as high as Awesome. A lost soul who enters water retains control of his ectoplasm for (RR vs Aquatics) x 5 minutes. At the end of this time, the character must make another roll.

A character who retains control of his ectoplasm can move through the water by a careful manipulation of his density. In this fashion, he can change depth and direction. This is accomplished by a graceful swaying of the arms, but it is not truly swimming since the liquid passes right through him.

A character who fails his Aquatics roll loses control of his ectoplasm. In still water, failure means the character sinks to the bottom of the liquid. Since ghosts do not need to breathe, there



is no danger of drowning, and they can easily walk along the bottom of lakes and other still waters.

In running water, a lost soul who fails his Aquatics roll is carried away by the current for 5 minutes for every column by which he missed his roll. At the end of this period, the character reaches an area of still water where he can reform. While being carried away, the character's ectoplasm is dispersed by the water and all his efforts are focused on retaining his form. A dispersed ghost looks like a cloud of ectoplasm from whence humanoid features occasionally sprout and fade. A lost soul takes damage from this traumatic experience as though he had been exposed to daylight. Thus, a ghost who was dispersed for 15 minutes would take (Stamina vs Great) x 2 damage.

Shallow water has no effect on an ectoplasmic being. A ghost would wade through an ankle deep creek without making an Aquatics roll. His feet might become fuzzy and semi-dispersed, but it wouldn't slow him down. However, if the water is knee deep or very fast, the referee may require an Aquatics roll to avoid dispersal.

ARTISTRY

Artistry is used in all creative endeavors, such as painting, sculpting, or writing poetry. If a character with a high Artistry draws a picture and rolls Superior, the picture is a near masterpiece. Likewise, an Inferior Artistry roll indicates that the character was only able to make childish scrawls. This skill is important when drawing maps or writing accurate descriptions.

ATHLETICS

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

BARGAIN

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

BRAWLING

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

BULLY

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

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

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

CAVES

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

CHARM

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



CLIMB

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

A player rolls on the **Climbing** table to see whether an attempted climb succeeds. The referee gives a column adjustment depending on the distance being scaled and the condition of the surface. Climbing a cyclone fence might be at +2 columns, while ascending a 100 foot sheer cliff might be at -3 columns. A character receives +1 column on his climb roll if he is using a rope. Failure means the character cannot try again to climb that surface during that particular adventure.

***Example:** Rupert tries to climb a 30' stone wall. Rupert rolls Good and climbs 10 feet per minute. It takes him 3 minutes to reach the top.*

Climbing	
Climb Roll	Result
Awesome	Climb at 10' per turn
Superior	Climb at 5' per turn
Great	Climb at 2' per turn
Good	Climb at 10' per minute
Passable	Climb at 5' per minute
Poor	Stuck at starting point
Inferior	Stuck half way
Feeble	Fall 25% of distance
Pathetic	Fall 50% of distance
Catastrophic	Fall 100% of distance

CONCEAL

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

CUNNING

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

CUSTOMS

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

DANGER SENSE

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

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

DEFENSE

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



DEXTERITY

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

DIRECTION

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

DISGUISE

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

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

DODGE

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

DRIVE

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

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

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

ELECTRONICS

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

Example: Antoinette wishes to turn out the lights in the Erik Opera House. She locates the main switches in the basement, and the referee asks her to make an Electronics roll. She rolls Good, and the referee acknowledges that she has figured out how the lights work. She must still use her supernatural Move power to physically manipulate the levers.

EMPATHY

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

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

ENTERTAIN

This covers a character's ability to sing, tell jokes, dance professionally, play an instrument, tell stories, and otherwise entertain. Writing



original songs or stories requires an Artistry roll as well.

FAITH HEAL

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

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

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

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

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

FATE

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

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

FILCH

This is used any time a character tries to pick a pocket, or steal something without getting caught. The referee sets the RR according to the Alertness of nearby NPCs, the size of the item, and the security of the area. The better a

character's Filch roll, the more he or she can get away with. Failure means the character gets nothing or is caught in the act.

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

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

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

FOLKLORE

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

FORGERY

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

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

INTELLIGENCE

This is your character's swiftness of thought and understanding of complex ideas. It shows how easy it is for your character to figure out difficult puzzles and codes. It is also your



character's ability to understand mathematics, science, and logic. Use the Intelligence skill to determine how much information a character gains when he is doing research at a library or hall of records.

This skill also covers assessing the value of an item.

INTERROGATE

Interrogate is used to gain information from a reluctant source. It determines how much useful information is obtained during an interrogation. Information may only be obtained from sentient life forms. In addition, both the victim and the interrogator must be able to understand one another.

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

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

JUMP

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

A character who tries to jump over a pit and barely makes it might fall down on the far side. A character who barely fails will find himself hanging from the far edge. He will have to roll Passable on Strength to pull himself out — or else fall in.

Jumping	
Distance	Roll Required
3'	Inferior
5'	Poor
8'	Passable
10'	Good
15'	Great
20'	Superior
30'	Awesome

KNOWLEDGE

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

LANGUAGES

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

LIE

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

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

LISTEN

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

MECHANICAL

If a character attempts to use a complicated or unfamiliar mechanical device, he must make a Mechanical roll. An unsuccessful roll indicates that the character cannot operate the device correctly. A Catastrophic roll may mean the item is damaged. A character should also use this skill when trying to identify an unknown



device and to discover how it operates. Electronic devices require the use of the Electronics skill instead.

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

***Example:** Rupert wishes to set off a burglar alarm in the Museum of Egyptian Art. The referee has him make a Mechanical roll to see if Rupert has the knowledge to set off the alarm. Rupert achieves a Good, and the referee tells him that all he needs to do is cut a certain yellow wire in half, and the alarm will shut off. Rupert will need to figure out a way to do this using one of his supernatural powers.*

MEDICAL

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

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

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

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

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

MEMORY

Memory is used when a character is trying to remember something complex. The character's

Memory roll indicates the amount of information retained and the accuracy of his recall.

Characters do not make Memory rolls to remember mundane things such as their names or how to tie their shoes. Use it when a character tries to recall something they have seen or heard only once — such as a map or the plans of an enemy heard through a door.

MIMIC

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

To test whether or not an impersonation is effective, a character must make a Mimic roll versus the Intelligence of anyone who interacts with him. The Mimic skill is only effective on living beings if they can hear the character doing the impersonation.

Mimic is also used to make realistic animal or bird noises.

NATURE

Nature covers the character's general knowledge of weather, animals, farming, and simple woodcraft. Using Nature, a character can predict tomorrow's weather, or locate the best place to make camp during a storm. It also includes hunting, trapping, fishing, and collecting edible fruit, roots, and berries. It allows a character to find enough food and water in the wilds to feed (Passable vs Nature) people per day (of course, lost souls don't eat, so this won't be a concern for them).

OCCULT

A character uses the Occult skill to determine whether or not an item or creature is supernatural and (to some degree) what its purpose and powers are. It is also used to determine the magical qualities of a person or object. It shows how much your character knows about the supernatural.

PERSUADE

This skill is used to sway an individual or a group by playing upon their emotions. It can



persuade an individual or a group to accept an idea or certain course of action.

Example: Rupert prepares to do battle with a chain rattler, while Antoinette tries to dissuade him: "What will happen to me if you're reborn?" she wails "I'll lose my best friend, and be all alone in the afterlife. Rupert, it isn't fair to do this to me!" She continues to plead, and makes a roll against her Persuade skill. With a Superior result, she convinces Rupert that it would be wrong for him to fight. He holsters his pistol and wipes the tears away from her eyes.

QUICKNESS

This skill governs a character's speed and reflexes. It is used to determine if your character can react before some event occurs. Use it to draw your weapon before your opponent, or to grab an item before it falls out a window. Quickness may also be used to determine which player can act first during a turn. The players involved both roll their Quickness. The high roller goes first.

RELIGION

This is the character's knowledge of religions, myths and deities. A character does not have to practice a religion in order to know about it. A character receives a +2 column shift when rolling for information about his own religion.

REPAIR

Your character's Repair skill can be used to fix almost anything, from a broken sword to a broken lock (repairing an electronic device requires an Electronics skill check instead). This skill will also help your character jerry rig something until it can be fixed properly. Of course, you'll need the proper tools and materials, and some broken objects may be beyond repair.

A repair job can take anywhere from a few minutes to a few days, depending on the character's skill roll and the complexity of the task.

In order to repair a material item, a lost soul will need to use a supernatural power as well. If Rupert wished to repair a truck, he would first need to make a Repair roll to see if he is capable of it; then he might need to take posses-

sion of a living person in order to follow through with the repairs.

RIDE

This is the ability to ride any mount, normal or fantastic. Anyone can sit on a horse as it walks, but to stay on while galloping or in combat requires a roll against the character's Ride skill. If two or more people ride an animal, one should be designated the pilot.

A character can ride (Catastrophic vs Ride) x 40 feet per turn, and travel (Catastrophic vs Ride) x 5 miles per day.

RUN

This skill is used for sprinting as well as marching or hiking cross country. Always adjust a character's speed due to rough terrain, inclement weather or heavy burdens.

If in doubt about whether a character can attack after moving, have him make a Run roll — success means he can also attack.

During a chase, both the pursuer and the pursued make only one Run roll each. Whoever rolls higher achieves his goal, whether it be catching up with the other character or getting away. The greater the column difference, the more quickly it is accomplished.

If a character is racing a time limit, the referee sets a roll required to beat the clock. If two characters are trying to get out of a building before the roof caves in, the referee can simply decide that the characters need a Good Run roll to get out without injury.

If you need exact distances, assume a character can sprint (Catastrophic vs Run) x 20 feet per turn and hike (Catastrophic vs Run) x 3 miles per day along a road, or (Catastrophic vs Run) miles cross country.

Example: Rupert is being chased by a crypt lurker with a Run of Good. Rupert rolls his Run skill and gets Poor. The lurker slowly gains on Rupert, and unless something happens to intervene, it will eventually catch up with him.

SANITY

This skill measures the character's resistance to insanity. The horrors of the afterlife can drive a lost soul to madness. For instance, a



character who sees a horrible demon for the first time may be required to lose (Sanity vs Poor) WTL. This damage is treated in exactly the same fashion as normal wounds.

When characters are confronted by extremely dangerous and unnatural situations, the referee may require them to make Sanity Checks. This is frequently the result of a supernatural power, but it may also be because of an extreme shock, such as finding a loved one horribly mutilated. The player rolls on the **Sanity Check** table. A column adjustment should be applied by the referee to reflect the situation.

The column adjustment is based upon three factors: the degree of personal danger, the proximity of the source of fear, and the grisliness or unnaturalness of the situation. For example:

- +2 columns:** Disgust. Example: Find a mangled corpse unexpectedly.
- +1 column:** Fright. Example: Find the mangled corpse of a loved one.
- +0 columns:** Shock. Example: Witness a horrifying event: river runs with blood, body parts rain from the sky, etc.
- 1 column:** Panic. Example: Attacked by a loathsome and obviously dangerous creature.

-2 columns: Fear. Example: Receive visit by an IRS agent.

-3 columns: Extreme terror. Example: Faced by own worse fear.

-4 columns: Mind numbing horror. Example: Confronted by a greater demon.

SEARCH

Search is used when your character is actively looking for something hidden, such as a secret door or a letter stashed in a desk (except tracks which requires the Track skill). Search is also used to find, salvage or scrounge up equipment that might otherwise not be found. A referee may even allow a character to Search a town for a post office.

A successful Search roll indicates that a player has found the hidden object. On a low Search roll, the referee may allow the character to find a misleading clue that she thinks is important, when it is actually useless.

Example: Rupert searches an deserted cottage where the man who killed his grandfather once lived. The referee rolls Rupert's Search skill, and gets a Feeble result. The referee tells Rupert

Sanity Check

Roll	Result
Awesome	You've coughed up things scarier than this.
Superior	You're disturbed, but you keep your cool.
Great	You grit your teeth and swallow your rising panic.
Good	You are paralyzed with fear for 1 turn.
Passable	You flee in terror for (Will vs Awesome) turns.
Poor	Cry, whimper, scream, or huddle in a corner until slapped or shaken.
Inferior	You faint for (Stamina vs Superior) x 2 turns, and lose all memory of the event that frightened you for (Memory vs Awesome) days. If reminded of the event before then, you refuse to believe it.
Feeble	You faint for (Stamina vs Superior) minutes, and are unable to speak for (Will vs Awesome) hours. Suffer -1 column on all Sanity Checks for the rest of the adventure.
Pathetic	Gain a phobia (related to the event which frightened you). In addition, go catatonic for (Stamina vs Superior) hours. During this time, you cannot move or speak. Suffer -2 columns on all Sanity Checks for the rest of the adventure.
Catastrophic	Gains a permanent mental illness (rolled from the Mental Illness table) and go completely insane for (Will vs Superior) days. A player may still control his insane character, but he must behave in an irrational fashion. The referee may require the insane character to do certain things or to behave in a certain way. He might require the character to become paranoid, and to plot against his former friends. Or the character might go into a violent frenzy. If a player refuses to role play his character's insanity, the referee should play the character. Suffer -2 columns on all Sanity Checks for the rest of the adventure.



that he finds a scrap of paper in the fireplace. It looks like it was torn from a diary, and when read it reveals the location of his grandfather's tomb. Rupert rejoices; if he can speak to his grandfather's spirit, maybe they can locate the dastard who slew him.

Secretly, the referee knows that this is a red herring and that the tomb doesn't exist.

STAMINA

Stamina measures a character's endurance and ability to withstand adverse conditions. Lost souls use it when resisting ectoplasmic poisons and supernatural flames. It's also used to recover lost WTL, regain consciousness, or resist reincarnation (as explained in **Chapter 5: How To Play**).

While a character needs to make a Strength roll to lift a large stone above his head, holding it there requires a Stamina roll.

STEALTH

This is the character's ability to move on foot without being noticed. It is used when hiding, sneaking up on someone, or shadowing an NPC. Since a foe cannot counterattack during the turn in which he is surprised, a successful Stealth roll can give a character the advantage he needs to subdue his opponent.

When following someone, the Stealth roll is required as long as the victim is in sight, otherwise the Track skill is used. A character can follow an NPC for (Alertness vs Stealth) x 10 minutes without being noticed before a second roll is required. Failure means detection. A character following within thrown range gets -1 column on his roll.

Of course, Stealth is not usually needed when following living persons, as they cannot see a ghostly character anyway.

STRENGTH

This is a character's physical power, used when trying to lift or carry heavy objects, break down locked doors, bend iron bars, dig a hole, or perform any other strenuous feat. The **Lifting** table gives some common RRs for hoisting heavy objects.

Lifting

Weight (pounds)	Roll Required
30-50	Inferior
51-70	Poor
71-100	Passable
101-150	Good
151-200	Great
201-300	Superior
301+	Awesome

TAME

Tame is used to train animals and communicate with beasts on a very limited basis.

This skill is more successful with domestic animals rather than wild creatures. Give a character a -2 column shift when trying to tame a wild animal. Animals with a Catastrophic Intelligence are too stupid to train.

TRACK

Tracking is the finding, following, and interpreting of tracks and other signs of passage. It's used to follow someone, or to tell what happened in an area by the footprints left in the dirt.

The referee sets a roll required depending on the terrain and age of the tracks. A character can follow the tracks for (RR vs Track) hours before another tracking roll must be made. The referee may also require a character to make another Track roll if the person being followed climbed a tree or swam a river.

In order for a character to overtake a victim, the character's Track roll must exceed the victim's Run by two columns or more. For example, to catch up with an NPC with a Run of Good, a character would need a Track roll of Superior.

TRAPS

This skill is used to deactivate traps. Unless it is obvious, a trap must first be located with the Search skill. Use the **Removing Traps** table to determine how long it takes to deactivate a trap. On a Poor or lower roll, the character cannot undo that trap, ever.



If a lost soul attempts to deactivate a material trap, she will need to use an appropriate supernatural power as well.

Removing Traps	
Traps Roll	Time Required
Awesome	1 turn
Superior	1 minute
Great	5 minutes
Good	10 minutes
Passable	20 minutes
Poor	Fail after 5 minutes
Inferior	Fail after 10 minutes
Feeble	Trip trap after 1 turn
Pathetic	Trip trap after 1 minute
Catastrophic	Trip trap after 5 minutes

UNLOCK

If something is locked, the Unlock skill is used to open it. This includes lock picking, safe cracking, and even jimmying a window latch. Some locks require a lock pick kit, but most can be opened with a paper clip or hairpin. Use the Opening Locks table to determine how long it takes. On a Poor or lower roll, the character can never open that lock; it is beyond his abilities. Depending on the complexity of the lock, the referee may give the player +1 to -2 columns. When opening a material lock, a lost soul will need to use a supernatural power as well.

Example: Antoinette wants to break into a combination safe. Her supernatural Move power allows her to manipulate the tumblers for 4 turns. She tries to open the lock before her power fails. Her Unlock roll of Superior allows her to open the box in 5 turns, just outside the time allowed. She'll have to use her Move power again to complete the task.

Opening Locks

Unlock Roll	Time Required
Awesome	1 turn
Superior	1 minute
Great	2 minutes
Good	5 minutes
Passable	10 minutes
Poor	Fail after 1 minute
Inferior	Fail after 2 minutes
Feeble	Fail after 5 minutes
Pathetic	Fail after 10 minutes
Catastrophic	Jam lock after 10 minutes

WILL

Will encompasses a character's self-awareness, self-control and confidence. It is used when resisting temptation, seduction, interrogation and mental torture. It frequently comes into play when resisting the persuasion of others and the mental manipulation of supernatural forces.



POWERS

7





INTRODUCTION

This chapter is an alphabetical list of supernatural powers characters may possess. You only need to read the descriptions of those powers your character possesses. The explanation of how to use powers is included in **Chapter 5: How to Play**.

AGE

Uses per day: Three

Duration: Immediate

Effects: The user appears suddenly before his victim in a luminous form, causing the victim to age (victim's Intelligence vs user's Cunning) x 3 years. This awful experience will cause the victim's hair to turn white until it grows out again. It works only on material beings.

ALLURE

Uses per day: Five

Duration: (victim's Will vs user's Charm) x 3 turns

Effects: The user appears before the victim in a translucent form. The victim goes into a trance and must follow the user at walking speed. During this time, the victim cannot perform any other action. The victim will fiercely attack anyone who tries to stop him; once the interloper stands aside, the victim will continue on his way. Any successful attack on the victim will break the allurements.

ANIMAL POSSESSION

Uses per day: Four

Duration: (animal's Strength vs user's Nature) x 5 minutes.

Effects: This power allows the user to take over the body of an animal. If it works, the animal will have all of the user's mental skills, but the user will be limited to the animal's physical abilities. In addition, the user cannot use his supernatural powers while possessing the animal. Damage taken by the animal does not harm the user, unless the animal dies while it is still possessed, in which case the user loses (Stamina vs Superior) WTL.

ANIMATE THE DEAD

Uses per day: Four

Duration: (Passable vs Knowledge) x 5 minutes

Effects: The user can cause one human corpse to rise up as a zombie. The zombie has an Attack skill of 15, Damage of x4, a Defense skill of 20, and 20 WTL. As long as the corpse remains in line of sight, the user has complete control over it. Otherwise, the zombie must be given a simple series of instructions to follow.

APPEAR

Uses per day: Three

Duration: (Passable vs user's Charm) x 2 turns

Effects: If successful, the character can appear before a single living being. The lost soul is suitably transparent. When a lost soul appears in this fashion, it cannot speak, but only gestures. Lost souls normally appear in candlelight or moonlight. A lost soul receives a -1 column penalty when trying to appear in a well lit room, and he cannot appear in broad daylight. The ghostly image breaks apart if touched by a material being.

ASTRAL DOUBLE

Uses per day: Two

Duration: Until destroyed

Effects: The character makes a duplicate of himself appear anywhere in the local area. The double has all the skills and gear of the original, but no supernatural powers. The double has (Passable vs Knowledge) WTL, and loses 1 WTL every hour. Once it runs out of WTL, the double vanishes. The double's personality is identical to the original, with the same goals. However, the double must be played as a separate character.

ASTRAL WALK

Uses per day: Two

Duration: (target's Stamina vs user's Strength) x 5 minutes; or x 10 minutes if the target is willing

Effects: This power only works on physical beings. By grabbing hold of the target's spirit, the user pulls the target's spirit from his body. The target has an ectoplasmic duplicate of everything he was carrying. His body lies comatose for



the duration of the power (see Astral Projection, above).

AURA OF DEATH

Uses per day: Three

Duration: (Passable vs Strength) x 2 turns

Effects: All beings within 20 feet of the caster lose 1 WTL each turn.

AURA OF GOOD CHEER

Uses per day: Four

Duration: (Passable vs user's Charm) x 2 turns

Effects: All those in the local area are overcome by feelings of silliness and jolly good will. They will behave like happy drunks. This power does not affect the user. To resist the aura, creatures must make an Intelligence roll greater than the Charm roll that created the aura.

AURA OF HOSTILITY

Uses per day: Four

Duration: (target's Charm vs user's Cunning) x 3 turns

Effects: The character may use this power on anyone in the local area. Each turn, everyone else in the local area (except the user) must roll Passable on Will or else attack the target.

AURA OF PAIN

Uses per day: Three

Duration: (Passable vs user's Knowledge) turns

Effects: All enemies in the local area are struck by searing pain. For the duration of the power, they cannot attack, only Defend against attacks and use supernatural powers. Enemies who make a Stamina roll greater than the Knowledge roll that created the aura are unaffected.

AURA OF POWERLESSNESS

Uses per day: Four

Duration: (Passable vs Fate) x 2 turns

Effects: For the duration of this power, no other supernatural powers may be used by anyone in the local area, including the user of this power. Any powers that are already in effect are not affected by this power.

BEDAZZLE

Uses per day: Five

Duration: (Passable vs Fate) x 2 turns

Effects: The user creates a dazzling display of colored lights. All characters in the locale area (except the user) are at -1 column on all skill rolls for the duration.

BEGUILE

Uses per day: Four

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

Effects: This power allows the user to change places with one of his enemies. The target will appear to everyone else as the user, while the user will appear as the target (although both will retain all their physical and supernatural abilities). Each turn, creatures in the local area can attempt to disbelieve the power by rolling Great on Intelligence (this counts as the creature's only action for the turn, and a player must state he is specifically attempting to see through the power). Failure means the creature refuses to believe the characters have been transposed, although the creature may try to disbelieve the power again on the next turn.

BIND

Uses per day: One

Duration: Until freed

Effects: Similar to Entrap, this power may only be used on lost souls. This power has an "effectiveness" of (target's Will vs user's Fate). If successful, this power forces the target to remain within 10 feet of his body until some condition set up by the caster is met. Usually, the condition is such that the ghost must rely on someone else fulfilling it. The "effectiveness" of the power determines how difficult the conditions are to meet.

BLACK HOUND

Uses per day: Four

Duration: (RR vs Nature) x 3 turns

Effects: This power summons a black hound, which the user controls completely. It will disappear when killed or when the power runs out. The hound is unnatural, and can attack and be attacked by both physical and incorporeal be-



ings. The user shares the hound's senses. The roll required depends on the size of the hound.

Black Hound				
RR	Size	Attack	Defense	Damage
Superior	Mastiff	25	20	x5
Great	Wolf	20	15	x4
Good	Hound	15	10	x2
Passable	Mutt	10	5	x1

BLINDING

Uses per day: Five

Duration: (target's Stamina vs user's Knowledge) x 3 turns

Effects: One target in the local area is totally blinded for the duration of the power.

BLUR

Uses per day: Five

Duration: (Passable vs Agility) x 2 turns

Effects: The user (or a cooperative target) becomes blurry and faint. Grants +5 Defense versus other incorporeal or unnatural beings.

BOO

Uses per day: Six

Duration: (victim's Intelligence vs user's Strength) x 2 turns

Effects: By briefly appearing and shouting this word loudly, the user causes terror in one victim. The victim flees for the duration of the power. Can be used on the living as well as lost souls. No living creature besides the target will hear the boo or see the user.

CAKLE

Uses per day: Five

Duration: (target's Intelligence vs user's Intelligence) x 10 minutes

Effects: For the duration of the cackle, the victim cackles insanely. The laughter is so creepy that anyone hearing it will be certain the victim has gone insane. While cackling, the victim can still perform other physical actions, such as at-

tacking, but is incapable of speaking or concentrating on any complex task.

CALL ITEM

Uses per day: Two

Duration: (Passable vs Dexterity) x 2 turns

Effects: The user may summon one inanimate object he has touched since his last trip to Limbo to his hand. The item remains with him for the duration of the power, then returns to wherever it came from. The item must be able to be carried by the character doing the calling, so a character could not call an automobile. This power works on material and incorporeal items, however a ghost may need to use another power in order to manipulate a material object.

CAUSE DESPAIR

Uses per day: Five

Duration: (Passable vs Cunning) minutes

Effects: Everyone within twenty feet of the user feels completely depressed. They feel that their cause is hopeless, whatever it may be. Gives a -1 column on any action relating to their immediate cause. This affects friends as well as foes, but not the caster.

CAUSE INSANITY

Uses per day: Three

Duration: (victim's Sanity vs user's Strength) days

Effects: The victim receives a Mental Illness rolled on the **Mental Illness** table.

CHANGE TEMPERATURE

Uses per day: Four

Duration: (Passable vs Nature) x 10 minutes

Effects: The user can reduce the temperature in the local area by 2 degrees Fahrenheit per minute, or increase it by 1 degree per minute. Once the duration is over, the temperature returns to normal at the rate of 10 degrees per minute.

CHARNEL BREATH

Uses per day: Six

Duration: Immediate

Effects: The user can breathe on up to 4 characters in the local area. The terrible blast does



(target's Defense vs user's Strength) x 3 points of damage to ectoplasmic beings, and (target's Defense vs user's Strength) x 1 damage to material beings. Sickness, vomiting and even unconsciousness can result.

CHILL TOUCH

Uses per day: Five

Duration: (Passable vs Cunning) x 2 turns

Effects: For the duration of the power, the user's touch does x4 damage in unarmed combat versus ectoplasmic beings, and x1 damage versus material beings.

CLOAKING

Uses per day: Four

Duration: (Passable vs user's Knowledge) x 10 minutes

Effects: The target (which must be touched) becomes completely invisible for up to the duration of the power. The power is broken if the invisible target moves or is touched. This power works on inanimate objects as well as sentient beings.

COMPEL

Uses per day: Four

Duration: (victim's Intelligence vs user's Charm) turns

Effects: Compels the victim to perform a simple action, such as "drop your weapon," "spit on your boss," or even "jump off a bridge." The victim will perform the action for the duration of the power. The victim cannot be compelled to kill himself, and the command cannot be more than 4 words long.

CONTACT HIGHER BEING

Uses per day: Two

Duration: (Passable vs Intelligence) turns

Effects: The user can ask the referee one yes/no question per turn. The referee must answer truthfully; if the referee honestly does not know the answer, he must say so. It still counts as a question.

CORPSE LIGHTS

Uses per day: Seven

Duration: (target's empathy vs user's Knowledge) x 3 turns

Effects: This power is usable only in darkness. It creates a series of small flickering flames (up to six) that look like candles, torches, or lanterns of any color the user chooses. The lights are under the complete control of the user, and can move at walking speeds. They must remain within the user's line of sight. Up to 5 beings who see the lights will be compelled to follow them for (target's empathy vs user's Knowledge) x 3 turns. Normally, this is used to lead the unwary victims off of ledges, into bogs, etc.

CORRUPTION

Uses per day: Four

Duration: Immediate

Effects: The user can corrupt food or drink merely by touching it. The food immediately molders and turns wormy. Anyone eating it will become sick for (victim's Stamina vs user's Cunning) hours, taking 2 WTL damage per hour of sickness.

DARKNESS

Uses per day: Four

Duration: (Passable vs Cunning) minutes

Effects: Inky darkness fills the local area. All light sources become dull spots of red. If the user only wants shadows (equal to candlelight), double the duration.

DEATH-KNOCK

Uses per day: One

Duration: (victim's Stamina vs user's Cunning) days.

Effects: By knocking 3 times on the head of a living person's bed, the user can cause that person to fall ill and possibly die. On the first day after he wakes up he is simply ill, on the second day he is very sick, on the third day he is bedridden, on the fourth day he is incapacitated, and on the fifth day of the illness (if it has progressed this far), the victim dies. The user of this power may stop the illness at any time.

DEATH SLEEP

Uses per day: One



Duration: (target's Stamina vs user's Cunning) hours

Effects: Usable only on living beings. At the user's touch, the victim screams terribly and collapses in a heap. He appears completely dead for the duration of the power.

DEMATERIALIZER

Uses per day: Four

Duration: (Passable vs Fate) x 3 turns

Effects: Converts a material object of up to 10 pounds into an unnatural form usable by both incorporeal and material beings. If a lost soul dematerializes a gun, the bullets are also affected.

DISEASE

Uses per day: Four

Duration: (target's Stamina vs user's Cunning) x 2 hours

Effects: The user's touch causes illness in the victim. The target will suffer diarrhea, nausea, fever, headaches, and other flu-like symptoms. The effects start in just five minutes.

DISFIGURE

Uses per day: Four

Duration: Permanent

Effects: By touching the victim (it doesn't matter if the victim is material or incorporeal) the user causes an awful scar to appear at the point touched. The victim's Charm is reduced by (Passable vs user's Cunning) points. If reduced to zero Charm, the victim loses Will to Live instead.

DISTORT REALITY

Uses per day: One

Duration: Permanent

Effects: The user may undo one action that happened on the previous turn provided a Good Fate roll is made.

DIVINATION

Uses per day: Five

Duration: Immediate

Effects: Lets the user detect one specified kind of thing: water, money, hidden doors, etc. It cannot detect a specific item, only a generic class of

object. The user senses the direction of the closest example of the desired object, provided it is within (Passable vs Alertness) x 10 feet.

DREAM CONTROL

Uses per day: Two

Duration: (target's Sanity vs user's Empathy) x 5 minutes

Effects: The target must be a physical, sleeping being. The user causes the target to dream. The user has complete control of the dream's contents, but the victim has control of his dream self. Although the dream may be frightening, resulting even in the victim's apparent death, the victim will awake unharmed at the end of the duration (unless the user forces him awake sooner). During the dream, the victim will think that the events are real. This power allows the user to communicate with the victim in his dreams. During the dream, the victim cannot be awakened by anyone but the user.

DUPLICATE OBJECT

Uses per day: Three

Duration: (Passable vs Mechanical) x hours

Effects: The user can duplicate (in ectoplasm) a material item that he has studied for at least 3 minutes.

ENSLAVEMENT

Uses per day: Two

Duration: (target's Will vs user's Charm) x 10 minutes

Effects: The user must touch the victim. This power only works on living people who must be unconscious. For the duration, the user has complete mental control over the victim. However, the victim will be slow moving, like a sleepwalker. The enslaved victim may speak, but must remain within the user's line of sight or else the power ends.

ENTRANCE

Uses per day: Four

Duration: Up to five minutes

Effects: Works only on material beings. The user appears as a wavering, vaporous form. Up to (Passable vs Charm) x 3 people in the local area will stand bemused, staring at the ever



shifting forms. Any abrupt movement or loud noise (such as an attack) will end the power. While using this power, the lost soul cannot move.

ENTRAP

Uses per day: One

Duration: Until freed

Effects: This power has an “effectiveness” of (target’s Will vs user’s Fate). If successful, this power forces the target to haunt the place where he was slain. The target cannot leave the local area of where he died until some condition set up by the user is met. Usually, the condition is such that the victim must rely on someone else fulfilling it. The “effectiveness” of the power determines how difficult the conditions are to meet.

EVIL EYE

Uses per day: Three

Duration: (target’s Fate vs user’s Fate) x 2 turns

Effects: The target and the user must be visible to one another. The victim is at -2 columns on all rolls for the duration of the power.

FACADE

Uses per day: Five

Duration: (Passable vs Knowledge) hours

Effects: The touched subject of the power takes on the appearance of whatever the user chooses, provided it is about the same size. Appropriate sound effects are included. This power may also be used to cause rotten food to appear fresh, a ruined house to look new (but only from the outside), or a new house to look old and decrepit.

FAINT

Uses per day: Four

Duration: (target’s Stamina vs user’s Cunning) turns

Effects: The user appears abruptly in a frightening manner, causing the victim (who must be in line of sight) to faint. This power works on the living as well as the non-living. Only the victim sees the user.

FALSE MEMORY

Uses per day: Two

Duration: Permanent

Effects: The user plants a false memory in the target’s mind (the target must be within thrown range). The memory is woven into the target’s mind, fitting between other memories so that no real memories are actually lost. The target will completely believe the false memory unless it is somehow proven to be false. The longer the memory, the less precise it will be — just like real memories. The false memory can be planted as far back as the user wishes, although the further back it is, the less precisely it will be recalled. The span of time covered by the false memory depends upon the power’s effectiveness, which equals (target’s Intelligence vs user’s Intelligence).

False Memory	
Effectiveness	Time Span
1	1 minute
2	15 minutes
3	30 minutes
4	1 hour
5	2 hours
6	1 day
7	2 days
8	1 week
9	1 month
10	1 year

FAR SIGHT

Uses per day: Four

Duration: (Passable vs Alertness) minutes

Effects: By concentrating on an area where he has been before, or on a person that he knows well, the user can see or hear what is happening there or around the selected person. In addition, if the user has an item that was touched by someone in the past day, he may focus on the location of the person who touched the item (provided he knows who that person is). When using this power, the player must specify whether he is trying for sound or picture. If he wants both, it costs 2 uses.

FATHER FIGURE

Uses per day: Four



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

Effects: The user assumes the appearance of the target's father or another highly respected individual (only the target sees the illusion). The victim will obey whatever the father figure tells him.

FERAL FELLOW

Uses per day: Five

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

Effects: Causes one person within the user's line of sight to immediately drop to all fours and scamper around like an animal. He cannot carry anything in his hands or use any weapons. However, he may still attack by biting and clawing.

FESTER

Uses per day: Four

Duration: (Passable vs Cunning) turns

Effects: All wounded characters in the local area take 1 point of WTL damage each turn as their wounds break open and fester painfully. This power affects friends and foes alike.

FIND THE WAY

Uses per day: Five

Duration: Immediate

Effects: This power gives the user the direction of a specific object (or person), provided it is within (Passable vs Search) miles. The user may try to determine the distance as well, but the power then only works out to (Passable vs Search) x 100 feet. The user must be familiar with the object, having touched it earlier. If the user has no first hand knowledge of the object, he may try to locate it by concentrating on a drawing or description, but he will be at -1 column. If the user has a small piece of the object or person's clothing, then he receives +1 column.

FLY

Uses per day: Five

Duration: (Passable vs Agility) x 10 turns

Effects: Fly at (Catastrophic vs Agility) x 50 feet per turn. Use Agility for maneuvering. Make a Strength roll in order to carry heavy objects while flying.

FOG

Uses per day: Four

Duration: (Passable vs Cunning) x 10 minutes

Effects: A thick fog fills the local area, reducing light and vision. The fog will protect any lost souls within it from sunlight. The user may sculpture it into any shape or color. Strong winds will dispel the fog. The fog's duration is halved in full daylight.

FORETELL

Uses per day: Three

Duration: Immediate

Effects: The user can tell (Passable vs Fate) things about a human's future and/or past just by looking at her. The player asks that many questions about the person, which the referee must answer honestly. The referee may be as vague as he likes.

FORGET

Uses per day: Four

Duration: Immediate

Effects: All beings in the locale area (except the caster) forget everything that happened in the last (Passable vs Charm) x 2 turns. Player characters may try to resist the power by rolling Memory higher than the Charm roll of the user.

FREEZING TOUCH

Uses per day: Six

Duration: (target's Defense vs user's Cunning) x 2 turns

Effects: Just by touching the target, the user can cause complete paralysis. During this time, the victim can see and hear everything that is going on around him, he simply can't move.

FRENZY

Uses per day: Three

Duration: (Passable vs Stamina) x 2 turns

Effects: The user receives +1 column on all Brawling, Dodge, Run, and Defense rolls. The user must attack each turn. If no foes are in the local area, he must attack the nearest character. If the user is unconscious or alone, the power ends. The user may also roll Good on Will to snap out of his frenzy.



FRIGHTFUL VISAGE

Uses per day: Five

Duration: Instantaneous

Effects: The user appears as he did in death — rotting, maggoty, and so horrible that he causes all characters (friend and foe alike) in the local area to lose (victim's Stamina vs user's Cunning) WTL. In addition, the victims must all roll on the **Sanity Check** table.

GHOSTLY KNOWLEDGE

Uses per day: Two

Duration: 2 minutes

Effects: The user can discover up to (Passable vs Knowledge) pieces of information which can only be known by a person who has died. For instance, recent historians believe that Napoleon may have been poisoned, rather than dying peacefully in his bed. The user could employ his ghostly knowledge to find out if this were true. The character may also use this special ability to discover how to perform some action; he could contact the spirit of a plumber to find out how to fix a sink.

GLIMPSE OF DEATH

Uses per day: Four

Duration: (Passable vs Cunning) hours

Effects: This power is cast on a mirror, pool, or other reflective surface. The mirror will remain enchanted for the duration. The first living person who looks into the mirror during this time will see a hideous glimpse of his own death. The type of death is specified by the user at the time the power is used. The horrible vision causes the victim to lose (target's Stamina vs user's Cunning) WTL. In addition, the victims must roll on the **Sanity Check** table.

GROWTH

Uses per day: Four

Duration: (Passable vs Stamina) x 3 turns

Effects: The user increases in size and mass by up to 20 feet. For every 2 feet of height increased, he gains +1 to his Strength and Defense skills. This power may also be used on another being simply by touching it.

GUST OF AIR

Uses per day: Six

Duration: (Passable vs Nature) minutes

Effects: Creates a gust of wind for the duration. The gust is strong enough to open unlatched doors, part curtains, or blow the pages of a book open.

HALLUCINATION

Uses per day: Three

Duration: (target's Sanity vs user's Intelligence) x 3 turns

Effects: Creates a full sensory hallucination of the user's design. Anything of any size can be created; for instance, the user could create the illusion of an army of ghouls marching on the victim. The only limitation is that the victim cannot really be hurt by the hallucination. Only the target will see the hallucination.

HAUNT

Uses per day: One

Duration: (Passable vs Will) nights

Effects: This power is used to make a person do a specific action. Usable only on living people, only one Haunt can be used on a person at a time, and a character can cast Haunt on a specific victim only once every thirty days. Each night, the victim suffers an awful nightmare of the user's design. The nightmare must make it obvious what the user wants the victim to do, as well as the punishment for not doing it. The same dream is experienced every night, each time progressing a little further. The victim will awaken in the middle of the night, bathed in sweat, at which time he must roll his Sanity over the Will of the ghost who used the power. If the victim rolls lower, he must do what the user wants. Once the person does the user's bidding, the user is reincarnated, or the duration ends, the victim is free from the nightmares.

HEALING HANDS

Uses per day: Five

Duration: Immediate

Effects: Heals (Passable vs Nature) x 2 WTL. Characters can use this power on living as well as incorporeal beings. However, in order for a living character to use it on a ghost, the charac-



ters must be able to touch. This power heals "X" damage as well as "/" damage.

HEART ATTACK

Uses per day: One

Duration: Immediate

Effects: Causes a single material creature to suffer a heart attack. The user must roll Cunning. On a Superior roll, the victim passes out and must be hospitalized for three days. On an Awesome roll, the victim dies.

HOWL

Uses per day: Four

Duration: (target's Sanity vs user's Strength) x 2 turns

Effects: Affects up to five characters in the local area, including the user's friends. The ghost rolls versus each character's Sanity to see how long that character must flee.

HURL

Uses per day: Seven

Duration: Immediate

Effects: The user may hurl one baseball-sized material object up to (Passable vs Aim) x 10 feet. The object can be used to inflict (Defense vs Aim) WTL damage on a living being.

HYPNOTISM

Uses per day: Four

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

Effects: For the duration of the power, the target cannot make any decisions for himself. He may act on the suggestions of others, but is not required to follow their commands.

IMAGE

Uses per day: Four

Duration: (Passable vs Fate) x 3 turns

Effects: Creates a lifelike image of a single object or creature that the caster chooses. The image must fit within a 10' x 10' x 10' cube. It must stay within thrown range of the user. The image is completely silent, unless the Make Noise power is used to give it sound. This power does not work in full daylight.

IMITATE

Uses per day: Two

Duration: (Passable vs Cunning) x 5 minutes

Effects: The user assumes the appearance of any one creature or person within line of sight. If the target is a material being, the user also becomes material. The user's abilities all remain the same.

INHABIT ITEM

Uses per day: Five

Duration: (Passable vs Mechanical) x 2 turns

Effects: Allows the user to inhabit item and animate it. The object, which must be man sized or smaller, assumes an evil visage and moves according to its nature. A rug would slither and strangle victims, a lamp would waddle across the floor. If the object is broken, the power ends.

KEENING

Uses per day: Three

Duration: Immediate

Effects: All those in the local area, friend and foe alike, lose (victim's Stamina vs user's Cunning) x 3 WTL.

LEVITATE

Uses per day: Four

Duration: (Passable vs Agility) x 3 turns

Effects: Levitate the target. Gives up and down movement only. Can move target up or down at 10 feet per turn. As the power wears off, the target is slowly lowered to the ground at the rate of 10 feet per turn. This power also works on inanimate objects.

LIFE DETECTION

Uses per day: Five

Duration: Immediate

Effects: The user can sense the number of intelligent beings that are within range. The user receives an accurate count of up to 20 individuals, anything over that is revealed as "Many." By accepting a -1 column penalty, the user can determine the direction and approximate distance of the nearest 20 individuals. A Nature roll de-



termines the maximum range of the power:

Life Detection	
Nature	Range
Passable	Melee
Good	Thrown
Great	Missile
Superior	1 mile
Awesome	10 miles

LIFE DRAIN

Uses per day: Four

Duration: Immediate

Effects: The user must touch the victim in combat. The user absorbs (victim's Defense vs user's Brawling) x 2 WTL from the target. These points are added to the user's WTL, and may even take the user over his limit of 20 WTL. This power can be used against the living as well as lost souls.

LOCK

Uses per day: Five

Duration: (Passable vs Mechanical) x 10 minutes

Effects: This power causes one door, window, or other portal within the local area to stick closed for the duration. The user may remove and re-install the lock at will. Anyone else must physically break the door down.

MAKE NOISE

Uses per day: Six

Duration: (Passable vs Intelligence) x 3 turns

Effects: The user can make a noise, such as moaning, screaming, rapping, rattling chains, or anything else except actual speech. The noise can originate from anywhere within 500 feet of the user.

MANIFEST

Uses per day: Six

Duration: (Passable vs Intelligence) x 3 turns

Effects: Allows the user to play out a scene they have personally seen. This is an excellent way of replaying a murder. The scene is totally silent.

MATERIALIZE OBJECT

Uses per day: Five

Duration: (Passable vs Fate) x 6 turns

Effects: Converts one ectoplasmic item of up to 10 pounds weight into an unnatural state, allowing it to be touched and used by both material and incorporeal beings. For instance, a ghost cop could materialize his gun, thereby allowing him to fire and harm a living creature. Note that if this power is used on a gun, all of its bullets are also materialized.

MECHANICAL FAILURE

Uses per day: Three

Duration: (Passable vs Mechanical) x 5 minutes

Effects: All mechanical and electronic devices in the local area are rendered useless. Radios buzz with static, cameras don't work, computers crash, etc.

MENTAL LINK

Uses per day: Four

Duration: (Passable vs Knowledge) hours

Effects: This power is used on another being within the local area. At any time during the duration, the target may send a telepathic call for help to the user. No details can be given, just the call for help and a vague sense of the target's direction relative to the user.

MESSAGE

Uses per day: Eight

Duration: up to 1 hour

Effects: The user may write (Passable vs Dexterity) x 5 letters. The letters appear on any surface (including flesh), and drip as though written in blood. Alternately, they may appear raised from the surface, as the user chooses. The user may choose how long the letters will last, up to one hour.

MOAN

Uses per day: Four

Duration: (victim's Intelligence vs user's Empathy) x 3 turns

Effects: This ghastly sound causes all those in the local area to be struck with a terrible sadness. They will not feel like fighting or engaging



in any form of conflict. All they want to do is grieve.

MOLDER

Uses per day: Five

Duration: (Passable vs Stamina) turns

Effects: By touching an object, the user can cause the item to molder, rust, or otherwise decay into complete uselessness. Weapons have their damage bonus reduced by a factor of 1 each turn. For example, a x5 damage scimitar which moldered for 3 turns would be reduced to x2 damage. The Defense bonus of armor is reduced by 1 for every 2 turns of moldering. The referee must decide how long it takes to completely destroy other objects. If used on a being, this power does 1 point of damage each turn.

MOOD SWING

Uses per day: Four

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

Effects: One being in the local area is affected by this power. The user chooses which emotion to impress upon the victim. Some examples include: sorrow, anger, fear, joy, depression, or paranoia. For example, this power might cause a demon to cry uncontrollably, both blinding it and possibly causing it to forget all about its intended target.

MOVE OBJECT

Uses per day: Eight

Duration: (Passable vs Strength) x 2 turns

Effects: This power is used to cause an object of under a pound to move slowly in a straight line. The object must come to a complete stop in order to change direction. Delicate movement is impossible. It is useful for moving an Ouija planchette, sliding objects across a table, etc.

MUTATE OBJECT

Uses per day: One

Duration: (Passable vs Stamina) x 5 turns

Effects: Lets the user change a touched object into any shape he chooses. The object's size can be anything from a flea to a van. The object gains all the properties of its new shape. Note that the new object is generic; for instance, a character

could change a stick into a key, but it would just be a generic key, not the key to a specific lock.

MUTE

Uses per day: Six

Duration: (target's Stamina vs user's Stamina) hours

Effects: The user appears suddenly before his victim in such a startling manner that the target loses his ability to speak. In addition, the victim is so rattled that he cannot even write clearly (his hands shake too much).

NIGHTMARE

Uses per day: Two

Duration: (Passable vs Nature) x 3 turns

Effects: The user may enter the dream of any one living person that he personally knows or has studied for 1 hour that same day. The user has all of his equipment with him, but his victim also has one weapon of his choice. For the duration of the power, the user may speak with his victim, or fight. If either character dies in the dream, that character is reincarnated. Both characters regain all lost WTL at the end of the duration. If the victim survives the encounter, he awakens exhausted.

OPEN PORTAL

Uses per day: Eight

Duration: Immediate

Effects: The user can open one portal such as a door or window. It can also be used to open a drawer or anything else. Normally, a Passable Mechanical roll is required. Locked doors must be unlocked first. When this power is used, anyone living in the local area will feel an icy draft as the door opens.

OPERATE CONTRIVANCE

Uses per day: Five

Duration: (Passable vs user's Mechanical) x 2 minutes

Effects: Allows the user to operate one machine. This power can be used to play an organ, operate a computer, drive a car, or whatever else the user chooses.



ORACLE

Uses per day: One

Duration: (Passable vs user's Knowledge) minutes

Effects: The user can ask one question per minute. The referee must answer the question with a riddle. The riddle may be as obtuse as the referee likes. The answer should never be clear cut.

PASS

Uses per day: Three

Duration: (Passable vs Cunning) minutes

Effects: The user can go through any material object, including walls, floors, mountain sides, etc.

POSSESSION

Uses per day: One

Duration: (victim's Will vs user's Will) hours

Effects: Possession only works on living people, and it can only be achieved if the host is sick, mentally ill, sleeping, stunned or otherwise incapacitated, or if the victim is cooperative. A user receives +1 column if attempting to possess a child or a blood relative. Possession allows the user to enter and take full control of the victim's body. He can maintain control for the duration of the power. Any damage taken by the host is also suffered by the possessing spirit. It takes 2 turns for a possessing spirit to leave a body.

POWER SHIELD

Uses per day: Four

Duration: (Passable vs Fate) x 3 turns

Effects: For the duration of this power, the user is immune to the effects of all supernatural powers. However, he is not immune to incidental damage caused by a power. For instance, if a character with Power Shield is standing on a bridge that is Vanished, the character with the Power Shield would still plummet.

PRECOGNITION

Uses per day: Two

Duration: Instant

Effects: The user will know what will happen for the next (Passable vs Knowledge) x 2 turns.

For instance, a ghost says that he intends to go through a door, but first he uses Precognition. The game is then played for a few minutes to show what would happen if the character went through the door. The game then returns to the point where the ghost used the precognition, allowing him to make new decisions based on what he has learned.

PREMONITION

Uses per day: Three

Duration: Instant

Effects: The user can predict the probable results of a stated action. He will be able to tell if the results are liable to be very good, good, neutral, bad, or very bad. The user can sense (Passable vs Knowledge) x 5 minutes into the future.

PRESENCE

Uses per day: Eight

Duration: (Passable vs Charm) minutes

Effects: All living people in the room feel your presence. You decide how your presence is felt. It must be an emotion, or a familiar smell that they would associate with you. Those who do not know you will feel your presence but will not be able to identify it as you.

PRIVATE HELL

Uses per day: Six

Duration: (victim's Strength vs user's Knowledge) x 5 minutes

Effects: Causes the target to be instantly transported to his own private hell. There, the victim suffers horribly (although there is no lasting ill effects). When the duration ends, the victim reappears exactly where he was before he was sent to hell.

PUTREFY

Uses per day: Five

Duration: (Passable vs Stamina) turns

Effects: For the duration, the user's touch causes flesh to mold. If the user strikes in unarmed combat, his touch does x6 damage. This is treated just like any other wound. This power does not work on the living unless the user has somehow materialized.



READ MINDS

Uses per day: Four

Duration: (Passable vs Intelligence) minutes

Effects: For the duration, the user may read the surface thoughts of any one person in the local area.

REDUCE SIZE

Uses per day: Six

Duration: (Passable vs Stamina) x 2 minutes

Effects: The user and all of his gear decreases in size down to as little as 1" in height (the user chooses the size). His Strength is reduced proportionally, but his other skills remain unchanged.

REFLECTION

Uses per day: Five

Duration: (Passable vs Charm) minutes

Effects: Allows the user to appear in a reflective surface. The user can assume his regular appearance, or the guise of a person looking into the reflective surface. The user has complete control over what his reflection does.

REGRESSION

Uses per day: Three

Duration: (Passable vs Fate) minutes

Effects: Allows the target to remember past events from their own life with photographic clarity. The target can take a more careful look around. While he is aware of his emotions at the time, he doesn't feel them with the same passion. The user may employ this power on himself. The user suffers a -2 column penalty if regressing the target to a past life (a lost soul can be regressed to their most current life without penalty, since it's considered the same incarnation).

RETURN

Uses per day: Two

Duration: (Passable vs Stamina) x 2 minutes

Effects: The user assumes corporeal form. If he is touched by a human, he will be very cold and has no heartbeat; otherwise, he appears as he did in life. The user may speak and effect physical objects. He takes full damage from physical

weapons. This power only works on material planes (such as earth).

REVERSE INTENTIONS

Uses per day: Four

Duration: (target's Intelligence vs user's Charm) turns

Effects: The victim does the exact opposite of what he intended to do that turn, and will continue to do so for the duration. For example, Reverse Intentions could cause an evil spirit to throw down his weapon and surrender when he was just about to attack.

REVULSION

Uses per day: Five

Duration: (Passable vs Cunning) x 3 turns

Effects: The user causes himself to appear so horrible, that no one may come within ten feet of him unless they make a Strength roll greater than the roll that created the aura. Those who fail cannot approach the user for the duration of the power. Living creatures must be able to see the user in order to be affected by this power.

RISE FROM DEAD

Uses per day: One

Duration: (Passable vs Stamina) hours

Effects: This is the classic zombie power. The user returns to his body, crawls from his grave, and stalks the earth in physical form. Of course, if the user's body has been utterly destroyed (say, by cremation), he cannot return. In his physical form, the user takes 1/4 damage from physical weapons (rounded down). The reanimated creature can only speak one word (selected by the user at the time the power is used), which he may repeat as often as he wants. This power may only be used at night, and stops instantly at daybreak.

ROTTING STENCH

Uses per day: Five

Duration: (target's Stamina vs user's Strength) x 3 turns

Effects: An awful, rotting stench fills the local area. Everyone in the local area (except the caster) is at -1 column on all actions.



SEDUCTION

Uses per day: Two

Duration: (target's Intelligence vs user's Charm) x hours

Effects: Enables the user to cause one human to fall completely in love with him. The victim must see a picture of the user, or his personal belongings, or the character must somehow make his presence known. The victim will view anything the character does or suggests in the best possible light. However, this can backfire. Someone who loves the character may try to reincarnate him under the mistaken belief that "it's all for the best." Or, the target may try to commit suicide to be with the user forever. Once the power wears off, the victim may have an extreme dislike for the user, especially if he made her do things she now regrets.

SHAPE CHANGE

Uses per day: Two

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

Effects: This power can be used on living beings. The user changes the target into another shape, usually a small harmless animal, such as a toad, rat, or cat; or a worthless object such as a pile of offal. The victim retains all his mental functions, but is limited physically to his new shape.

SHIFT OBJECT

Uses per day: Three

Duration: (Passable vs Mechanical) x 3 hours

Effects: Allows the user to shift one of his ectoplasmic items (and its contents) to Limbo. The user must be maintaining the object that is shifted. At the end of the duration (or sooner, if the user chooses), the object reappears at the point that it was shifted from. If it's small enough to be carried by the user, it may return on the user's person. Lost souls may never be transported by this power.

SHRIEK

Uses per day: Three

Duration: (target's Strength vs user's Strength) turns

Effects: The shriek affects up to 5 beings in the local area, including the user's friends. Each must

roll to see how long he is paralyzed with fear.

SILENCE

Uses per day: Five

Duration: (Passable vs Knowledge) x 2 turns

Effects: The local area is made silent. No sound can be made in the area, nor can any sound made outside the area be heard within it. The user can adjust the size and position of the area so long as it remains inside the locale area.

SIREN SONG

Uses per day: Four

Duration: see below

Effects: The user selects up to six victims within hearing. The victims feel an uncontrollable desire to go toward the user for (victim's Intelligence vs user's Charm) x 2 minutes. The siren song can sound like wailing, singing, a baby crying, or whatever else the user feels would lure his victim.

SLEEP

Uses per day: Five

Duration: (target's Stamina vs user's Cunning) x 2 turns

Effects: Up to 5 enemies in the local area are put to sleep by the strange mist created by the user. Roll a separate duration for each victim.

SLEEPWALK

Uses per day: Two

Duration: (target's Will vs user's Charm) x 30 minutes

Effects: This power only works on a sleeping, material being. The target goes into a trance and will journey toward the user by the best means possible: walking, catching a bus, etc. The power ends if the target is bumped or otherwise interrupted. A loud noise will also break the trance. The target can be any distance away.

SLOW

Uses per day: Four

Duration: (target's Agility vs user's Cunning) x 2 turns

Effects: The target creature seems to be moving through molasses. They can only act (or attack)



every other turn.

SPEAK TO THE LIVING

Uses per day: Eight

Duration: 1 minute

Effects: A character who uses this power may whisper (Passable vs Charm) x 10 words to a living target in the local area.

SPEAK WITH ANIMALS

Uses per day: Eight

Duration: (Passable vs Nature) minutes

Effects: Ability to communicate with one living animal of the user's choice. The animal must be in the local area. Most animals can see or sense ghosts, and will react fearfully. Speak with Animals allows a ghost to calm their fears. While this power is in effect, the user can employ other skills such as Interrogate, Persuade, or Lie to question or manipulate the animal.

STEAL MEMORY

Uses per day: Two

Duration: Immediate

Effects: The user may permanently steal a memory from a victim within the local area. The user erases (target's Memory vs user's Knowledge) hours from the victim's mind. Memories older than 1 year cannot be stolen.

STEAL SHADOW

Uses per day: Three

Duration: (target's Intelligence vs user's Will) x 3 minutes

Effects: This power can only be used on a material beings. It gives the user control over the target's shadow (the target must be casting a shadow for this power to work). The shadow has an Attack of 10, Defense of 10, and the weapons of the original. It can physically interact with both incorporeal and material beings. The shadow possesses the knowledge of the target, and while the shadow cannot speak or write, it can nod, shake its head, shrug for "I don't know," and point in response to questions from the user. As long as the user is in the local area, he can give the shadow simple instructions, which the shadow will follow until new instructions are given. The shadow can be slain by 20 points of damage or by

eliminating its light source, at which time it returns to its place beside the target.

STENCH

Uses per day: Four

Duration: (Passable vs user's Stamina) x 2 turns

Effects: The local area is filled with the stench of corruption, causing nausea and weakness. All characters and NPCs who are present (except the user) suffer a penalty of (Stamina vs Passable) columns on all attacks and Defense rolls for the duration of the power, or until leaving the vicinity of the user.

SUMMON ANIMAL

Uses per day: Three

Duration: (Passable vs Nature) x Duration (see table below)

Effects: Calls a real animal which will do the user's bidding. The RR depends on the creature being summoned. The creature must stay within Line of Sight of the user. The creature is under the summoner's complete control. They possess a mental link which allows the summoner to see and hear through the creature.

Summon Animal				
Duration	Animal	Attack	Defense	Damage
x 1 turn	Wolf	20	15	x4
x 2 turns	Vulture	12	8	x2
x 1 minute	Raven	10	6	x1
x 1 minute	Bat	10	6	x1
x 1 minute	Dog	10	10	x2
x 5 minutes	Cat	10	8	x1
x 10 minutes	Rat	5	5	x1
x 10 minutes	Moth	none	1	none
x 30 minutes	Toad	none	1	none

SUMMON GHOST

Uses per day: One

Duration: (Passable vs Fate) x 3 turns

Effects: The lost soul summoned must be known to the user. The ghost feels a strange pulling sensation, and may either choose to be teleported to the user for the duration of the power, or else refuse to be teleported. A ghost may not be sum-



moned against his will. May summon a ghost from anywhere, even across planes.

SUMMON PESTS

Uses per day: Three

Duration: (Passable vs Nature) x 2 turns

Effects: The user summons a horde of bats, rats, or biting insects that fill the local area. The horde swarms over the user's enemies, biting and clawing and doing 1 WTL damage per turn to anyone in the local area with a Defense of Good or less (except the user).

TANGLE VINES

Uses per day: Five

Duration: (target's Strength vs user's Nature) x 2 turns

Effects: This power causes the plants in the locale area to tangle around the user's enemies. Entangled people cannot move for the duration. Reduce the duration by 3 turns for each turn the plants are cut with an edged weapon.

TELEKINESIS

Uses per day: Six

Duration: (Passable vs Intelligence) x 2 turns.

Effects: For the duration, the user can move one small object of less than a pound as though he was physically manipulating it. The item must remain in line of sight.

TELEPATHY

Uses per day: Five

Duration: (Passable vs Intelligence) minutes.

Effects: By concentrating on one sentient being, (either living or ghostly), the user can converse telepathically with them. The user can communicate with any character he knows personally no matter how far away that person is. If the user is not familiar with the target, the target must be within line of sight, and the user suffers a -1 column penalty. Once a character has telepathically communicated with someone, they can do it again no matter where the target is. Note that the user cannot get any information out of target that the target does not want to give; this is not a "mind reading" power.

Instead of two way communication with one character, the user may employ this power

to send his thoughts to up to 6 different characters simultaneously.

TELEPORT

Uses per day: One

Duration: Instantaneous

Effects: The user can teleport (RR vs Intelligence) characters to any area known to the user. This power only works within the same plane; for instance, characters on the material world can only teleport to another place on earth. The RR depends on how well the user knows the location he is going to:

Teleport	
RR	Familiarity
Passable	Complete familiarity (i.e. home) or a visible location.
Good	User studies a picture of the location while using the power.
Great	Someone describes the location fully to the user.
Superior	Read a description of the location, or saw a picture.
Awesome	No familiarity. The user has only heard the name of the location.

TIME STOP

Uses per day: One

Duration: (Passable vs Fate) turns

Effects: The user stops time for all other creatures in the local area. The user may continue to act, however.

TRANSFORM

Uses per day: Four

Duration: Depends on shape taken (see below)

Effects: The user assumes the material form of an animal. It takes 2 turns to effect the change, during which time the user is helpless. All of their equipment changes with them. They retain their knowledge and skills, but they cannot use weapons in their animal form. Transformed characters use their Brawling skill to attack. Since their armor becomes part of their new form, their Defense is unchanged.



Transform

Shape	Duration & Damage
Wolf	(Passable vs Will) x 1 turn Bite does x 4 damage
Raven	(Passable vs Will) x 2 turns Peck does x 1 damage
Bat	(Passable vs Will) x 2 turns Bite does x 1/2 damage
Dog	(Passable vs Will) x 3 turns Bite does x 2 damage
Cat	(Passable vs Will) x 4 turns Scratch does x 1 damage
Rat	(Passable vs Will) x 5 turns Bite does x 1/2 damage
Moth	(Passable vs Will) x 6 turns No damage

TRUE SIGHT

Uses per day: Five

Duration: (Passable vs Alertness) x 2 turns

Effects: The user sees things as they truly are. Darkness is penetrated, illusions are unveiled, magic items glow, and supernatural connections are shown. Will not allow the user to see through solids, around corners, or so on. It does allow the user to see the aura of people (one person may be viewed per turn). The color indicates something about the person being viewed:

Black: Person is evil, malevolent or deathly ill. The aura of the evil dead.

Blue: This person has innate healing powers. They have a calming effect on people, and by touching a possessed person, they can make the ghost flee.

Brown: Person viewed is ill or diseased. The color will often focus on the afflicted body part.

Green: Well-balanced, adjusted person. Most people have green auras.

Grey: This person suffers from pain, mental anguish or injury. Many lost souls have grey auras.

Pink: Perfectly healthy; usually seen in the young. If centered near a woman's abdomen, indicates pregnancy.

Purple: Person is very empathic or psychic; possibly a medium. They are most likely to see and believe in ghosts.

Red: This person is angry or enraged. Often a sign of cruelty or sadism. People with red auras can adversely affect those who are ill. A person's aura will sometimes turn red if they lie or suppress the truth.

White: This person is completely innocent & trustworthy. Children often have white auras.

Yellow: Person is suffering from some form of insanity, the darker the color, the worse the affliction. A yellow and black aura indicates a psychotic personality.

TRUTH TELL

Uses per day: Three

Duration: (target's Intelligence vs user's Intelligence) turns

Effects: The user must touch the target. The user may ask the target one question per turn, which the target is compelled to answer truthfully to the best of his knowledge.

UNNATURAL RAIN

Uses per day: One

Duration: (Passable vs Nature) x 5 minutes

Effects: The user can cause it to rain within the local area, only the rain is anything but water! The user chooses any one of the following: cockroaches, blood, dead fish, frogs, body parts, rocks, or anything else the referee approves. The strange rain follows the user as he moves. It cannot be





made to rain indoors. The objects falling from the sky do 1 WTL damage per minute to anyone physical who is caught in the strange rain. The object disappear at the end of the duration.

VANISH

Uses per day: Two

Duration: (Passable vs Fate) x 5 turns

Effects: Causes one item touched by the user to completely vanish for the duration. The size of the item must be something the caster could lift and carry.

VENTRILOQUISM

Uses per day: Four

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

Effects: The target must be a living entity. For the duration of the power, the user may speak through the target. The target's voice will be that of the user, although the Mimic skill may be used to make it sound like the victim. While speaking, the target will not be aware that he is speaking, and will not know what it was he said.

WATCHER

Uses per day: Three

Duration: (Passable vs Alertness) x 2 hours

Effects: This power allows the user to designate a 10' x 10' area to watch. For the duration of the power, the user will see anyone who enters the area, and will be able to watch what they do so long as they remain there.

WHIRLING CHAOS

Uses per day: Three

Duration: (Passable vs Stamina) x 2 turns

Effects: The user causes the objects in the room to fly about. It does (victims' Defense vs user's Stamina) x 2 damage per turn to each living creature in the room. Objects are broken, furniture overturned, and the room is trashed.

WIND FORM

Uses per day: Four

Duration: (Passable vs Agility) minutes

Effects: The user assumes the form of a breeze. As a breeze, he can blow doors slowly open, enter

a house through a small crack, or fly at fast speeds. He is not affected by sunlight, material weapons, nor incorporeal weapons. He can still use his supernatural powers, as well as be affected by the supernatural powers of other lost souls. He cannot attack physically, and his speech sounds like a soft whispering in the wind.

WRITE

Uses per day: Eight

Duration: (Passable vs Dexterity) turns

Effects: The user guides a living person's hand so that it writes what the user wants. The target must already be in the process of writing.

X-RAY VISION

Uses per day: Seven

Duration: (RR vs Alertness) minutes

Effects: The user can see through solid objects. The thickness of the barrier determines the roll required:

X-Ray Vision	
Feet	RR
1'	Passable
2'-5'	Good
6'-10'	Great
11'-50'	Super
51'-100'	Awesome

ZOMBIE HANDS

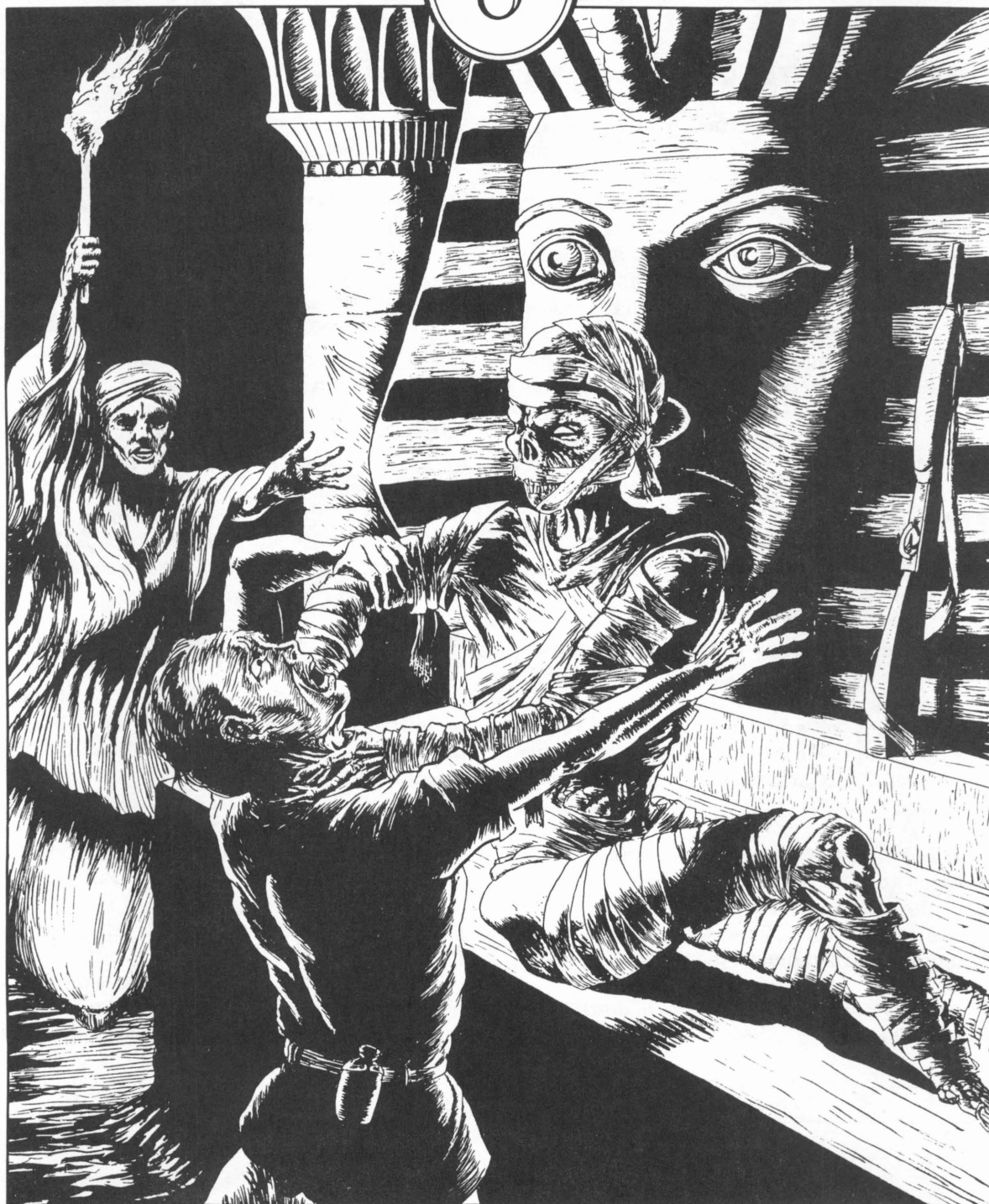
Uses per day: Four

Duration: 5 minutes

Effects: Causes (Passable vs Strength) x 2 decayed hands to burst from the floor, their claws latching onto the legs of anyone in the local area. The user decides how many hands hold onto each target. They may be used on physical or incorporeal targets. A victim can break free of one hand per turn by rolling Passable or better on his Strength (on an Awesome roll he break completely free). The victim can still use his arms, and if he has a cutting weapon, he may sever (Passable vs Brawling) hands per turn. A severed hand or one that loses its grip immediately vanishes in a puff of noxious smoke.

COMBAT

8





INTRODUCTION

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

In this chapter, the term “foe” refers to any enemy, whether it is an NPC or another character.

WHO CAN ATTACK

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

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

ATTACKING

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

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

Simply put:

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

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

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

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

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

CATASTROPHIC ATTACKS

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

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

COMBAT MODIFIERS

Your players’ tactics will have an effect on how well they fight. Foolish maneuvers should result in a -1 column penalty, while imaginative



attacks should be given a +1 column bonus. Here are some suggestions:

+1 column when attacking a prone foe.

-1 column when attacking while prone.

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

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

ARMOR & SHIELDS

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

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

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

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

Shields			
Shield Type	Defense	Karma Cost	Dex Req.
Makeshift Shield	+1	—	none
Buckler	+2	1	10
Target Shield	+3	2	13
Kite Shield	+4	3	16
Tower Shield	+5	4	20
Riot Shield	+4	3	16
Weapon	+2	variable	10

WEAPONS

All weapons are assigned a Damage rating, as shown on the **Weapon** tables on the next two pages. In addition, weapons have a Brawling or Aim adjustment. Add the adjustment to your character's skill to determine your character's skill with that particular weapon.

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

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

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

Armor		
Armor Type	Defense	Karma Cost
Goggles	+1	2
Leather Cap	+1	2
Chain Hood	+2	4
Hard Hat	+2	4
Football Helmet	+3	6
Motorcycle Helmet	+3	6
Plate Helm	+4	8
Heavy Coat	+1	2
Army Fatigues	+1	2
Parka	+2	4
Leather Jacket	+2	4
Leather Armor	+3	6
Chain Vest	+4	8
Breastplate	+5	10
Bulletproof Vest	+6	12
Leather Gloves	+1	2
Chain Gauntlets	+2	4
Plate Gauntlets	+3	6
Heavy Shoes	+1	2
Leather Boots	+1	2
Chain Skirt	+2	4
Plate Greaves	+3	6



Brawling Weapons

Weapon	Damage	Brawl Adj.	Karma Cost	Notes
Ball & Chain	x4	-1	2	Flexible, no parrying, can be thrown using Aim
Baseball Bat	x3	+2	2	+3 skill if used two-handed
Bastard Sword	x6	-6	3	+3 skill if used two-handed
Battle Axe	x7	-9	4	+3 skill if used two-handed
Broad Sword	x5	-3	3	
Bullwhip	x3	+2	2	Flexible, cannot parry or be parried
Chain	x2	+4	2	Flexible, cannot parry or be parried
Claymore Sword	x7	-9	4	+3 skill if used two-handed
Club or Stick	x1	+4	1	Double damage in grapple, can be thrown using Aim
Cutlass	x2	+3	2	Does double damage in grapple
Fire Axe	x4	-1	2	+3 skill if used two-handed, can be thrown using Aim
Flail	x5	-3	3	Flexible, cannot parry or be parried
Flare (burning)	x3	+1	1	Can be thrown using Aim
Flashlight	x1	+5	1	
Halberd	x7	-9	4	+3 skill if used two-handed
Hammer	x2	+2	2	Double damage in grapple, can be thrown using Aim
Hand Axe	x3	+0	2	Double damage in grapple, can be thrown using Aim
Harpoon	x5	-4	3	Can be thrown using Aim
Hatchet	x3	+0	2	Double damage in grapple, can be thrown using Aim
Javelin	x3	+1	2	Can be thrown using Aim
Knife	x2	+2	2	Double damage in grapple, can be thrown using Aim
Long Sword	x4	+0	2	
Mace	x4	-1	2	Can be thrown using Aim
Morning Star	x6	-6	3	Flexible, cannot parry or be parried
Num chucks	x2	+4	2	Flexible, cannot parry or be parried
Pen Knife	x1	+5	1	Does double damage in grapple
Pick	x4	+0	2	+3 skill if used two-handed
Scimitar	x4	+0	2	
Short Sword	x3	+2	2	
Shovel	x3	+0	2	+3 skill if used two-handed
Sledge Hammer	x4	+0	2	+3 skill if used two-handed
Spear	x4	-1	2	+3 skill if used two-handed, can be thrown using Aim
Spike	x1	+5	1	Does double damage in grapple
Staff	x3	+2	2	+3 skill if used two-handed
Torch (burning)	x3	+1	1	Can be thrown using Aim
Trident	x6	-7	3	+3 skill if used two-handed, can be thrown using Aim
Unarmed	x1	+0	-	Does double damage in grapple
War Axe	x5	-4	3	Can be thrown using Aim
War Hammer	x6	-6	3	+3 skill if used two-handed
Whip	x1	+6	1	Flexible, cannot parry or be parried
Wood Axe	x4	-1	2	+3 skill if used two-handed, can be thrown using Aim
Wrench	x2	+2	2	Double damage in grapple, can be thrown using Aim



of $8 - 1 = 7$. When throwing it, he has a skill of $13 - 1 = 12$.

AUTOMATIC WEAPONS

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

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

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

Missile Weapons

Weapon	Damage	Aim Adj.	Karma Cost	Notes
Short Bow	x2	+4	3	Requires two hands
Composite Bow	x3	+2	3	Requires two hands
Long Bow	x4	+0	3	Requires two hands
Mini Crossbow	x3	+2	3	Requires two hands
Light Crossbow	x4	+1	3	Requires two hands, fires once per turn
Medium Crossbow	x5	-1	4	Requires two hands, fires once per turn
Heavy Crossbow	x6	-3	4	Requires two hands, fires once per turn
.22 Pistol	x2	+4	3	Jams, Clip = 9
9mm Pistol	x3	+2	4	Jams, Clip = 9
.38 Revolver	x4	+0	5	Bullets = 6
.45 Pistol	x5	-2	6	Jams, Clip = 7
.357 Magnum Revolver	x6	-4	7	Bullets = 6, +3 skill if used two-handed
.44 Magnum Revolver	x7	-7	8	Bullets = 6, +3 skill if used two-handed
.44 Auto Mag Pistol	x7	-7	9	Jams, Clip = 9
.22 Rifle	x3	+4	6	Requires two hands, Bullets = 15
.30 Carbine	x4	+2	7	Requires two hands, Bullets = 15
.30-30 Rifle	x5	+0	8	Requires two hands, Bullets = 6
.30-06 Rifle	x6	-2	9	Requires two hands, Bullets = 6
.460 Weatherby	x7	-6	10	Requires two hands, Bullets = 3
Shotgun .20 gauge	x3	+8	7	Requires two hands, Bullets = 5
Shotgun .14 gauge	x4	+6	8	Requires two hands, Bullets = 5
Shotgun .12 gauge	x5	+4	10	Requires two hands, Bullets = 5
Shotgun .10 gauge	x7	+0	15	Requires two hands, Bullets = 5
Sawed off shotgun	x5	+1	10	Bullets = 5
9mm Submachine gun	x3	+1	9	+3 skill if used 2-handed, Fully automatic, Jams, Clip = 30
.38 Submachine gun	x4	+0	11	+3 skill if used 2-handed, Fully automatic, Jams, Clip = 30
.45 Submachine gun	x5	-1	13	Requires 2 hands, Fully automatic, Jams, Clip = 30
.223 Assault Rifle	x6	-2	15	Requires 2 hands, Fully automatic, Jams, Clip = 30
7.62mm Assault Rifle	x7	-3	17	Requires 2 hands, Fully automatic, Jams, Clip = 30
Machine gun	x8	-4	25	Requires 2 hands, Fully automatic, Jams, Belt = 90

Explanation of Notes:

Jams	Jams on a Catastrophic attack, user must roll Good on Mechanical to clear the jam.
Clip = #	Clip fed magazine. Clip holds the number of bullets indicated.
Bullets = #	The gun's magazine holds the number of bullets indicated.



in the field of fire, up to the number of bullets in the spray.

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

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

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

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

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

AREA EFFECT WEAPONS

An area effect weapon has the opportunity to harm everyone in its field of effect. The attacker rolls separately to attack each target in the field of effect.

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

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

USING TWO WEAPONS

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

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

Thrown Weapons

Weapon	Damage	Aim Adj.	Karma Cost	Notes
Bola	x2	+2	2	Entangles
Boomerang	x4	+0	2	Returns
Grenade	x7	+0	2	Area effect
Stun Grenade	x4	+0	1	Area effect
Throwing Star	x1	+8	4-Jan	1 thrown
Throwing Star	x2	+4	4-Jan	4 thrown
Throwing Star	x3	+0	4-Jan	8 thrown
Throwing Star	x4	-4	4-Jan	12 thrown
Thrown Rock	x1	+0	-	x2 damage in grapple, can be thrown using Aim



COMBAT OPTIONS

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

MULTIPLE ATTACKS

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

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

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

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

SURPRISE ATTACKS

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

DODGE

When a character dodges, he cannot be hit by any opponent with an attack skill which is less than or equal to his Dodge roll. If a character

rolls a Catastrophic Dodge, he stumbles and must roll Passable on Agility or else fall down.

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

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

PARRY

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

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

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

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



STANDING UP

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

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

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

DRAWING A WEAPON

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

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

RELOADING

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

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

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

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



FLEEING COMBAT

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

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

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

FORCE BACK

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

KNOCK-OUTS

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

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

BLOCKING

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

BASHING

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

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

GRAPPLE

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

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

Example: *Rupert sneaks up behind a guard in Hitler's haunted bunker. He tries to grab the*



guard over the mouth. Rupert rolls Good on his Strength versus the guard's Passable Strength. Because Rupert is using only one hand, his Good roll is reduced one column to Passable. This is still high enough for Rupert to hold the guard for 1 turn.

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

FEINT

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

DISARM

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

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

GRABBING A WEAPON

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

gets -1 column on his Defense roll against the opponent's next attack.

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

ATTACKING OBJECTS

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

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

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

Now Antoinette tries to smash the amulet. She is using her bare fist, so the referee sets her RR at Superior. She rolls Awesome on her Brawling and crushes the amulet.

NPC VS. NPC

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

MEDIUMS

9





INTRODUCTION

No discussion of the afterlife would be complete without mention of those people who make a living communicating with the dead. Mediums are a unique addition to the *Lost Souls* game. Their inclusion allows a player to take on the role of a living person determined to assist the spirits of the departed. In contrast to lost souls, the medium is the only character type who is still alive.

Like any living person, a medium is fully material. They can be injured by material weapons, they must rest, and they are subject to the ravages of disease. But unlike other living people, mediums are acutely attuned to the spiritual manifestations around them. Although a medium cannot see incorporeal beings without the use of a supernatural power, she can hear them, and can always communicate verbally with the lost souls in her vicinity just as though they were living beings.

The supernatural powers a medium possesses are the result of innate abilities or long study. A medium who learns her art must do so by researching ancient grimoires, or studying with a teacher. Witches, wizards, parapsychologists, and clerics frequently fall in this category.

Other mediums, notably psychics, soothsayers, and spiritualists, simply use their innate talents to perform supernatural feats. These powers could be hereditary; the seventh child of the seventh child is rumored to possess supernatural powers. Or they could be the result of an accident, a blow to the head that awakens unknown abilities in the subject's mind. It's even possible for a medium to be unaware of her powers until they are used by happenstance.

Medium Type

d100 Medium Type

01-17	Cleric
17-33	Parapsychologist
34-50	Psychic
51-67	Soothsayer
68-83	Spiritualist
84-00	Witch or Wizard

CREATING A MEDIUM

A player may choose to play either a lost soul or a medium. Because mediums are so unique, only one should be allowed to participate in an adventure at a time. Only players who have fully explored the lost soul types should be allowed to try a medium.

Appearance: Mediums are created much like a lost soul. A player creates the appearance of his medium following the rules in **Chapter 2: Character Creation**.

Profession: Instead of rolling for a profession, the player merely selects the profession of medium. The medium profession does not determine base skills and specialties. These factors depend on the medium's type.

Type: The player rolls or chooses a character type on the **Medium Type** table. A medium's type determines his base skills, specialties, supernatural powers, gear, and starting Karma, as detailed in the type descriptions later in this chapter.

Defense & Carrying Capacity: The player calculates the medium's Defense and Carrying Capacity, and generates four interests as explained in **Chapter 2: Character Creation**.

Additional Gear: If the player wishes to purchase additional equipment before starting play, he may. See the section on *Gear* later in this chapter for information on how mediums acquire equipment.

The medium character is now complete. Because mediums are alive, they do not have a cause of death, a ghostly visage, or unfinished business. Nor do they roll on the Life & Death table.

GUIDES

Many mediums form a close relationship with a guide. These spirits relate strongly to the living, and often help the medium find loved ones in the afterlife. Guides are eager to protect them from demons and other unsavory entities who particularly enjoy draining WTL from vulnerable mediums.

ENTERING THE AFTERLIFE

Mediums often stay in physical form in order to help lost souls achieve their goals. Since they can hear (but not see) their ghostly part-



ners, they don't need to enter the ethereal realm. However, all mediums have the power to do so if they wish, via their Astral Projection power. This ability is detailed later in this chapter, under the section describing unique medium powers.

Mediums are capable of putting themselves into a trance, allowing their astral bodies to leave their physical bodies. Most mediums can achieve this state in just a few seconds, though noise or activity may hinder the process. Their bodies remain in a near lifeless state while they are traveling in the afterlife. In this state, they are very vulnerable.

A medium who projects her astral body looks and acts like a lost soul, with a few important differences:

- ✓ Mediums are warm to the touch of another lost soul.
- ✓ Mediums grow tired and need rest.
- ✓ Mediums are not affected by ectoplasmic poisons or potions.
- ✓ While in ectoplasmic form, mediums can physically interact with other incorporeal beings, but not material beings.
- ✓ Mediums cannot voluntarily enter Limbo; they must be summoned by a Mentor.
- ✓ Mediums do not benefit by entering Limbo; that is, they do not heal nor can they create new objects or increase skills.

MEDIUM TYPES

Below are listed the types of mediums and their base skills, specialties, starting gear, starting Karma, and powers. Remember, the player is the final judge of his character's personality. The portrayals presented here are intended to give the player an idea of how the types are generally viewed. It remains for the player to design his character's individual personality. Mediums are helpful to most lost souls, and regularly pass on messages to living loved ones.

CLERIC

This medium is a priest or minister of any faith. The cleric often rationalizes her ability as a solely religious experience. She may not even be aware that she is a medium. Some clerics fear their supernatural powers, and try to deny or suppress them. Others view them as a blessing, and strive to comfort survivors with messages from their beloved dead. Clerics will try to act at all times according to their religious tenets. Any person playing a cleric should choose a faith for that character before adventuring begins.

Agility	4 + 1d
Alertness	7 + 1d
Charisma	13 + 1d
Cunning	2 + 1d
Dexterity	5 + 1d
Fate	12 + 1d
Intelligence	10 + 1d
Knowledge	11 + 1d
Mechanical	6 + 1d
Nature	8 + 1d
Stamina	9 + 1d
Strength	3 + 1d

Specialities: Religion, Customs, Empathy, Folklore, Faith Heal, Sanity, Will, Listen, Persuade, Languages.

Gear: Holy symbol, prayer book.

Starting Karma: 15

Powers	Uses per day
Astral Travel	1
Banish	6
Circle of Protection	4
Exorcism	1



PARA- PSYCHOLOGIST

This type of medium is very keen on proving the validity of psychic phenomena. All his life, he has scientifically explored such esoteric subjects as telepathy, prophetic dreams and astrology, only to be mocked or shunned by the scientific community. Some parapsychologists resent this treatment; others merely ignore it and go about their work. Parapsychologists design elaborate machines to perform their seemingly supernatural powers.

Agility	7 + 1d
Alertness	8 + 1d
Charisma	2 + 1d
Cunning	10 + 1d
Dexterity	11 + 1d
Fate	6 + 1d
Intelligence	12 + 1d
Knowledge	9 + 1d
Mechanical	13 + 1d
Nature	3 + 1d
Stamina	4 + 1d
Strength	5 + 1d

Specialities: Repair, Science, Occult, Electronics, Traps, Drive, Unlock, Search, Memory, Danger Sense.

Gear: Astrology handbook, camera, tape recorder, video camera.

Starting Karma: 11

Powers	Uses per day
Astral Travel	1
Bind	1
Ghost Vision	7
Power Shield	4

PSYCHIC

Psychics often have no idea that they are communicating with the dead. Occasionally they dream of a future event, never realizing that they've just been in contact with a spirit guide. Other times they'll be overwhelmed with a sense of happiness or foreboding, unaware that they've just walked through a lost soul. Psychics who fully realize their potential tend to attract spirits with future-telling abilities. Some open palm-reading shops or offer their services as psychic detectives. Others live simple, normal lives, occasionally using their spirit guides to pick the winning numbers in the local lottery.

Agility	8 + 1d
Alertness	13 + 1d
Charisma	12 + 1d
Cunning	11 + 1d
Dexterity	3 + 1d
Fate	7 + 1d
Intelligence	6 + 1d
Knowledge	5 + 1d
Mechanical	4 + 1d
Nature	10 + 1d
Stamina	9 + 1d
Strength	2 + 1d

Specialities: Danger Sense, Empathy, Mimic, Persuade, Search, Interrogate, Artistry, Entertain, Bargain, Quickness.

Gear: Tea leaves, dice.

Starting Karma: 15

Powers	Uses per day
Astral Travel	1
Hypnotism	4
Telepathy	5
Trance	5



SOOTHSAYER

These country folk make their living as farmers, herbalists or midwives. They have great pride in their families and communities and are the true salt of the earth. Soothsayers learned their mystic powers from their granny or local country wise man. Many of their beliefs and practices are centuries old, finding roots in American Indian ceremonies and European peasant superstitions. Soothsayers often use divining rods to find water or treasure. They are generally taciturn and closed-mouthed.

Agility	10 + 1d
Alertness	9 + 1d
Charisma	3 + 1d
Cunning	7 + 1d
Dexterity	6 + 1d
Fate	2 + 1d
Intelligence	4 + 1d
Knowledge	5 + 1d
Mechanical	8 + 1d
Nature	12 + 1d
Stamina	13 + 1d
Strength	11 + 1d

Specialities: Animals, Tame, Direction, Ride, Listen, Track, Faith Heal, Folklore, Athletics.

Gear: Divining rod, Farmer's Almanac, lucky rabbit's foot, horse shoe, hoe, two-headed calf.

Starting Karma: 15

Powers	Uses per day
Astral Travel	1
Divination	5
Find the Way	5
Regression	3

SPIRITUALIST

There are two types of spiritualists. The first finds the afterlife utterly fascinating, and explores it every chance he gets. Sometimes he is gathering material for a book, or searching for a long-dead hero. Other times he is simply exploring the process of death and rebirth for his own knowledge. The second kind of spiritualist earns a living by putting survivors in touch with their dead loved ones. She is not interested so much in the afterlife as in earning a little cash.

Agility	3 + 1d
Alertness	7 + 1d
Charisma	10 + 1d
Cunning	11 + 1d
Dexterity	6 + 1d
Fate	13 + 1d
Intelligence	5 + 1d
Knowledge	12 + 1d
Mechanical	8 + 1d
Nature	10 + 1d
Stamina	2 + 1d
Strength	4 + 1d

Specialities: Medical, Interrogate, Faith Heal, Mimic, Folklore, Occult, Sanity, Lie, Empathy, Tame.

Gear: Crystal ball, Ouija board, pendulum, long robes, cheese cloth.

Starting Karma: 15

Powers	Uses per day
Astral Travel	1
Channeling	3
Levitate	4
Summon Ghost	1



WITCH OR WIZARD

Through meditation and magic, these occultists have trained themselves to act as mediums. Whether practitioners of black or white magic, witches use ghosts to help them achieve their own ends. Evil witches encourage demons to sap the Will to Live from both the living and the dead; in return the demons grant them favors. White witches battle the demons and help ghosts build Karma. They know that by doing so, they too are gaining good Karma. It is the hope of every white witch to be reborn as a Higher Being upon death.

Agility	7 + 1d
Alertness	3 + 1d
Charisma	4 + 1d
Cunning	11 + 1d
Dexterity	8 + 1d
Fate	12 + 1d
Intelligence	6 + 1d
Knowledge	10 + 1d
Mechanical	2 + 1d
Nature	13 + 1d
Stamina	9 + 1d
Strength	5 + 1d

Specialities: Will, Languages, Occult, Folklore, Medical, Will, Conceal, Lie, Tame, Animals.

Gear: Long robes, rings and jewelry, tarot cards, book on Nostradamus, incense, matches.

Starting Karma: 15

Powers	Uses per day
Astral Travel	1
Command Undead	5
Entrap	1
Imprison Lost Soul	1

SPECIAL RULES

Since mediums are living characters, they do not always follow the same rules as other characters. The changes are presented here.

KARMA

Mediums gain and lose Karma in the same way as a lost soul (see **Chapter 5: How to Play**). The only exception is that a medium cannot take ghostly vows.

A medium expends Karma in the same fashion as a lost soul. During an adventure, Karma may be used to gain column shifts, or gain information from the referee. Between adventures, a medium player may expend Karma to increase skills and gain equipment. A medium may purchase gear during an adventure, provided it is something commonly available. Gear purchased during an adventure is at double the normal Karma cost.

GEAR

Unlike lost souls, mediums cannot create items out of ectoplasm. The only equipment the medium has is that which he obtains in the world of the living. Using the Astral Projection power, he can bring into the Afterworld anything he can carry; a bicycle would be acceptable, but a car would not. Ectoplasmic items acquired in the afterlife cannot be brought back to the physical world.

Mediums pay a Karma cost for all items he keeps for more than a half hour. The cost is the same that a lost soul would pay for making an ectoplasmic version of the object. It doesn't matter whether the medium steals the object, makes it himself, or buys it, he must still pay a Karma cost, just like his ghostly friends. The Karma cost for many objects and weapons are presented in **Chapter 5: How to Play** and **Chapter 8: Combat**.

Since this is not a game about accumulating material wealth, it really doesn't matter how the medium acquires the object. The referee may assume a medium has enough money to pay for anything he has the Karma to buy.



NEGATIVE KARMA

If a medium does not have enough Karma to acquire a certain object, he can still obtain it if he is willing to take on negative Karma. A player continues to control his medium character even if he goes to negative Karma.

While at negative Karma, a medium will tend to exhibit selfish attitudes. He becomes greedy and heartless, and may actually try to hinder the other players.

If a medium is killed while at negative Karma, he will become an evil spirit rather than a lost soul, and may be reincarnated as an evil creature. As with all evil beings, the referee assumes control of the character.

Most mediums are aware that spending Karma recklessly will jeopardize their chances of becoming Higher Beings. However, some may gamble that an item purchased may help them gain enough Karma to cover the deficit, and more. This choice is up to the individual medium, not the referee.

WILL TO LIVE

Mediums take damage to their WTL in the same fashion as lost souls. A medium starts with 20 Will To Live like any other character, and once his Will To Live is gone, the medium must roll on the **Zero Will to Live** table in **Chapter 5: How to Play**.

A medium may be knocked unconscious, called to Limbo, or reincarnated. The rules for reincarnating a medium are the same as for reincarnating a lost soul.

A medium who is "called to Limbo" as a result of losing his WTL becomes a lost soul. He loses all of his supernatural powers, including his Astral Travel power. He rolls a Ghost Type on the table on page 25, gaining the powers for his new Type (his specialties are not changed). He may also receive additional powers, depending on his Karma total. All the gear the medium had on him at the time of his death is duplicated in ectoplasm.

He cannot rejoin the current adventure, but may participate in later escapades as a lost soul.

HEALING

As a living being, an injured medium must be treated with the Medical skill and not the Faith Heal skill. See **Chapter 6: Skills** for an explanation of how the Medical skill is employed.

A medium may heal fully by checking into a hospital. A character who checks into a hospital is effectively removed from the rest of the adventure.

Between adventures, a medium recovers all lost WTL. It is assumed that part of his time is spent in a hospital bed.

HAZARDS

As material beings, mediums are subject to many forms of injury that lost souls are immune to. Mediums are affected by material weapons (however, they are unharmed by ectoplasmic weapons). They are subject to disease and poisons. And of course, they must sleep and rest.

FALLING

Lost souls are impervious to damage from falling, but it can hurt a living person. The damage depends on the distance fallen, as shown on the **Falling Damage** table.

Falling Damage	
Distance	Damage
10'	(Defense vs Passable) x 2 damage
20'	(Defense vs Good) x 2 damage
30'	(Defense vs Great) x 2 damage
40'	(Defense vs Superior) x 2 damage
50'	(Defense vs Awesome) x 2 damage
60'	(Defense vs Awesome) x 3 damage
70'+	(Defense vs Awesome) x 4 damage



Medium Powers	
d100	Power
01-02	Animate the Dead
03-04	Aura of Good Cheer
05-06	Aura of Hostility
07-08	Aura of Powerlessness
09-11	Banish
12-14	Bind
15-16	Blinding
17-18	Cause Insanity
19-20	Change Temperature
21-22	Channeling
23-25	Circle of Protection
26-27	Cloaking
28-29	Command Undead
30-31	Contact Higher Being
32-33	Divination
34-35	Entrap
36-37	Evil Eye
38-39	Exorcism
40-42	Far Sight
43-44	Find the Way
45-46	Fog
47-48	Foretell
49-51	Ghost Vision
52-53	Healing Hands
54-55	Hypnotism
56-58	Imprison Lost Soul
59-60	Levitate
61-63	Life Detection
64-65	Mental Link
66-67	Power Shield
68-69	Premonition
70-71	Private Hell
72-73	Read Minds
74-75	Regression
76-77	Reverse Intentions
78-79	Silence
80-81	Sleepwalk
82-83	Speak with Animals
84-85	Summon Animal
86-88	Summon Ghost
89-90	Telekinesis
91-92	Telepathy
93-94	Trance
95-96	True Sight
97-98	Truth Tell
99-00	Watcher

MEDIUM POWERS

As they delve into the supernatural, mediums gain additional supernatural powers — just like their ghostly friends (see **Chapter 5: How to Play**). Not all powers available to lost souls can be used by mediums. Instead of rolling on the Ghost Power table from Chapter 5, the player rolls or selects new powers on the **Medium Powers** table. While most of their powers are similar to those usable by lost souls, mediums have several that are unique to their profession. These unique powers are described below. The rest are explained in **Chapter 7: Powers**.

ASTRAL PROJECTION

Uses per day: One

Duration: As long as the Medium chooses

Effects: The medium goes into a trance and creates an ectoplasmic body. His ectoplasmic body is just like a ghost. The medium makes an ectoplasmic copy of his clothes and whatever he is carrying. His spirit leaves his body behind and roams the world as a lost soul. He can see other lost souls and can interact freely with them. In this way, a medium can join his ghostly companions in adventures on other planes.

While using Astral Projection, the medium's body is left behind in a death-like coma. It is at the mercy of its surroundings; a house could burn down around it and the medium wouldn't know it until he tried to return and found he couldn't. If the medium's material body is destroyed, he can never return to it. He becomes a lost soul.

Mediums traveling by Astral Projection can be spotted by other ghosts by the warmth that they radiate.

BANISH

Uses per day: Six

Duration: (victim's Stamina vs user's Knowledge) x 5 minutes

Effects: All supernatural beings in the local area must leave the local area for the duration. If a



lost soul cannot leave, for whatever reason, he is sent back to Limbo.

CHANNELING

Uses per day: Three

Duration: (Passable vs user's Fate) x 5 minutes

Effects: The medium can allow a lost soul of her choice to enter her body. For the duration of the power, the possessing spirit has complete control. The medium knows everything the controlling spirit does, and they can communicate back and forth, but the medium has no control of her body. At the end of the duration, the controlling lost soul may attempt to retain control for another (spirit's Will vs medium's Will) x 10 minutes. This may be repeated indefinitely.

CIRCLE OF PROTECTION

Uses per day: Four

Duration: (Passable vs Dexterity) x 5 minutes

Effects: The medium creates an invisible barrier around himself in a ten foot radius that no supernatural creature can willingly cross. The circle of protection negates any supernatural power that crosses it. The circle moves with the medium.

COMMAND UNDEAD

Uses per day: Five

Duration: (victim's Will vs user's Charm) minutes

Effects: Works only on lost souls. The victim must do whatever the user commands, provided it is not self destructive (in which case the victim is freed from the power).

EXORCISM

Uses per day: One

Duration: (Passable vs Knowledge) x 2 days

Effects: It takes 15 turns to perform the exorcism, and if during this time the medium is interrupted for 2 full turns, the exorcism is stopped and has no further effect. From the time the exorcism is started, until the end of the duration, all supernatural beings take (Stamina vs Good) WTL damage each turn they are in the building being exorcised. This power also damages any spirits possessing a character.

GHOST VISION

Uses per day: Six

Duration: (Passable vs Alertness) x 10 minutes

Effects: Allows the user to see ectoplasmic beings and objects as well as material beings.

IMPRISON LOST SOUL

Uses per day: One

Duration: (target's Will vs user's Will) x 30 minutes

Effects: Summons a ghost. The lost soul summoned must be known to the user, or within the local area. The lost soul is forced to inhabit an object determined by the user. The object could be a pendulum, crystal ball, or an Ouija board planchette. The imprisoned lost soul can cause material changes in the object. For instance, a crystal ball could be made to change colors, a compass to point in the direction desired by the lost soul, or a planchette to move according to the lost soul's bidding (provided it is being touched by at least one person). If the object is smashed, the lost soul is released. The user may also free the lost soul at any time.

TRANCE

Uses per day: Five

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

Effects: The medium may allow lost souls to speak through her. The medium goes into a trance. During this time, any lost soul in the local area can attempt to speak through the medium. The medium may choose to allow the spirit to speak, or not. Likewise, the medium may cut off a lost soul at any time. A lost soul speaking through a medium sounds as he did in life.







REFEREE'S SECTION

*If you are a player, you should not read this section.
It will diminish your enjoyment of the game.*

Chapter 10: The Afterworld is a description of the afterlife, including specifics on dying, Karma, ectoplasm, and the other planes of existence.

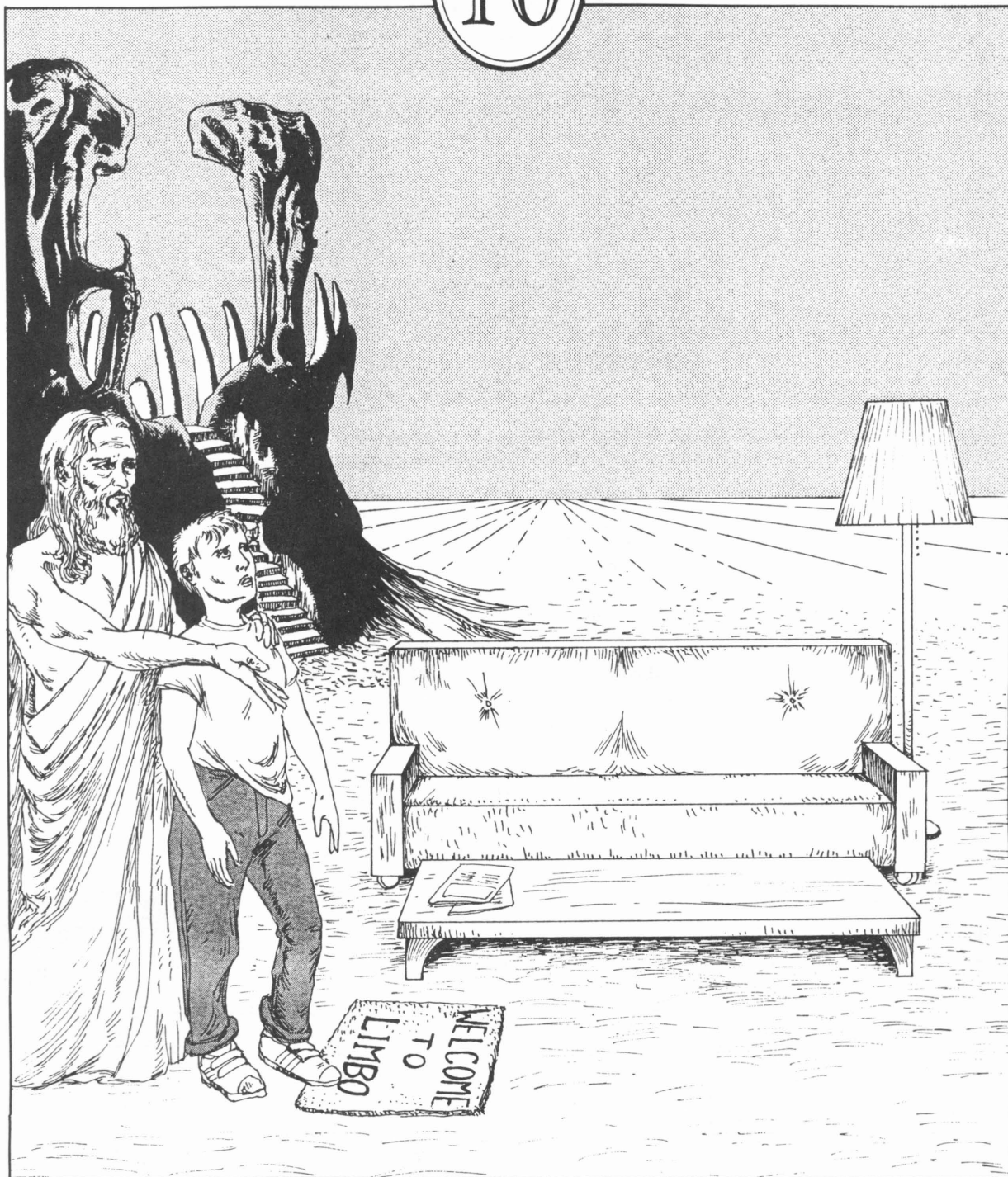
Chapter 11: Non-Player Characters presents a collection of evil entities, strange beings, and other creatures of the night, as well as directions for creating original NPCs.

Chapter 12: Running the Game gives suggestions for creating horror adventures, as well as helpful tips for running a game or an ongoing campaign. It includes information on special hazards the characters may face during an adventure.

Chapter 13: Adventures contains two complete, introductory adventures for *Lost Souls*.

THE AFTERWORLD

10





ABOUT THE AFTERLIFE

As a referee, your players will undoubtedly bombard you with questions about their new environment. You will need to know all the hows and whys of the afterlife for those moments when you choose to reveal them to the players. This chapter covers a variety of topics, including ectoplasm, Spirit Mentors and reincarnation. To maintain a sense of mystery and excitement, you will probably not want to reveal this knowledge to your players all at once. Instead, encourage lost souls to discover the answers on their own, through experimentation.

This section is written in the form of questions a new lost soul will typically ask his Mentor, followed by the answer the Mentor might give. This information is never offered to the player, but the Mentor will normally answer truthfully if asked, unless he has a specific reason to keep his charges mystified.

WHAT IS DEATH?

A physical person consists of two parts: the material body and the spark of life (called the lifeforce) which gives inanimate matter the vitality of consciousness and personality.

When its material body becomes uninhabitable, the lifeforce departs from it. Perhaps the material body is experiencing so much pain that the lifeforce retreats in agony. Or maybe the body has become so debilitated that it can no longer function, and the lifeforce knows it is time to move on. Death occurs the moment the lifeforce leaves its material shell. The lifeforce retains the personality it possessed in life.

IS THE LIFEFORCE MY SOUL?

We don't like to use loaded words like that. The lifeforce is best described as a kind of force, similar to the forces of magnetism and gravity. Like all forces, it is not a form of energy in itself, but a source of energy.

Just as gravity drives a thrown brick into the ground, the lifeforce drives the fires of con-

sciousness. As the lifeforce releases energy, it produces a distinct pattern of emanations which are perceived as personality.

The laws of entropy dictate that everything must move toward its most disorganized state. Left on its own, the lifeforce would soon reach its most chaotic state and, with no energy left, it would become static, incapable of growth or change of any sort. It would be inert, effectively dead. To maintain consciousness and personality, the lifeforce must always strive to increase its level of orderliness, and hence its potential energy.

Like gravity, the lifeforce requires matter in order to express itself. If the lifeforce doesn't inhabit a vessel, it will be unable to exert its consciousness. It will quickly lose its energy and all of its individuality. For this reason, a lifeforce which finds itself without a material body will quickly make a shell from ectoplasm.

WHAT IS ECTOPLASM?

Ectoplasm is a rarefied form of matter, less dense even than a gas, consisting of sub-atomic particles. It permeates the planes of existence, forming an ethereal bond between all dimensions. Ectoplasm is highly responsive to the will of the lifeforce.

Since the lifeforce cannot exist for long without a vessel, upon the death of its body, the lifeforce instinctively uses its energy to coalesce the ectoplasm in the area into a functional shell, complete with familiar objects. Usually, its appearance is very similar to the body it had in life, although it may bear the scars of its demise. Sometimes the mental state of the dying person will affect his appearance. This is why lost souls may appear cadaverous, hideous or even beautiful.

The subconscious Will to Live forms the glue which binds ectoplasm into useful shapes. As a ghost learns to manipulate ectoplasm, he can create any item required, from a gun to a ghost ship. This is important, since lost souls cannot use material objects. The disadvantage of ectoplasm is that without the Will to Live of its creator, most incorporeal objects will quickly dissolve. For this reason, when a lost soul is reincarnated, all his gear vanishes with him.



HOW DID I GET TO LIMBO?

There is an inherent connection between you and your Mentor at a fundamental level. Your Mentor monitors your actions in life, and is well aware of the moment of your death. He or she directed a tunnel of light to bring you to Limbo.

WHAT IS A TUNNEL OF LIGHT?

Visible only to ethereal beings, a tunnel of light looks like a round opening about ten feet in diameter. The mouth of the tunnel is pitch black, and its walls are like dark, swirling clouds. The portal gets its name from the bright point of light at the tunnel's end. The light leads to the other opening of the tunnel.

In effect, a tunnel of light is a portal between the planes of existence. It can transport an ectoplasmic being from one plane to another, whether from the material world to Limbo, or from Limbo to the Outer Planes. It's even possible for a tunnel to lead directly from one plane to another without passing through Limbo.

A tunnel of light can transport only ectoplasmic beings. A material being cannot sense a tunnel of light, let alone enter it.

Tunnels of light are created for one or more designated travellers. Only the recipients can enter the tunnel and pass to its destination. The tunnel literally pulls the summoned travellers into its confines, whisking them to the light at its end. A lost soul determined to resist the call of the tunnel can do so by vowing not to leave the earth until it has finished a specific task (see **Chapter 5: How to Play** for information on Ghostly Vows).

Mentors can create tunnels of light at will, but only for themselves and the lost souls they are committed to aiding. Many supernatural creatures have the ability to create a tunnel for themselves which leads to a specific, predetermined place. There are also artifacts on earth which can create tunnels of light leading to specific places, but each artifact seems to follow its own rules.

Some scientists and conjurers have developed portals of greater flexibility, commonly called gates. They are different from tunnels of light in so many ways that they aren't really the same thing at all. A gate, for instance, normally

does not have a designated recipient. It might even be able to transport physical beings!

WHY DID MY MENTOR BRING ME TO LIMBO?

When you first reach Limbo, your Mentor is there to greet you. He refers to a tally which shows your current Karma level. If your Karma is high enough, your Mentor will welcome you to your new existence as a Higher Being.

If, as in your case, you did not have enough Karma to become a Higher Being, your Mentor warns you to shape up and try harder. He may discuss aspects of your life with you, pointing out lost opportunities to gain Karma, and telling you what you should have done. All in all, it's a rather embarrassing experience.

Once your Mentor is finished with your debriefing, you are reincarnated at your new Karma level. All memories of your past incarnations are forgotten. Since Limbo is timeless, a reincarnated lifeforce may be born during any era on earth, past or future. Thus, the lifeforce continues its quest for Karma.

WHY DO I FORGET MY PAST WHEN I'M REBORN?

Actually, you never forget your incarnations. The memory is merely suppressed, to avoid confusion. It's possible, under hypnosis, to remember your past lives. Also, when you become a Higher Being, the floodgates of recollection are opened and all your incarnations are recalled.

WHAT IS KARMA?

As explained earlier, the lifeforce seeks to increase its potential energy in order to combat entropy. A weak lifeforce exhibits little personality and marginal consciousness. A strong lifeforce has a powerful personality and expanded awareness. The circle of life and death allows the lifeforce the opportunity to grow stronger by increasing its reservoir of energy.

The amount of potential energy a lifeforce contains is measured by Karma. Karma is, in effect, a measure of personal growth and force of personality.



Reincarnation is a repeating cycle, and so too is personal growth. To grow stronger, a spark must:

- ✓ Possess the correct values and discipline.
- ✓ Apply those values and discipline to action.
- ✓ Cause the action to produce results.
- ✓ Use the results to reinforce values and discipline.

When a person successfully applies their values toward bettering life for themselves and others, the fruits of their efforts reinforce the very values that began the process. And so the values of the person grow stronger. More energy (Karma) has been put into the system.

Karma can be used to measure the good and evil in a person's existence. You gain positive, or "good" Karma whenever you do a good deed. Since evil deeds reinforce contradictory values, you accumulate negative, or "bad" Karma by acting in evil ways.

WHAT IS REINCARNATION?

Upon death, the person's next incarnation is based on the amount of potential energy (Karma) his lifeforce possesses. The more good Karma a person has, the more likely he will be reborn a human being.

However, a lost soul can also amass so much bad Karma that it becomes negatively charged. These evil lost souls are reincarnated into evil creatures: werewolves, ghouls, and other accursed creatures. Some become so twisted that they purposefully perform evil acts to ensure the accumulation of bad Karma. A spark which achieves ultimate evil becomes a Fiend, the negative counterpart of a Higher Being.

A reborn lifeforce retains its Karma in its new form, but as it goes through life, its Karma level will quickly change. Because of entropy, a lifeforce always tends to drift toward zero Karma, the lowest possible energy state. The higher a creature is on the karmic scale, the more likely it will lose Karma during its life. The pressures of living in a material world are simply too great. That's why a person is more likely to be reincarnated as an animal when he dies than to become

another human being. Only saints break through the karmic barrier during life.

WHY WASN'T I REBORN?

Because you died abruptly or accidentally, you were not able to finish all you wished to accomplish in life. Your unfinished business prevented you from being reborn, anchoring you to your material life even though your lifeforce had departed your body.

This isn't as bad as it sounds. As a lost soul, you can still gain Karma in the afterlife. Since a lost soul has no material needs, it is much easier for you to focus on gaining Karma. You are also more aware of what you must do to gain Karma. These advantages make it easier for you to increase your Karma now than when you were alive, especially since you have a Mentor to help you by sending you back to earth on missions that will give you the opportunity to gain Karma.

Should a lost soul lose his Will to Live, his Mentor will attempt to send a tunnel of light to return him to Limbo. Once the lost soul is brought to Limbo, he regains his Will to Live. But if the Mentor is not quick enough, the lost soul will be reincarnated on the spot.

WHAT IS THE WILL TO LIVE?

The Will to Live is the driving force in all living creatures. It helps them survive against all odds, keeps them from succumbing to the ravages of disease, and gives them the strength to endure injury. Without the Will to Live, a person will die and be reborn. If the lifeforce is comparable to the force of personality, then the Will to Live is the determination of the lifeforce to retain the physical attributes it knew on earth.

IS LIMBO HEAVEN?

No, Limbo is not heaven. It really has no religious significance. Limbo is the gateway between the world of the living and the spirit realms. It acts as a sort of waiting area between one plane of existence and the next.

Limbo has no connection to earth, and not even I could describe how they might be physically related. The best analogy is to view Limbo as a separate dimension. The only connection between Limbo and the material world is through a tunnel of light.



Although material objects cannot exist in Limbo, ectoplasm is abundant there, making it easier for lost souls to create ectoplasmic objects in Limbo than on earth.

Limbo is timeless. Since no time at all seems to pass there, nothing much ever happens in Limbo. When a Mentor sends his lost souls back to earth, he may return them to any time period he desires.

ARE YOU GOD?

No, Mentors are not gods. They are simply Higher Beings, lifeforces such as yourself that have grown strong enough to escape the cycle of life and death. They have many powers, it is true. Hopefully, you'll find out more about them first hand when you become a Higher Being.

IS THERE A GOD?

That's for me to know and you to find out.

WHO LIVES IN LIMBO?

No one "lives" in Limbo. The beings that reside there are lost souls, waiting for their Mentor to send them back to earth on a mission. Since Limbo is timeless, the sense of waiting isn't that bad.

DO MENTORS RESIDE IN LIMBO?

No. They travel the Outer Planes. My personal favorite is Paradise. Maybe some day you can join me there.

ARE THERE EVIL SPIRITS IN LIMBO?

No. Mentors do not allow beings with negative Karma to enter Limbo. Evil beings have forced their way into Limbo on occasion, but they have been promptly driven out. Since Higher Beings control the tunnels of light, they can pick and choose who they let into Limbo.

ARE THERE OTHER PLANES OF EXISTENCE?

Yes. Besides the physical world of the living, and Limbo, there are many other worlds, called the Outer Planes. Lost souls may travel to these other realms. Some are places of eternal torment, others of unimaginable bliss. It's very easy for a lost soul to become trapped in one of the Outer Planes, dismissing the quest for Karma in favor of an existence as a lost soul. It's my job to make certain you don't wander from the true path of personal growth.

WHY DO MENTORS HELP LOST SOULS?

There is a cosmic bond between a Mentor and his charges, of which he may have dozens. They are, in effect, soul mates. A Mentor gains a portion of any Karma that one of his charges accumulates. Once one of his charges becomes a Higher Being, a Mentor will continue to gain a portion of any Karma that the new Higher Being's charges gain.

HOW ARE SOUL MATES LINKED?

No matter what their incarnation, soul mates always seem to run into each other. Even in the afterlife, they are destined to work together as a group. This is a natural karmic bond that cannot be broken. I'm not certain of the reasons, not even Higher Beings are all knowing.

ECTOPLASM

Ectoplasm is the substance of all things incorporeal. It permeates the material world in such a rarefied form that it's completely invisible to both the living and lost souls.

Material beings cannot normally sense any form of ectoplasm unless it is semi-material. On the other hand, incorporeal beings are much more



attuned to ectoplasm, and can see it in any concentrated form. Different kinds of lost souls can manipulate ectoplasm to varying degrees of compactness. The density to which a lost soul can compress ectoplasm is the same as the spirit's consistency, as described in **Chapter 4: Lost Soul Types**. Below are the densities of ectoplasm, ranging from the least to the most dense.

Ambient: This is ectoplasm in its natural state, as found in the environment. It's so sheer that it's invisible and intangible to both the living and lost souls. Ambient ectoplasm is present throughout the earth, forming a layer about one mile thick. It's also present inside the earth itself, filling caves, catacombs, and crypts. Since ectoplasm is heavier than air, it is held firmly to the earth by gravity.

Vaporous: Apparitions, ghosts, shadows, and vapours are able to consolidate ectoplasm into a vaporous form. To incorporeal beings, vaporous ectoplasm appears misty and vague, although it feels completely solid to them. The colors are very washed out.

Luminous: Guides, phantasms, poltergeists, and spirits can compress ectoplasm into its luminous form. To incorporeal beings, luminous objects glow as though made of light.

Solid: Banshees, ghastrs, and many other kinds of lost souls are capable of forming "solid" ectoplasm. The ectoplasm appears completely firm and material to incorporeal beings.

Semi-material: This form of ectoplasm is so highly congealed that it's actually visible to material beings. It appears as threads of semi-opaque plasma which smells of ozone. To the touch, it's cold and clammy, and easily breaks apart as though it were mist. To incorporeal beings, semi-material ectoplasm is as solid as actual matter. No lost soul can create semi-material ectoplasm without the use of a supernatural power.

Material: Ectoplasm which has been compacted tremendously becomes completely material. The density can range from soft tissue to the hardest steel, depending on the power of its creator. Like semi-material ectoplasm, material ectoplasm requires the use of a supernatural power to form.

ECTOPLASMIC BEINGS

Lost souls are ectoplasmic copies of their living selves. When a person dies, the life force which resided in his mortal shell must acquire a new vessel or else it will begin to lose energy at the rate of one Karma point per half hour. This new body is formed when the life force exerts its Will to Live on the surrounding ectoplasm. The effort requires the use of energy, and hence the Karma of the lost soul drops. Items may be created too, but without the Will to Live of its creator, an ectoplasmic object will quickly dissolve back into ambient ectoplasm. For this reason, when a ghost is reincarnated, all of his equipment vanishes with him.

The Will to Live which binds ectoplasm has one overriding directive: to maintain its shape. Thus, a lost soul cannot voluntarily distort himself. Because his ectoplasmic body automatically makes every effort to retain its shape, the ghost can climb a solid flight of stairs, or sit on a chair without fear of plummeting through to the floor. This is also why ghosts cannot pass through walls without the use of a special power.

Of course, an ectoplasmic body can and does distort *involuntarily*. Air molecules, dust motes, water particles, insects and other airborne impurities constantly pass through it. Because these specks are so small, they easily pass through the low density ectoplasm without causing any disruption, much as a marble can drop through a sewer grating. This minor dispersal isn't enough to inspire resistance from the ghost's Will to Live.

Liquid slows down a lost soul to half his regular speed, and a strong current may even disperse him. Otherwise, a lost soul may move through liquids without harm. See the description of Aquatics in **Chapter 6: Skills** for more information.

The normal laws of physics still apply to incorporeal beings, unless they employ a supernatural power to defy those laws. For instance, lost souls are affected by gravity unless they have the Fly power. An incorporeal goblet dropped on a wooden floor would not pass through it.

ECTOPLASM VS MATTER

While ectoplasm is the stuff of the ethereal world, matter is the primary component of the physical world. Matter passes easily through any-



thing made of ectoplasm, just as a solid passes unhampered through a fog. A living person (especially one attuned to the spirit world) might feel a slight chill when passing through a lost soul, but there would be no other effect. A living being cannot normally feel, see, or otherwise sense an incorporeal object or creature.

Ectoplasm and matter can never occupy the same space. When a solid passes through an ectoplasmic being, the ectoplasm distorts around the solid. If the solid is so large that the ectoplasm cannot distort around it, the solid will push the ectoplasm in front of it.

Ectoplasmic beings cannot take damage from physical things and vice versa. When a solid strikes a ghost, the ectoplasm that constitutes the ghost is pushed aside by the solid. As soon as the solid passes through the ghost, she immediately re-forms with no harm done.

Because it is so ethereal, ectoplasm cannot exert force on matter. If a ghost strikes a material person, the ghost's fist would impact, but the living person would not feel it. The ghost's fist does not pass through its target because it must retain its shape, and passing around a solid would deform it, however briefly. This makes moving physical objects impossible for a lost soul.

QUESTIONS ON ECTOPLASM

Here are a number of questions and answers that may help you in judging situations relating to the interaction of ectoplasm and matter.

Question: If a lost soul put his hand on a material door, would he feel it?

Answer: Yes, it would feel solid to him.

Question: Can a lost soul open a door?

Answer: No. A lost soul cannot physically effect material objects.

Question: If the door swung open suddenly, what would happen?

Answer: It depends on the size of the door. If there is enough room for the ghost to be dispersed around it, the door would go right through the lost soul. The lost soul would re-form almost immediately. If there was no room around the edges, as in the case of a revolving door, the lost soul would be shoved along by the door. This occurs be-

cause a material object *does* have an effect on ectoplasm but the ectoplasm still *does not* effect the material.

Question: Can a lost soul walk through rain?

Answer: A ghost could walk through a rainstorm because the raindrops are considered to be moving through the ghost. A ghost could walk through a hurricane or sandstorm with equal ease, unruffled by the minute objects passing through it.

Question: Jill the spirit is driving an ectoplasmic car. What happens when she hits a flying insect?

Answer: The insect passes right through the car (and Jill). It's not large enough to cause a problem. Even a solid thread strung across the road would not stop the car, it would pass right through. However, a downed telephone pole would stop the car cold (and Jill would take damage as she was hurled against the inside of the car, which is ectoplasmic like her). This is because the pole is too large for Jill and the car to disperse around.

Question: Brian the ghost steps onto an elevator and presses the up button with a supernatural power. The elevator starts to move. Does the floor of the elevator move through Brian, leaving him standing in the shaft?

Answer: No. The floor of the elevator has enough surface area to push Brian, just as it would raise a solid person. There is no room for Brian to pass around the elevator floor.

Question: Brian is standing on a grill which slowly rises. What happens?

Answer: The grill passes through Brian. In this case, the gaps in the grill allow enough room for Brian's ectoplasmic form to distort through.

Question: Brian is hit by a truck. What happens?

Answer: Since there is room beneath the truck for Brian to distort, he distorts around the bottom of the truck. After the truck passes over him, Brian immediately re-forms in the space where he was standing before he was hit. If Brian wanted, he could make a Strength roll to try to catch hold of the



truck's grill. Now, if the truck were ectoplasmic, it would hurt Brian just like a material person being hit by a solid truck.

Question: Could Brian grab a material bar and chin himself?

Answer: Yes. Brian's hands would not pass through the bar because that would require him to voluntarily distort himself.

Question: What if Brian were holding onto the chinning bar and it suddenly rose upward?

Answer: It would pass through Brian's hands, and he would fall.

Question: What happens if Brian falls from a ten story building and hits the ground?

Answer: Brian would probably distort a little on impact with the ground, and then snap back into shape on the following turn. The fall would not damage him unless he fell on an ectoplasmic floor, in which case he would be injured the same as a material being falling on a solid floor.

Question: Can a lost soul walk across a tight-rope?

Answer: Yes.

Question: What happens if Brian goes to a supermarket, and gets caught in the sliding door? Say he's cut in half with part of his body inside the supermarket and the other part outside.

Answer: A divided lost soul re-forms on the side of a solid barrier where the majority of his ectoplasm is located. If the division is completely equal, the referee arbitrarily decides on the side. The severed ectoplasm will make every effort to rejoin the rest, even if it requires slithering through the narrowest of cracks. If the severed portion cannot rejoin the rest because of a solid, impenetrable barrier, the ghost will still re-form using ambient ectoplasm. This costs the ghost (Stamina vs Good) WTL and requires about one turn to accomplish.

Question: What happens if a spirit is trapped in a room with closing walls?

Answer: If a lost soul is forced to occupy a physical space that is too compact for his full volume (say, a bottle), the spirit is trapped,

unable to move or act until released from his cramped space.

Question: What happens if someone drives a material spear through Brian, and then holds it in place?

Answer: Of course, Brian would take no damage from the spear. Once the spear has penetrated his shape, he is free to move even if it requires the material object to pass further through his body. So, if Brian were impaled, he could step aside without difficulty, the spear simply passing through his incorporeal form.

Question: Brian is lying on a material couch and a physical person sits on him. What happens?

Answer: Brian distorts around the person who sat on him. He cannot use the part of his body that has been sat on while it is in a dispersed state. In other words, if Brian's legs were sat on, he'd have to pull himself free with his arms before he could re-form. If Brian's head were sat on, he wouldn't be able to see, hear, or speak until he moved out of the way to where he could reform. Since a lost soul's personality is located in no specific part of his body, having his head disrupted will not hinder Brian's ability to think.

Question: What happens to ectoplasm in a vacuum? Can a ghost be sucked into a vacuum cleaner?

Answer: A vacuum draws matter toward it, but it has no effect on ectoplasm. A ghost on a space shuttle could open the air lock and watch the contents of the shuttle get sucked into space without being affected. A lost soul can exist in a vacuum as comfortably as anywhere else.

Question: How long does it take for a ghost to re-form after being dispersed by a solid?

Answer: Re-formation occurs immediately. A ghost struck by a material tennis racket would re-form even as the racket passed through it. Even a ghost hit by a truck coeleces as soon as the truck has passed.



THE PLANES OF EXISTENCE

There are many different planes of existence in the afterlife. Two of them, the physical world and Limbo, will be explored extensively by the players; others may be entered at the behest of the Mentor. The physical world and Limbo are considered the core worlds, the other realms are called the Outer Planes. Limbo and most of the Outer Planes are made of ectoplasm. Unless otherwise specified, lost souls can use their supernatural powers on any of the planes. The following are brief descriptions of just a few of the planes that lost souls may find themselves exploring.

THE PHYSICAL WORLD

Consistency: Material.

Description: This is the everyday realm of the living. The physical world encompasses the earth, outer space, all planets, space satellites and other places that can be physically experienced by the living. The physical world is made up mostly of matter, with only a little ambient ectoplasm.

Inhabitants: The primary inhabitants are material creatures, including animals, humans, and evil creatures such as werewolves and ghouls. Demons and lost souls are capable of existing in the physical world.

Players may run into whole towns built by lost souls uninterested in the process of rebirth. These ghosts are content to exist forever in the world of the living, and they build strange structure out of ectoplasm for a variety of purposes. These ectoplasmic cities are completely intangible to material creatures, who simply pass right through them, but lost souls must treat them as solid. The ectoplasmic buildings are often built atop the ruins of ghost towns and other favored haunts. Because sunlight destroys ectoplasm, the builders must devise methods of protecting their dwellings, either by having them shift to another plane during daylight hours, or by constantly investing Karma to upkeep the structures.

Who's in Charge: There is no one leader. Kings, presidents, drug lords, big business, and other despots each rule their portion of the physical world.

LIMBO

Consistency: Vaporous ectoplasm.

Description: Limbo always appears familiar, comfortable and solid to lost souls. Since Limbo is a sort of "cosmic waiting room" it often appears as just that, with couches to sit on and magazines to leaf through. If the lost soul needs to be healed, a high school infirmary may appear with the Mentor taking on the role of nurse. A lost soul cannot move from one "room" to another unless the Mentor wishes him to do so.

On his initial trip to Limbo, a character usually finds himself in a waiting room with the other characters, who have also recently died. The Mentor soon appear to explain the situation, and to send the group on a mission.

Adventures begin and end in Limbo, but they rarely occur there. They happen in the world of the living or one of the realms of the dead, such as Nirvana or Valhalla. On their first adventures, characters usually explore the physical world.

Lost souls return to Limbo at the end of a mission. There they can safely heal, create new items, or concentrate on improving their skills.

Since Limbo is timeless, a character leaving Limbo may be sent to any time in the past or future.

Properties: Limbo is a huge ectoplasmic tower made and maintained by all Mentors. Each Mentor controls one floor, which appears as an endless maze of corridors lined with doors. Rarely do the Mentors allow lost souls to travel from one floor to the next. Doing so requires the cooperation of both Mentors involved, plus the consent of any Mentor who's floor is passed through. The Mentors collectively create a spiral staircase where needed for the lost souls to ascend or descend.

The tower has no exits. Lost souls can only leave the tower via a Tunnel of Light or astral gate.

As new Higher Beings become Mentors, they add new levels to Limbo. A Mentor can extend his floor if he wishes to make more room for his lost souls.



Inhabitants: Lost souls are found in Limbo. Mentors frequent Limbo to visit their charges, but they do not call it home. While in Limbo, Mentors are completely immune to the supernatural powers of their charges. However, they can be affected by the supernatural powers of other lost souls, and for this reason they tend to keep to their own floor.

Who's in Charge: Each Mentor is in charge of her own floor, and can change the appearance of a room just by concentrating for a half hour. Lost souls may also alter the appearance of a room or two, but it will cost them Karma. Collectively, all Mentors maintain Limbo.

Occasionally, demons try to invade Limbo. Because Mentors are not all-powerful, they need the added force of the lost souls to help them drive the invaders out.

THE ABYSS

Consistency: Solid ectoplasm.

Description: The Abyss is a vast plane consisting of many kingdoms. The Abyss appears to be underground, though in some areas the caverns are so vast that entire ectoplasmic cities are built within. It is always dark and murky within The Abyss.

Powerful demons constantly squabble amongst themselves for control of The Abyss; intrigue is common. Though demons are ranked according to their powers, they can achieve greater rank by destroying those with a superior rating. Currently, the highest ranking demon is Shaitan. His goal is to take over the physical world.

Inhabitants: Demons, evil spirits and supernatural creatures.

Who's in Charge: High level demons, constantly struggling to maintain loyalty and control over lower-ranking demons.

THE UNDERWORLD

Consistency: Solid ectoplasm.

Description: The Underworld is sometimes known as Hades. It includes Tartarus, the Empire of Eternal Darkness, and the Elysian Fields.

To enter The Underworld, one must pay Charon, the ferryman to ferry you across the river Styx. After he has set you on the opposite shore, the visitors must grope around in semi-darkness until they come across Cerberus, a

three-headed dog. It must be pacified with barley cakes in order to pass.

Shortly thereafter, the lost soul will encounter three judges (Minos, Aeacus and Rhadamanathus) who pass sentence on him based on his Karma. The lost soul is then sent to dwell in Tartarus (where he will be tortured for his transgressions) or the Elysian Fields, where he spends eternity in a perpetual summer.

Once a lost soul has entered The Underworld it is very difficult for him to get out (medi-ums are sent home as soon as it is discovered they are still living). He can appeal to the three judges, but they will generally force him to drink from Lethe, the spring of forgetfulness, after which he will accept his fate. His other recourse is to appeal directly to the rulers of The Underworld, Hades and his wife Persephone.

Inhabitants: Lost souls who wandered into the plane; supernatural beings who punish or reward them according to their Karma. Lost souls cannot use their powers in The Underworld, though they can use supernatural items.

Who's in Charge: Hades and his wife Persephone.

ASGARD

Consistency: Solid ectoplasm.

Description: The dwelling place of the Higher Beings known as Aesir, and once worshipped as gods by the Teutonic peoples. Asgard resembles a Viking settlement, complete with the great Hall of the Slain, Valhalla. Valhalla is built from shields laid upon a framework of spears, with breastplates lining the floor. It has 540 doors, each wide enough to admit a column of marching men 800 abreast. Here the souls of mighty warriors sup all night, telling stories and singing songs. In the morning, they go outside to hunt, sail the seas, or more likely, fight a great battle. In the evening the slain rise again, and a new feast begins.

The gate from Asgard to the physical world appears as a kaleidoscope of lights. It is known as Bifrost.

Inhabitants: The Aesir, including Odin, Thor, Loki, Freya and others. The lost souls of dead warriors and the supernatural creatures known as Valkyries also inhabit Asgard.

Who's in Charge: Odin.



NIRVANA

Consistency: Luminous ectoplasm.

Description: This lovely world is made up of rolling hills, beautiful flora and gentle animals. The dwellings are made from gleaming stone and jewels, and the rivers run with milk and honey. It is inhabited by supernatural creatures who enjoy making lost souls happy and comfortable. Persons with relatively low Karma may find Nirvana a bit boring, but those with high Karma (20 or more) may find it hard to leave.

Inhabitants: A variety of beautiful creatures, many of them humanoid. The inhabitants of Nirvana can appear and disappear at will, fly, and perform other miracles. Nirvana is also the home of lost souls who wish only to indulge a variety of peaceful fantasies.

Who's in Charge: Nirvana is one harmonious whole. If anything, the place itself seems to be "in charge" for none of its inhabitants have ultimate authority. Anyone who does not fit in with the natural rhythms of the world will see nightmarish creatures and other hallucinations until forced to leave.

PARADISE

Consistency: Luminous ectoplasm.

Description: Like Nirvana, Paradise is a physically beautiful place, but here the emphasis is on the mind rather than physical pleasures. Mentors and high-level lost souls meet here and share their thoughts and feelings in an outpouring of bliss and mutual understanding. Entering Paradise gives one the distinct feeling of *knowing what's going on*.

Inhabitants: Paradise is an ectoplasmic plane maintained by Higher Beings. It is a sort of vacation spot for Mentors who wish to get away from the worries of the Karmic cycle and their lost soul charges. Mentors and lost souls with 30 or more Karma inhabit Paradise for short periods of time. Low Karma lost souls may stumble into Paradise or be given a quick peek by their Mentors.

Who's in Charge: Maintained by Higher Beings.

TRAVEL BETWEEN PLANES

There are many ways to travel from one plane to another. The most common method for lost souls is through a tunnel of light.

The tunnel is an ectoplasmic creation controlled by the lost soul's Mentor. The Mentor decides who can enter the tunnel, where it will lead, and when it will appear. A tunnel can even span across time, taking characters from one era to another. A tunnel of light can only transport the lost souls under the Mentor's command. No other beings can enter the tunnel.

A tunnel of darkness is very similar to the tunnel of light. These tunnels are used by Fiends to travel from one plane to another, and to send their minions on evil missions. The walls of the tunnel appear to glow weirdly, but the far end of the tunnel is completely black. Entering the tunnel gives one a feeling of great unease. A Fiend can send a tunnel of darkness to try to snare an unwilling lost soul. In this case, the victim must roll Good on his Will to resist the pull of the tunnel.

GATES

Gates are similar to tunnels of light in that they can transport beings from one plane to another, but that's about the extent of the similarity.

Gates can be created by a spell, a magic item, a technological device, or even a supernatural creature. A few are natural occurrences that simply can't be explained. They appear in a variety of forms. Some look like great balls of light; others appear as *open doors* or a large mirror.

Gates are material manifestations, and unlike tunnels of light and darkness, living people can pass through gates. When entering another plane of existence, the bodies of the living are converted into ectoplasm. Normally, by passing through a gate that returns to the material world,



the ectoplasmic body of the living will be converted back to matter. But this isn't always the case, and if he's not careful, an adventurer can easily find himself turned into a ghost.

Though someone can own an item that calls forth a gate, he may not be able to control where it sends him. As a rule, gates are unpredictable. A gate may be one way, stranding its passenger in a distant location, or it may be two way, allowing back and forth travel. It may be stationary, or it could be activated by a device small enough to carry. A few can be summoned as needed. Some gates are random while others open and close in a predetermined pattern. While most gates have a hypnotic allure, very few actually compel a person or lost soul to enter them. A few gates are unstable and may close forever once a person has stepped through. Fortunately, the majority will allow more than one being to pass through before closing.

As this brief summary indicates, every gate has its own quirks which will have to be determined at the time the gate is discovered.

SPECIAL ITEMS

Special items include magical and technological devices that can be used by characters and NPCs. Such items are available to characters only if discovered during an adventure; they cannot be created. Most often, special items will be in the hands of NPCs. Once acquired on an adventure, all special items have a Karma cost which must be paid if the player decides to keep the object for more than half an hour.

In order to use an item, a being must be of the appropriate consistency. An incorporeal lost soul can only use items made from ectoplasm. Living beings, including mediums, can use only material items.

Special items which are made of ectoplasm are considered "permanent." This means that they do not need a lost soul to maintain them. They are, however, vulnerable to the destructive effects of sunlight.

Here are some sample special items:

AMULET OF PROTECTION

Consistency: Material.

Karma Cost: 2

Makes the wearer immune to all supernatural powers for (Passable vs. Fate) x 10 minutes. It is triggered when held tightly in the owner's left hand. Usable twice per day.

CHAIN OF COMMAND

Consistency: Luminous ectoplasm.

Karma Cost: 4

This finely wrought chain is so thin that it appears to be a gold thread. It is approximately 10 feet long. If twisted around the neck or hands of an incorporeal being, that creature will instantly obey the commands of the person who placed it there, as long as it remains. The chain only works on creatures with a Strength less than Superior, otherwise the victim will snap the delicate links. Once the chain is broken, it is no longer effective. The chain may be removed by anyone except the victim.

CHARM OF warding

Consistency: Material.

Karma Cost: 3

This silver pendant protects its wearer from ghosts. Any lost soul coming within ten feet of the wearer takes (Will vs Passable) damage each turn. It is felt as a burning sensation. The pendant glows warmly as it functions, warning its wearer of the presence of spirits.

CRYSTAL BALL

Consistency: Material.

Karma Cost: 3

Allows the user to summon a specific spirit or demon (the user must know the spirit's name). The spirit feels a pull as his ectoplasmic body is summoned to the ball. If he surrenders to the pull, he goes into the ball where he must stay until the ball is broken or the owner releases him. If the spirit resists the pull, he must roll loses (Will vs Poor) WTL and is forcibly pulled into the ball unless his Will roll is Passable or better. Only one spirit may reside in the ball at one time.



EBONY ALTAR OF THOTH

Consistency: Material.

Karma Cost: 5

This miniature altar is about two feet long and stands six inches high. It is made of ebony and is carved with esoteric Egyptian symbols.

Any book, parchment or scroll which is laid on top of the altar can be instantly read by a literate person, even if written in an ancient or obtuse language. If the altar is polished with the brush of a hand, one can see actions taking place miles away or even in another plane. This is done by concentrating on the area one wishes to see (treat it as the Far Sight power, with 4 uses per day).

Lastly, the altar is said to cure madness. The insane person must rest his hands upon its surface for approximately 5 minutes; afterwards, he is completely cured, provided he makes a Poor Sanity roll. The altar can cure madness once per day. Demons who are forced or tricked into doing this will actually be destroyed.

The evil entity Rapotou is constantly on the lookout for the altar. If he swallows the altar, the heart of a pure maiden and the liver of a brave man, he will be freed to ravage the earth once again (see **Chapter 11: Non-Player Characters** for further information).

MAGIC ARMOR

Consistency: Material.

Karma Cost: Double normal cost

Magic armor reduces damage that the wearer takes from any attack by one, two, or three points, depending on the power of the enchantment. It is effective against material and supernatural attacks.

MAGIC WEAPON

Consistency: Material.

Karma Cost: Double normal cost

Magic weapons are similar to normal weapons, except that they can harm ectoplasmic beings as well as material foes. A magic weapon may also grant a bonus to the user's skill (Aim or Brawling, whichever is appropriate). Some magic weapons have an increased damage multiplier.

MYSTIC GLASSES

Consistency: Material.

Karma Cost: 2

Allows the wearer to see incorporeal beings. Some mystic glasses allow the wearer to physically affect and be affected by ectoplasmic beings as long as he wears the glasses.

PHILOSOPHER'S STONE

Consistency: Material.

Karma Cost: 10

The Philosopher's Stone is a round, egg-shaped material stone about as big as a man's hand. It is grey and undistinguished looking. It dissolves slowly if placed in water (ectoplasmic water or material water), completely disappearing after 30 minutes of immersion.

The Philosopher's Stone was created by a Medieval alchemist who accidentally teleported it to the afterlife. The alchemist joined forces with a black magician who managed to summon the Bearded Demon to the world of the living. He commanded the demon to find the Philosopher's stone, but neglected to tell him to return it. The demon found the stone and has been its guarding ever since. See **Chapter 11: Non-Player Characters** for information on the Bearded Demon.

The Philosopher's Stone has 30 "charges." Each charge consumes a little of the stone, making it physically smaller. When all the charges are used, it vanishes. The stone has the following properties:

- ✓ Turn base metals to gold. Costs 1 charge for every 50 pounds converted. Ectoplasmic metals are not affected.
- ✓ Cause meteor shower. Costs 1 charge. A small chip of the stone is thrown high in the sky. The meteor shower does (Dodge vs Passable) x 4 damage to everyone in the locale area, except the person holding the stone.
- ✓ Flying. Costs 1 charge. By wrapping the stone in an ectoplasmic bag of linen, it will allow a lost soul to fly for five hours.
- ✓ Healing. Costs 1 charge. By placing a chip in water, it creates a healing potion. Anyone who drinks the potion will heal all WTL



damage. Note that material beings can only drink material water, and incorporeal beings can only drink ectoplasmic water.

- ✓ Elixir of Life. Costs 10 charges. If the stone placed in a pint of ectoplasmic water for 10 minutes, the water will become the Elixir of Life. A lost soul who drinks the full pint of water is returned to life.
- ✓ If placed in material water for 10 minutes, the water becomes the Panacea, or the Remedy of All Wrongs. This cures physical deformities, including blindness, deafness, feeble-mindedness and madness.

SEPHIROTHIC TREE

Consistency: Vaporous ectoplasm.

Karma Cost: 7

There is only one Sephirothic Tree in existence. It can be located on earth or any of the planes except Limbo. It cannot be destroyed, broken or damaged in any way.

Eons ago, the three Sepharim visited earth in order to teach the world's leaders the ten divine attributes. They hoped that once the kings and princes learned the attributes, they would rule in a just and beneficial manner. These Higher Beings used a simple diagram known as the Sephirothic Tree as a teaching device. It showed the ten attributes to be: Sovereignty, Wisdom, Intelligence, Mercy, Rigor, Beauty, Triumph, Glory, Foundation and Royalty.

Unfortunately, the world was not ready for their wisdom and the Sepharim sadly returned from whence they came. The diagram of the Sephirothic Tree was rolled into a tube and planted in the ground, where it became a vaporous sapling about 4 feet high.

It is said that if one recites the ten attributes over the tree from the lowest to the highest, it will instantly turn into a wand with 10 stems, each one ending in a magnificent jewel. This item is so powerful that just touching it lightly against an object will cause its destruction, if the carrier wills it (and the user rolls his Will over the victim's Strength). The wand can be used ten times and will then vanish, resuming tree form in a place unknown to its former owner.

Only a lost soul who is good and does no evil can use the Sephirothic Tree. The minute he or

she commits a selfish act, becomes insane, angry, or overly emotional, the wand will vanish.

SPIRIT DUST

Consistency: Material.

Karma Cost: 1

This powder, when sprinkled on an incorporeal being, makes the ghost material for (victim's Stamina vs Poor) x 2 turns. Spirit Dust is simply sand, flour or dirt which has been magically charged with this ability.

TABLETS OF AZOTH

Consistency: Solid ectoplasm.

Karma Cost: 6

These tablets are two in number and seem to be flat pieces of jade about 3 inches high. Strange symbols are carved into the surfaces.

By touching a tablet and speaking the word written upon its surface (which may be in a language unknown to its finder), the character is teleported to the matching tablet (the first tablet remains where it was found). A tablet will not work, neither as a transmitter nor as a receiver, if it is buried or sealed in a space too small for a large person to stand.

The tablets are small and easy to carry. If a character is holding a tablet when he says the magic word, he will carry it with him when he is teleported to its mate.



NON-PLAYER CHARACTERS

11





RUNNING NPCs

Over the course of an adventure, the players will meet many characters who are controlled by the referee. These characters are called non-player characters (NPCs). While NPCs normally provide conflict and challenge, they are not all belligerent, and in fact many are quite friendly. An NPC can be anyone from a psychic child to the arch-villain of the adventure.

Using their skills, players can influence NPCs but they won't be able to control them. That's your job. Without the influence of the players, an NPC will do whatever you believe is reasonable, depending on the situation.

NPC SKILLS

Although player characters have 60 skills, it would be very difficult for you to assign that many values to your NPCs. It would also be a waste of time, since most NPCs use less than a half dozen skills. For this reason, NPCs are given only those skills that they will mostly likely use during a game.

An NPC whose main purpose is to fight only needs Attack, Damage, and Defense. You can set his other skills when they are required. If an NPC needs to use his Stealth, and you haven't determined it already, you can assign any value you like. Just try to keep it reasonable and in character. A horribly clumsy NPC would have a low Stealth, and you could expect a very alert NPC to have a high Track. If in doubt, assign your NPC a Passable skill.

Some NPCs don't even need skills. These are the people a character sees on the street or talks to in passing. They provide atmosphere and little else. If it becomes necessary to know their skills, you can make them up on the spot.

COLUMN RATINGS

The biggest difference between NPCs and characters is that NPCs have column ratings for their skills instead of numerical values. The column ratings correspond to the column results on the ART. The **NPC Skill Level** table shows how an NPC compares to a player character.

For example, instead of a Strength skill of 13, an NPC would be assigned a Strength of Good. The NPC could then perform any task that required a Good Strength roll. Once you set an RR for a task, it applies equally to NPCs and characters alike.

By the same token, once you establish an NPC's skills, do not change them later without good reason. If you give an NPC Good Strength, it should stay Good forevermore. It's this kind of consistency that will help make your NPCs believable and realistic.

NPCs with a skill of Inhuman are beyond Awesome. There is no way a character could out-muscle a demon with Inhuman Strength, just as there is no way she could outrun a raptor with Inhuman Speed.

INTERACTING WITH NPCs

NPCs can't always have their way. When an NPC is interacting with a player, there is almost always a die roll involved. The die roll is made by the player; the Mentor never rolls against the NPC's skill. Do not think of it as the NPC's chance to accomplish a task, think of it as the player's chance to resist (or affect) the NPC. NPCs are constants; the players are the variables.

Example: Rupert challenges Jon, an NPC, to an arm wrestling competition. To win, Rupert must roll his Strength versus his opponent's. Since Jon has a Passable Strength, Rupert's roll re-

NPC Skill Level	
NPC Rating	Character Skill
Catastrophic	1
Pathetic	2-3
Feeble	4-5
Inferior	6-7
Poor	8-9
Passable	10-12
Good	13-15
Great	16-19
Superior	20-24
Awesome	25
Inhuman	—



quired is Passable. Rupert has a Strength of 12. By rolling 61, he achieves a Good roll, barely defeating Jon.

Example: A specter with a Strength of Great grapples Bob, pinning him for (target's Strength vs attacker's Strength) \times 2 turns. Bob has a Strength of 14, but only manages to roll 34, a Passable result. The results of (Passable vs Great) = 3 columns. Bob is pinned for $3 \times 2 = 6$ turns.

Example: While exploring the ectoplasmic town of Muddy Flats, Antoinette bumps into the shadow of a gunslinger. "Draw," the shambling figure mumbles as he aims his six-shooter straight at her heart. Antoinette turns and runs.

The Mentor decides that if Antoinette's Run roll is greater than the gunslinger's Quickness, she will get away. Otherwise, he will get 1 shot off at her for every column by which she fails. This would be written using the RR shorthand as (Run vs Quickness) shots.

Before Antoinette makes her Run roll, the Mentor must assign the gunslinger a Quickness. Since most gunslingers are fast, the Mentor sets his Quickness at Great. Antoinette must roll over Great on her Run to escape.

Antoinette rolls and gets a Poor result. This isn't high enough for her to get away, so the Mentor tells her that as she flees, the gunslinger fires 4 shots at her, which would be resolved using the combat rules in **Chapter 8: Combat**.

CREATING NPCs

In order to prevent your players from knowing as much about your NPCs as you do, each adventure should contain unique NPCs. This will maintain the air of mystery crucial to a supernatural role playing game.

There are up to nine things you should know about an NPC: it's Name, Skills, Type, Appearance, Personality, Objectives, Combat, Powers, and Gear. This may sound like a lot, but most of this information can be made up on the spur of the moment.

NAME

An NPC's name should relate to his personality, appearance, or function. An apt name will make him easier to remember and more vivid in the player's imagination.

TYPE

An NPC's type shows whether he is alive or dead, or altogether outside the cycle of life and death.

Lost Soul: All spirits are classified as lost souls, no matter what their type. For some reason, certain lost souls resist reincarnation. They may have unfinished business on earth, or they might have a Ghostly Vow which is preventing them from returning to Limbo. Some lost souls have been driven mad by the horrors of the afterlife. They fear rebirth and avoid it at all costs, even to the extent of draining WTL from their victims. When a lost soul runs out of WTL, it is reincarnated. All lost souls are incorporeal.

Creature: Creatures are material beings, including natural animals and physical, supernatural creatures. When a lost soul is reincarnated, it becomes a creature. Good and neutral lost souls become animals or people, while evil lost souls become unnatural creatures such as zombies and werewolves.

Person: Living people are advanced creatures. While all babies begin their lives with high Karma, their actions in life can quickly drop them to negative Karma, and thus into an evil existence. When a person runs out of WTL, he dies. While some people may come back as lost souls, most are immediately reincarnated. All people are material.

Higher Being: A Higher Being is a lost soul who has achieved the apex of 60 Karma. They are very powerful, and are the controllers of Limbo. A Higher Being who loses all his WTL is banished to Limbo where he must rest for an indefinite time. They cannot be reincarnated, but if their Karma dips below 60, they become lost souls.

Fiend: A lost soul which drops to -60 Karma becomes a Fiend, the evil counterpart of a Higher Being. Like their opposites, a Fiend cannot be reincarnated. If it loses all its



WTL, it is banished to The Underworld for a time. If a Fiend's Karma rise above 60, it will become a lost soul.

Entity: Entities are beings from other planes of existence. Some are evil, and others benign. They may either help or hinder the character's quest for Karma. When out of WTL, an entity is forced to return to its plane of origin (if it's already on its home plane, it is destroyed). It does not go to Limbo, nor is it reincarnated. Since they cannot be reincarnated, they have no interest in collecting Karma. Entities may be material, incorporeal, or dual.

Demon: Particularly powerful evil entities are called demons. They are cunning, dangerous, and armed with a number of supernatural powers.

CREDO

An NPC's credo defines his fundamental attitude toward others. It is based upon the being's Karma level.

Evil: An evil being has Karma of -1 to -60, and will purposefully prevent others from gaining Karma by causing their premature death or reincarnation. Evil spirits seek to gain negative Karma in hopes of being reborn a powerful unnatural creature, or even becoming a Fiend.

Neutral: A neutral NPC has Karma of 0 to 24. Neutral beings simply live according to their nature. They are neither especially friendly nor cruel. Lower animals are considered neutral, as are some minor unnatural creatures.

Good: A good being has Karma of 25 to 60. They tend to be helpful and kind. Many natural animals are considered good simply because of their lack of malice.

CONSISTENCY

An NPC's consistency describes what he is made from. It is normally dependent upon the being's type.

Incorporeal beings are made of ectoplasm. They cannot physically interact with material beings. A lost soul is an incorporeal being.

Material beings are made of solid matter. They cannot physically interact with incorporeal beings. A living person is a material being.

Unnatural beings are material, but their supernatural nature allows them to affect incorporeal beings. An unnatural being is fully aware of ectoplasmic beings; it can see, hear, and smell them. While an unnatural being can harm lost souls, incorporeal beings must still treat the unnatural being as material. Unnatural creatures can be some of the most dangerous foes.

Dual beings can change at will between incorporeal and material. Changing density requires an action. A being which changes its consistency can take no other action on the turn it transmutes. Dual beings can physically interact with material or incorporeal beings, but not both at the same time. In either state, dual beings can see both ectoplasmic and material beings.

DEFENSE

Since players sometimes attack even an innocuous NPC, all NPCs need a Defense rating. When setting an NPC's Defense, consider how hard it is to hit and hurt. A large NPC, though easy to hit, will have a high Defense because he is so difficult to injure. Like player characters, all NPCs have a Will to Live of 20.

SKILLS

As explained earlier, you don't need to assign every skill to your NPC. Just note those skills that he will most likely use. For the most part, all you will need to specify are Agility, Intelligence, Strength, and Defense.

If an NPC needs to use a skill that has not been pre-determined, either make up an appropriate skill level on the spot, or simply set the skill at Passable.

APPEARANCE

An NPC's appearance should be something that distinguishes him from all others. Even one special feature can do wonders. Saying "The zombie with the missing nose" is much more colorful than saying "Zombie number three."



PERSONALITY

This can be a key trait, or an elaborate description. For the most part, an NPC's personality can be summed up in a few choice words (you may even want to use the **Personality Traits** table from **Chapter 2: Character Creation**). Try to make the NPC react to situations according to his personality. A cheerful NPC would not act morose without reason.

MOTIVATION

An NPC's goal will give you an idea of what the NPC wants and the purpose he serves in the game. An NPC's objective can be as simple as preventing characters from entering a tomb, or as complicated as taking over Tartarus. His motivation will generally be determined by the needs of the adventure. An NPC with a specific goal is a lot easier to play than one who just wanders by. Knowing his motivation will help you direct the course of your adventure through the actions of your NPCs.

COMBAT

In this section, note the forms of attacks the NPC is capable of, and the damage he does on each.

SUPERNATURAL POWERS

You should assign your NPC a few supernatural powers. These can be extrapolated from **Chapter 7: Powers**. Remember, NPCs do not roll to use their powers; players roll to resist them. If a player character resists an NPC's power, he is immune to that particular power for the rest of the encounter.

NPCs usually have fewer powers than player characters. They may also have greater limitations on how often they can use their powers. Because NPC powers are radically different from those of player characters, it's important to clearly define what an NPC is capable of. Examine the foes in the Sample NPC section to determine how supernatural powers are adapted for NPCs. For instance, NPCs never roll for duration. The power may have a pre-determined duration, or, if the target may have to roll to see how long he is affected.

GEAR

Note the armor your NPC is wearing (if any) his weapons, and any other special items he is carrying. Some NPCs, such as animals, do not have any gear at all.

FOCUSES

Not all lost souls in the physical world need to return to Limbo to be healed. Evil spirits who are working for a Fiend may return to their master's plane of existence. More commonly, an NPC lost soul will go into its focus in order to heal.

When an evil person dies, he may be afraid of what lies beyond the tunnel of darkness that comes for him. Or, he may be so tied to the material world that the tunnel cannot extract him. Such stranded souls have never visited Limbo (or The Underworld), and they are completely cut off from their Mentors.

A stranded soul is usually very fixated on the material world. They tend to linger in familiar places, sticking close to objects that were important to them in life. This bond may become so strong that an object becomes the lost soul's focus. A lost soul's focus must be an object that held great significance for him in life.

A lost soul with a focus can merge into the object by touching it and willing himself to join it. By spending at least 24 hours in the object (and the lost soul must spend at least 24 hours before being able to leave), the lost soul can heal fully, increase its skills, or create items as though it were in Limbo.

If a lost soul's focus is broken, it becomes useless. The lost soul may develop another focus by locating an item that was important to it in life, and spending a full year in the vicinity of the object, never traveling more than a half mile from it. During this time, the lost soul does not have a focus, and receives none of the benefits for having one. Once the bond is formed, the lost soul is free to travel as far as he likes. Most choose to remain close to their focus, both to protect it and to allow them easy access.

If a lost soul is in its focus when it is destroyed, the lost soul loses (Stamina vs Awe-



some) x 3 WTL and is immediately expelled from the object. A lost soul can easily be reincarnated by destroying its focus while it is in it.

Focuses have been the root of many legends about haunted objects such as cursed locket and portraits. A haunted house may contain a lost soul's focus, and the manifestations there are caused by the ghost's attempt to guard his focus.

While focuses are used primarily by NPCs, it is possible to run a campaign where the player characters use focuses instead of returning to Limbo. In such a case, all the players should have their focuses located in the same place, say a haunted house which they must protect from unscrupulous developers who wish to bulldoze it and put up a condo, from vandals who want to trash the place, and from the ever-dreaded junkman who thinks the player's focuses are all garbage.

SAMPLE NPCs

ALOUQUA

Type: Evil creature.

Consistency: Dual.

Defense: Passable.

Skills: Good Agility, Great Strength, Superior Charm, Good Intelligence.

Appearance: An alouqua is a beautiful woman with dark skin, hair and eyes. Her voice is low and inviting. She has hooves instead of feet, but hides this fact behind flowing, low-cut gowns.

Personality: An alouqua is a sensual being who enjoys exhausting men sexually then driving them to suicide.

Motivation: To cause the deaths of as many men as she can.

Combat: If attacked, the alouqua will assume vampiric form, striking with her claws for (Defense vs Passable) x 2 damage.

Powers: An alouqua is a combination of a succubus and vampire. In succubus mode, she uses her alluring eyes and body to entrance male victims (most women are not affected). Her victim will completely desire her for (victim's Will vs Great) x 3 minutes. During this time, he can

think of nothing but satisfying his craving, even if it means protecting her from his companions.

While thus engaged, the alouqua will assume her vampiric form. Her nails will grow into claws and her teeth will become pointed fangs. Her bite drains 1 WTL per minute. Her victim won't even notice. A victim who is drained to 1 WTL will become despondent and fall under the alouqua's power. He will do her bidding until he is healed to more than 1 WTL. Often, the alouqua will command him to perform murder or suicide.



BARGHEST

Type: Evil entity.

Consistency: Incorporeal.

Defense: Good.

Skills: Good Strength, Poor Intelligence, Great Alertness.

Appearance: A fierce dog standing 3 feet at the shoulder with shaggy black fur, fiery red eyes, and a set of six inch horns protruding from its forehead.

Personality: Dogged and unerring trackers, barghests are sometimes used by demons to track down ghosts. They are very hostile towards spirits of all sorts.

Motivation: To track down and drag ghosts to the nether regions.

Combat: Barghests may attack with either their bite or horns, but not both on a single turn. Their bite does (Defense vs Passable) x 4 damage. Their horns do only (Defense vs Poor) x 1



damage, but if the victim takes any damage, he will also be paralyzed for (Stamina vs Poor) x 2 turns. The barghest will grab a paralyzed ghost in his powerful jaws and teleport to the infernal regions. It takes the barghest 1 complete turn to do the teleportation (it will slowly grow misty and faint). If it takes damage during this vulnerable time, the barghest will drop his victim and teleport alone.

Powers: Three times per day, a barghest's howl can summon a hell hound. The hound will attack the barghest's enemies to the death.

BEARDED DEMON

Type: Neutral entity.

Consistency: Dual.

Defense: Great.

Skills: Great Strength, Good Dexterity, Inhuman Stamina, Good Cunning.

Appearance: The Bearded Demon is a swarthy dwarf with a luxurious black beard. He carries a linen bag tied around his waist and carries a long spear.

Personality: Friendly and agreeable initially, the Bearded Demon will become sullen and suspicious if he thinks he is in danger of losing the Philosopher's Stone.

Motivation: The pursuit of knowledge and the protection of the Philosopher's stone, which he carries in a linen bag tied around his waist.

Combat: The Bearded Demon fights with his spear which does (Defense vs Good) x 4 damage.

Powers: Teleport Other (Uses = 8): By winking at his target, the Bearded Demon can teleport him to any plane of existence. The victim must roll Good on Fate to resist the spell.

Flying (Uses = 4): The Bearded Demon can fly at will.

In addition, he has the powers of the Philosopher's Stone, which is described in Chapter 10: The Afterworld.

BUTTERFLY, FUNERAL

Type: Evil creature.

Consistency: Unnatural.

Defense: Passable.

Skills: Good Speed.

Appearance: Small white butterflies which come out only at night. The particularly noxious ones have large black dots like eyes on their

wings. They sometimes flutter around the heads of demons.

Personality: Mindless insect.

Motivation: To smother sleeping children with their velvet wings. To nibble the ectoplasmic flesh of lost souls and other creatures.

Combat: Funereal butterflies travel in large swarms of a hundred. A swarm of funeral butterflies is only affected by area affect weapons. Killing individual butterflies does little to reduce their numbers. A swarm of butterflies has 20 WTL. For every WTL lost, five butterflies are considered to be slain. The WTL of the swarm determines the damage it is capable of doing.

WTL	Damage per Turn
1-5	(Stamina vs Inferior) damage
6-10	(Stamina vs Poor) damage
11-15	(Stamina vs Passable) damage
16-20	(Stamina vs Good) damage

They prefer sleeping victims; a living person who is actively struggling receives +3 columns on her Stamina roll.

Powers: See Combat, above.



CHAIN RATTLER

Type: Evil lost soul.

Consistency: Incorporeal.

Defense: Good.

Skills: Good Strength, Passable Intelligence.



Appearance: Chain rattlers wear long grey cloaks, and carry many heavy chains. Their faces are bony and pale. They can be heard at some distance by the rattling of their chains.

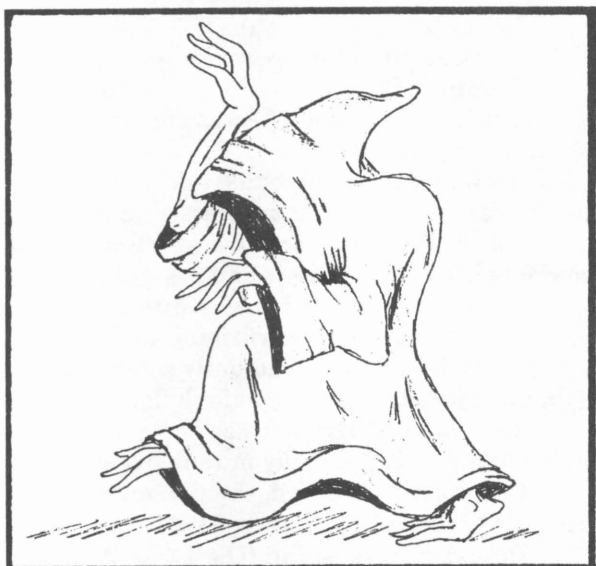
Personality: This evil spirit is not interested in rebirth. Instead, it wishes to stay in the afterlife and prey on others for WTL. They take malicious pleasure in frightening others.

Motivation: To drain WTL.

Combat: Chain rattlers strike with their long, heavy chains, doing (Defense vs Poor) x 3 damage. For every 3 points of damage the chain rattler does, he gains 1 WTL (this may allow him to exceed his initial score of 20 WTL).

Instead of striking for damage, a chain rattler may try to ensnare its victim. The target must roll Passable on Dodge or else be entangled. Each turn, he may try to roll Great on Strength to struggle free. If failed, he loses 3 WTL, and the chain rattler gains 1 WTL.

Powers: Once per day, a chain rattler can materialize for up to 5 minutes.



COWLED GIBBERLING

Type: Evil lost soul.

Consistency: Incorporeal.

Defense: Good.

Skills: Great Agility, Good Strength, Poor Intelligence.

Appearance: Small yet surprisingly powerful, cowled gibberlings scamper about in black robes, their faces concealed in perpetual shadow.

White, three fingered hands protrude from their flowing sleeves. A cadaverous reek issues from their hoods, along with an incessant gibbering.

Personality: Traveling in packs of up to two dozen, gibberlings prey on weakened spirits. They hate the sun so much that they vanish during the day, and only come out at night.

Motivation: To gibber, caper, and attack weakened groups of lost souls.

Combat: Gibberlings strike with their long, bony fingers, draining (Defense vs Poor) x 2 damage.

Powers: If the gibberlings wish, the hideous noises they make can cause all characters coming within their local area to flee. The duration depends on how many gibberlings are present:

Gibberlings Duration of Flight

1-2	(Will vs Inferior) x 2 turns
3-5	(Will vs Poor) x 2 turns
6-9	(Will vs Passable) x 2 turns
10+	(Will vs Good) x 2 turns



CRYPT LURKER

Type: Evil entity.

Consistency: Incorporeal.

Defense: Passable.

Skills: Great Strength, Good Intelligence, Superior Stealth.

Appearance: A crypt lurker has a skeletal form robed in black. They carry large scythes.



They dwell in the dark recesses of tombs, crypts, and catacombs, wherever they can find fresh souls to ensnare.

Personality: Grim and silent.

Motivation: To collect souls.

Combat: As a soul leaves its body, a crypt lurker will try to attack it before it is whisked to Limbo. The crypt lurker strikes with his scythe, doing (Defense vs Good) x 4 damage. A victim reduced to zero WTL screams in agony, but is not reincarnated, he instead becomes trapped in the crypt lurker's crystal.

The crystal may be on a necklace around the lurker's neck, or hidden somewhere nearby in a safe place. Each victim resides in a facet of the crystal, where they float in icy liquid. A crystal will have a facet for each soul it contains, and will grow as souls are added. Shattering the crystal frees the souls trapped inside, and destroys the crypt lurker. The size of a lurker's crystal determines his status among the other lurkers in the graveyard.

Powers: Although a crypt lurker cannot use his scythe on the living, he can use his supernatural powers.

Fright (Uses = 2): By appearing abruptly, the crypt lurker can cause a living victim to make a Stamina roll. On a Catastrophic or Pathetic roll, the victim has a heart attack and dies. On a Feeble or Inferior roll, the victim faints for 5 minutes. On a Poor roll, the victim is paralyzed with fear for 2 turns.

Icy Touch (Uses = always): The touch of a lurker does (victim's Stamina vs Poor) x 1 damage to the living.

Weakness (Uses = 2): Targeted on one victim, it causes that character (whether incorporeal or material) to be at -2 columns on all skills for (victim's Strength vs Good) x 2 turns.

DAME BLANCHE

Type: Neutral lost soul.

Consistency: Incorporeal.

Defense: Poor.

Skills: Great Alertness, Superior Charm, Great Knowledge.

Appearance: A regal looking woman with long white hair. She has pale skin, blue eyes and is dressed in long, flowing white robes.

Personality: Distant and Aloof. Dame Blanche never stays in one place for long. She

often travels with the lost souls of children, whom she trains and cares for.

Motivation: To train children in the mystic arts.

Combat: Dame Blanche has the ability to disappear and teleport at will. She can take up to 20 other entities with her.

Powers: Healing (Uses = 4): Each use heals 5 WTL.

Encourage (Uses = 4): With a word, Dame Blanche can make a person feel that they can achieve a certain goal. For the next (Passable vs target's Will) hours, the target cannot be swayed from pursuing the goal Dame Blanche named.

Dark Cloak (Uses = 4): This power surrounds the lost soul with darkness, allowing them to travel in the daylight safely for up to (Inferior vs target's Nature) x 30 minutes.

Comfort (Uses = unlimited): Eye contact with Dame Blanche gives a person a sense of comfort and ease.

DYBBUK

Type: Neutral lost soul.

Consistency: Incorporeal.

Defense: Poor.

Skills: Poor Strength, Awesome Knowledge, Good Intelligence.

Appearance: A dybbuk takes on the appearance of a scholarly man dressed in medieval style robes. He often carries a small sack that contains books, parchment and ink quills.

Personality: A dybbuk is interested in a variety of studies. He is curious and friendly, though his friendliness is actually self-serving. A dybbuk enjoys the company of scholars.

Motivation: Dybbuk seek to possess the living in order that he may pursue his studies.

Combat: If attacked, the dybbuk will possess one of his antagonists (see below).

Powers: Possession (Uses = 2): A dybbuk can possess the living and even lost souls just by touching them (to avoid being touched, the victim must roll Passable on Dodge). The victim is possessed for (victim's Will vs Good) hours. During this time, the dybbuk will have complete control of his body. Dybbuk are immune to exorcism.



FURIES

Type: Neutral entity.

Consistency: Dual.

Defense: Good.

Skills: Good Strength, Good Intelligence, Great Cunning.

Appearance: The furies appear as three sisters wrapped in shrouds. Their hair and eyes are dark, and while their faces could be beautiful, they have been marred by grief and self-inflicted scratches. Their ancient names were Alecto, Tisiphone and Megaera, and they will answer to them.

Motivation: To punish those who have wronged the dead, especially murderers. The Furies appear before their victim and relentlessly follow, screeching and crying. They use psychological techniques to cause their foe to confess his guilt and, ultimately, to commit suicide. They only harm lost souls who try to interfere with them.

Personality: Scary and grim. These women are very intense. They see things in black and white, and do not take into account extenuating circumstances when judging the living.

Combat: If forced to fight, the furies attack with their claws for (Defense vs Poor) x 4 damage. The wounds they cause quickly fester, hence the high damage multiplier. If reduced to zero WTL, a fury will return to its own plane, and torment that victim no more.

Powers: Harry (Uses = 1): By visiting their victim (Catastrophic vs victim's Will) times (maximum of once per day), the furies can cause him to confess any crimes he has committed. Once the victim has confessed, if the furies determine his crimes deserve punishment, they will continue to badger him until he commits suicide, usually within another (Catastrophic vs Will) days. If the second Will roll is Great or better, the victim resists the prosecution. However, this does not mean the furies will ever stop tormenting him.



GHOUL

Type: Evil creature.

Consistency: Unnatural.

Defense: Passable.

Skills: Good Agility, Superior Strength, Inferior Intelligence, Pathetic Charm.

Appearance: Ghouls live in crypts and underground warrens beneath graveyards. They have gelatinous grey flesh, jackal-like muzzles, and a stooped gait. They move silently on large feet, and when they stand still, they are nearly invisible (it takes a Superior Alertness roll to notice a motionless ghoul). They are enormously strong and a single ghoul can wrench the stone slab from a crypt.

Personality: Ghouls have a well developed taste for flesh. Although they prefer carrion, they may occasionally seek a fresh meal, especially if some foolhardy interloper stumbles into their domain at night. Their vocabulary is limited, and when hungry, their desire for flesh blots out all other thoughts and feelings. Alone, they are cowardly; in a pack, they are fearless. If properly fed, they may serve as assistants to evil mediums.

Motivation: Hunger. A ghoul who eats a corpse consumes part of its lifeforce as well. A lost soul who has his corpse eaten by a ghoul permanently loses 5 points of WTL until the ghoul is found and destroyed. A ghost can sense



which ghouls has eaten his body just by looking at it.

Combat: Ghouls hunt in packs, tearing their victims apart with teeth and claws. A ghoul may either bite his victim for (Defense vs Poor) x 2 damage or claw him twice, doing (Defense vs Poor) x 3 damage each time. Because of their supernatural nature, ghouls take only half damage from material attacks. In addition, a ghoul's claws and bite can even affect incorporeal beings.

Powers: Ghouls can see and hear ectoplasmic beings. A material being who takes damage from a ghoul's bite must roll Poor or better on Stamina or else contract a rare disease called "graverobber's curse." A character who makes a Good Occult roll will recognize the symptoms of graverobber's curse, and can cure him with a Great Medical roll using common drugs from the local pharmacy.

Each night, the victim of graverobber's curse must roll his Will:

Awesome to Good: No effect

Passable to Poor: The victim walks in his sleep to the nearest graveyard and prowls around, returning to his bed before daybreak. In the morning, he won't remember anything about the experience, although he may be puzzled by the dirt clinging to his bare feet.

Inferior to Feeble: As above, but the victim also exhumes a casket. Again, he will return to his bed before morning with no memory of the event. He may wonder why he is so tired, and why there is grave mold under his fingernails.

Pathetic to Catastrophic: As above, but the afflicted character consumes the corpse. Once this stage is reached, the victim suffers -1 column on all future Will rolls to resist the graverobber's curse. He'll awake with no interest in breakfast, and a sheet of gore on his night shirt. After three such nocturnal meals, the victim will become a ghoul, and never return from his nightly excursions.

GREMLIN (FIFINELLA)

Type: Neutral entity.

Consistency: Dual.

Defense: Passable.

Skills: Great Agility, Pathetic Strength, Superior Cunning, Poor Charm, Great Dexterity.

Appearance: Gremlins are male. They are about two feet high with yellow, warty skin.

Their hair is black and wiry. They have no thumbs, but their fingers are very facile. Fifi-nellas are the female counterpart to gremlins. They are paler in color and have longer hair. They also tend to have piercing green eyes.

Personality: Gremlins and fifi-nellas are not evil creatures, just mischievous. They like playing pranks on the living and lost souls alike. On occasion, they set aside their fun for more serious pursuits, but not for long.

Motivation: To cause havoc and destruction in the name of fun.

Combat: Gremlins would rather run away than fight, but if cornered, they will bite for (Defense vs Poor) damage. Their small size and agility makes them hard to hit.

Powers: Chameleon (Uses = 4): Gremlins can make themselves nearly indistinguishable from their surroundings for up to 10 minutes at a time. While using their chameleon power, the gremlin cannot move.

Noisemaker (Uses = 3): This power projects a sound of nuts and bolts clattering noisily to the ground or a loud explosion. Those within the local area must roll Good on Alertness or else be startled for one turn (losing one action).

Scamper (Uses = 3): This power allows the gremlin to move twice as fast as normal for up to 20 minutes, giving it two actions per turn.

HECATE

Type: Evil entity.

Consistency: Unnatural.

Defense: Great.

Skills: Good Strength, Good Nature, Passable Intelligence, Good Charm.

Appearance: Hecate has the body of a mature woman dressed in a simple outfit. She has three faces: in the center, that of a woman; on the right, that of a horse; and on the left that of a dog. She is always accompanied by a large pack of dogs. She carries a long bow and arrows. Hecate's power is intensified if she stands in the middle of crossroads.

Personality: Regal. Hecate favors sorcerers, witches and women.

Motivation: Dedicated to The Underworld.

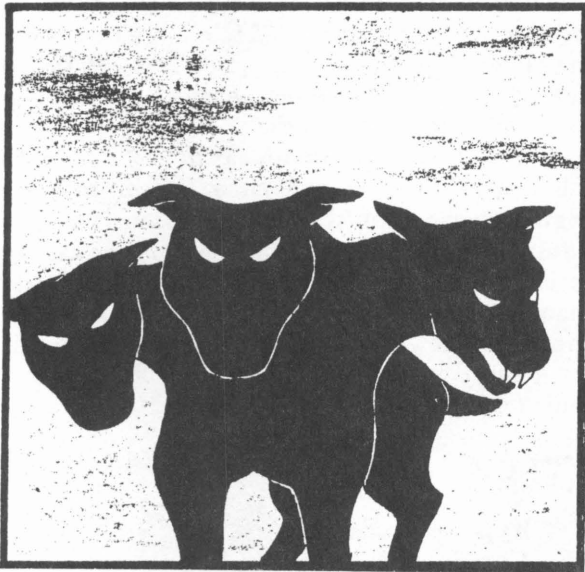
Combat: Hecate will always order her dogs to attack first. There are approximately 10 dogs, each with a Defense of Passable. Their bites do (Defense vs Poor) x 2 damage. Meanwhile, Hecate will attack with her bow for (Defense vs Good) x



4 damage, or her scimitar for (Defense vs Good) x 4 damage. If the dogs become incapacitated, she will draw her bow, which does (Defense vs Good) x 5 damage. If her dogs are slain, Hecate will escape on a flying broomstick, which she always keeps near.

If Hecate is within a crossroads when attacked, she can use her special powers to cause earthquakes and start fires (see below).

Powers: If standing on a crossroads, Hecate can cause the earth to shake for up to 5 minutes. Buildings within one mile will shudder, and anyone in the local area must roll Great on Agility or else fall down. She and her dogs never lose their balance during such quakes. When on a crossroads, she can also throw balls of fire at her victims, doing (Defense vs Poor) x 4 damage. She can throw up to three balls per round.



HELL HOUND

Type: Evil creature.

Consistency: Dual.

Defense: Good.

Skills: Great Agility, Great Strength, Feeble Intelligence, Superior Nature, Awesome Alertness.

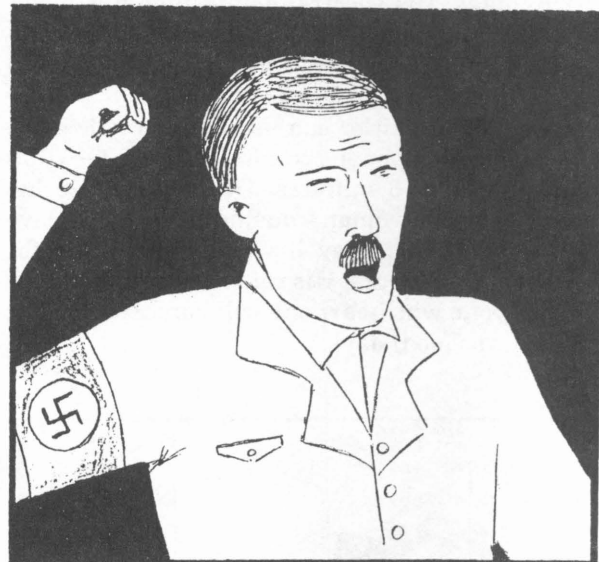
Appearance: A jet black, three-headed mastiff.

Personality: Hell hounds roam with their mate or in a pack no larger than five. Very independent, the hell hound is difficult to tame.

Motivation: Survival.

Combat: A hell hound can bite with all three heads each turn, doing (Defense vs Passable) x 3 damage each. Instead of biting, the left head of the hell hound can breathe fire once every three turns, doing (Defense vs Great) x 3 damage to one character within thrown range. The middle head can breathe a cloud of noxious gas. Everyone within melee range suffers a -1 column on all rolls for (Stamina vs Poor) x 2 turns. If the third head does damage, its burning poison will do an additional (Stamina vs Superior) x 1 points of damage, even to lost souls.

Powers: See combat above.



HITLER

Type: Evil lost soul.

Consistency: Incorporeal.

Defense: Good.

Skills: Passable Agility, Awesome Charm, Passable Strength, Passable Intelligence, Feeble Sanity, Awesome Will.

Appearance: White male, 5'9, about 150 pounds. Dark brown hair, parted on the left, small mustache and light blue eyes. Austrian nationality.

Personality: Described as a megalomaniac during life, Hitler has retained his overwhelming need for power and attention in death. His hypnotic eyes and stirring rhetoric are so compelling, spirits find themselves obeying his every command. He is often accompanied by a motley assortment of creatures and spirits who serve



him slavishly. Hitler is secretly unsure of his status, and constantly needs to be reassured. If mocked or treated as an inferior, he may slink away - or attack in a mad rage. Strangely enough, Hitler is kind to animals, and treats them well. He also has a fondness for children.

Motivation: Power and status. Hitler hopes to control the entire afterlife, and he has all eternity to do so.

Combat: Hitler commands a large force of fighters. He is almost always surrounded by 1-4 bodyguards. If alone, Hitler will attack with his luger, doing (Defense vs Passable) x 4 damage, 2 shots per turn; or his whip (Defense vs Passable) x 2 damage. His spectral hound Blondi is never far from his side, and will attack at his command, biting for (Defense vs Passable) x 3 damage. Blondi has a Defense of Good.

Powers: Hitler can use his hypnotic stare to cause one opponent to cower in fear for (Will vs Superior) x 3 minutes. Or, he may use his power to ogle a woman, causing her to fall in love with him. She'll obey his every command for (Will vs Good) hours. His rants are so persuasive that anyone who hears one will join his cause for (Sanity vs Good) days.



JACK THE RIPPER

Type: Evil lost soul.
Consistency: Incorporeal.
Defense: Superior.

Skills: Superior Agility, Good Charm, Superior Strength, Awesome Speed, Awesome Stealth, Good Intelligence.

Appearance: Swathed in dark clothing, this quick-moving character never shows his face. He wears a cloak or coat along with a cap. A scarf hides his lower face. A master of disguises, sometimes he appears rather short and stocky, other times he seems tall and slim. When he speaks, it is in a low voice with an upper-class British accent.

Personality: A psychopath with an intense hatred for women.

Motivation: The destruction of the female species. Only attacks males when he is threatened.

Combat: Jack carries two razor-sharp blades, allowing him to make two attacks per turn, each doing (Defense vs Great) x 2 damage. He always slashes at his victim's throat. If he gains surprise, he does triple damage instead of double damage. He is very quick and can dodge and run quite spryly, which earned him the nickname "Spring Heeled Jack."

Powers: Jack can appear to be an average fellow for short periods of time. He can hide his raging psychosis until alone with his victim, then he strikes. He can even appear as someone known to the intended victim, such as a fellow party member. To do this, Jack must first have seen the person he wishes to copy. He can only do this for a short period of time, and will appear as a male only.

KELBY

Type: Evil creature.

Consistency: Dual.

Defense: Great.

Skills: Great Speed, Superior Strength, Poor Intelligence.

Appearance: A beautiful white stallion wearing a black leather saddle. It lives in rivers, or deep streams, or the ocean surf. A kelby never travels far from running water.

Personality: More cunning than a normal animal.

Motivation: To drag lost souls to their doom underneath the water.

Combat: By flicking a lost soul with its tail, the kelby can set his ectoplasmic hair and clothing on fire. The target must make a Good Dodge roll to avoid being hit. The flames do 1



WTL damage per turn, and can only be put out if doused in water from the kelby's dwelling place.

Powers: A kelby tries to beguile a lost soul into riding it. It will bow before the person with the highest Charm, and beckon him to mount. If the lost soul refuses, he must make a Poor Will roll to resist the kelby's allure. If the roll is made, the kelby will turn its attention to the next lost soul. If all resist, it will rear and whinny fiercely, stomping the ground with frustration before dashing back into the waters from whence it came.

If a lost soul does mount the kelby, it will gallop into the water. As the victim tries to leap from the kelby's back, the beast will grip him firmly in its strong teeth, holding him to its back unless its victim makes a Great Strength roll to extricate himself.

See the Aquatics skill in Chapter 6: Skills for more information on what happens to a character in water. Kelbys take no damage from water.

LAMASHTU

Type: Demon.

Consistency: Dual.

Defense: Good.

Skills: Great Strength, Good Speed, Passable Intelligence, Catastrophic Charm.

Appearance: A hideous woman with wormy hair and dangling eyes. Her skin is rough and porous, her breath foul and her tongue long and black. Lamashtu often wears a veil over her face. She carries huge hooks in each hand.

Personality: Cruel and malicious.

Motivation: To drain WTL from all creatures, but particularly from children and pregnant women. She particularly enjoys using her sharp hooks to torture the innocent.

Combat: The hooks Lamashtu carries drain (Defense vs Good) x 3 WTL from the victim. For every 3 points drained, Lamashtu gains 1 WTL, which can even allow her to exceed 20 WTL.

Powers: Lamashtu is so ugly that anyone seeing her for the first time in an encounter is paralyzed for (Sanity vs Poor) x 30 minutes.

MADAN

Type: Neutral entity.

Consistency: Dual.

Defense: Superior.

Skills: Inhuman Strength, Poor Agility, Feeble Intelligence.

Appearance: About seven feet tall, muscular and very hairy.

Personality: Greedy and gluttonous. A madan is almost always hungry and will eat all he can. Madans are one of the easiest entities to summon, requiring just the promise of plenty of food. Many magicians use them as bearers.

Motivation: To eat.

Combat: A madan is incredibly strong and can easily lift a ton. It uses its long arms and huge fists to pulverize its foes, doing (Defense vs Passable) x 5 damage. A madan is naturally protected by its thick, leather-like hide. If necessary, a madan can remove itself from combat by slowly levitating upwards and away from the battleground.

Powers: **Levitation** (Uses = 6): A madan can levitate at the rate of 10 feet per turn. A madan can carry up to one ton while levitating.

MONGOOSE, TALKING

Type: Neutral entity.

Consistency: Incorporeal.

Defense: Passable.

Skills: Superior Agility, Inferior Strength, Passable Intelligence.

Appearance: A talking mongoose is invisible, even to a lost soul. When they do choose to appear, they look like large mongooses. A talking mongoose may choose to speak to spirits and people without showing itself. They hate animals because they are always visible to them.

Personality: Secretive and suspicious, they seek only their own amusement. A talking mongoose will sometimes adopt a person, usually a child or an adolescent, as its "most trusted friend."

Motivation: A talking mongoose wants only to play with his friend, and may seek to eliminate those who would interfere.

Combat: A talking mongoose normally does not fight. It will use its friend to fight for it, or it will use its telekinesis to wield weapons with Poor skill. If it must, it can bite incorporeal opponents for a (Defense vs Passable) x 1 damage.

Powers: **Telekinesis** (Use = 4, 6 turns per use): Allows the mongoose to move one small object of less than a pound.

Telepathy (Use = 4, 3 minutes per use): Allows the mongoose to communicate telepathically with any one known sentient being, no



matter where the target is. While linked, the mongoose may try to delve into his target's mind to gain information the target wishes to withhold. The target must roll Good on Intelligence to resist the mongoose's prying. If the target fails his resistance roll, the mongoose may claim him as his "best friend." A mongoose has continual telepathy with his best friend, and is always visible to him. A mongoose may have only one friend at a time.

Mind Control (Use = 5): Allows the mongoose to mentally control his best friend. The mind control lasts for (victim's Sanity vs Good) x 2 minutes.



NIGHT HAG

Type: Evil lost soul.

Consistency: Incorporeal.

Defense: Passable.

Skill: Good Strength, Passable Intelligence.

Appearance: Night hags appear as beautiful women dressed in flowing white gowns. Their true appearance is of a horrible, warty hag. They always face their victims for their backs are hollow, like rotten tree trunks.

Personality: Intelligent and cunning, they seek to seduce their prey into a position of vulnerability. They can be bargained with.

Motivation: A thirst for the Karma of others.

Combat: A night hag attacks with her four ectoplasmic tentacles. They spring from the hol-

low of her back and can stretch up to twenty feet. A character must roll Good on Dodge to avoid being hit by a tentacle. If it hits, it will drain (Fate vs Poor) Karma each turn until the victim drops to 1 Karma, the tentacle is severed, or the night hag is killed. For every 5 points of Karma drained, a character loses 1 supernatural power. Since a night hag cannot drain a character below 1 Karma, they are less of a threat to someone with low Karma.

Each rubbery tentacle has 20 WTL and a Defense of Poor. A severed tentacle will still function, it will just be shorter. The tentacles grow back at the rate of 1 foot per minute. Only a character who gets past the tentacles can attack the night hag's body.

If forced to, a night hag will fight with her dagger, doing (Defense vs Passable) x 2 damage.

Powers: On her turn, a night hag may switch between being material or immaterial. It takes the night hag's complete concentration to effect the change. In either form, she can see and hear lost souls.



NIGHTMARE

Type: Neutral entity.

Consistency: Incorporeal.

Defense: Great.

Skills: Great Agility, Awesome Strength, Feeble Intelligence.

Appearance: A dark steed standing slightly taller than a normal horse. Its coat is coal black,



its eyes fiery, and flames shoot from its mouth. The nightmare can gallop across a continent in one night.

Personality: Wild, uncontrollable. It is not particularly hostile, but it does not like to be ridden.

Motivation: To run free.

Combat: A Nightmare attacks with its razor sharp hooves, doing (Defense vs Poor) x 3 damage. On the same turn, it can also bite for (Defense vs Poor) x 2 damage.

Powers: Once per hour, a nightmare can breathe fire, doing (Defense vs Great) x 2 damage to every incorporeal being before it. Once per night, the nightmare can carry a single rider anywhere on the continent (nightmares cannot cross oceans). The rider must subdue the nightmare by reducing it to 5 or fewer WTL, and then mount it by rolling Great on Quickness. The rider must then roll Good on Ride to make the nightmare go where he wants. Otherwise, the nightmare will go wherever the referee chooses.

RAPTORE

Type: Neutral creature.

Consistency: Incorporeal.

Defense: Passable.

Skills: Poor Strength, Good Agility, Inhuman Speed.

Appearance: A hawklike bird with grey plumage.

Personality: Bird of prey. A raptore can be trained by a lost soul or medium to attack on command. Raptores hate demons.

Motivation: None.

Combat: Attacks with claws and beak, doing (Defense vs Good) x 2 damage.

ROPOTOU

Type: Evil creature.

Consistency: Incorporeal.

Defense: Awesome.

Skills: Good Agility, Good Charm, Inhuman Strength, Good Intelligence, Superior Cunning.

Appearance: This 20 foot long dragon has green-grey scales, yellow eyes and a savagely twitching tail. Its breath blasts a 100 m.p.h. gust of foul smelling air. The Ropotou has large, scarlet claws and teeth.

Personality: The Ropotou wants one thing: to become corporeal again and stalk the earth.

Motivation: The Ropotou was a horrible dragon which ran rampant in France and China in the Middle Ages. It was banished to the afterlife by Saint Franck who splashed it with holy water. To this day the Ropotou is terrified of liquids. Its greatest fear is drowning.

The Ropotou is not a stupid creature. It believes that it can be transported back to the world of the living if it finds and eats the ectoplasmic equivalent of three things: the heart of a maiden, the liver of a brave man and the Ebony Altar of Thoth. See **Chapter 10: The Afterworld** for a complete description of the altar.

Combat: The Ropotou can attack three opponents per turn, one with each claw for (Defense vs Good) x 5 damage and once with its bite for (Defense vs Good) x 7 damage. Because of its size, it cannot center all its attacks on one target.

Powers: Once every half hour, the Ropotou can breathe a blast of hurricane force, noxious air, doing (Strength vs Great) x 3 damage to all those before it.

SASQUATCH

Type: Neutral creature.

Consistency: Dual.

Defense: Good.

Skills: Poor Agility, Superior Strength, Poor Intelligence, Good Defense.

Appearance: Ranging from six to nine feet high. Humanoid, covered with brown shaggy fur. When a sasquatch dies, its body becomes incorporeal. It usually spends the daylight hours in material form.

Personality: Shy, solitary creature. Enjoys roaming the woods in corporeal form, where it is often spotted by incredulous persons. Usually flees (or turns incorporeal) when approached, but will attack if it feels threatened. Capable of understanding some American Indian words.

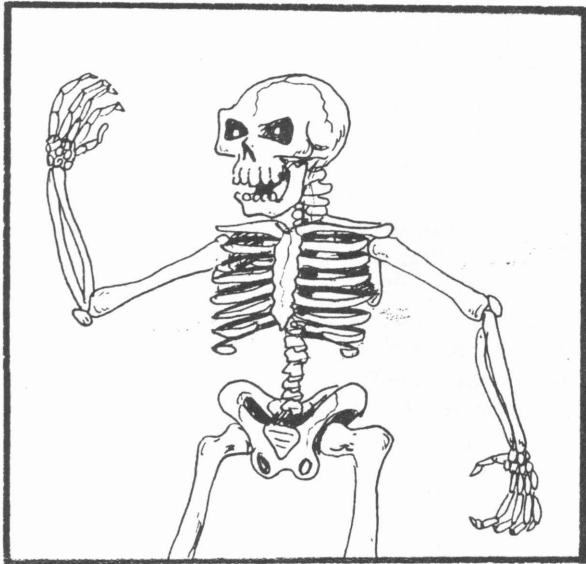
Motivation: To avoid spirits and the living and go about his business of eating roots and berries.

Combat: The sasquatch usually grabs his victim in his bear-like hands and squeezes him to death. To avoid being grabbed, a victim must roll Passable on Dodge. A grabbed victim will be pinned for (Strength vs Superior) x 2 turns, each turn taking (Stamina vs Great) WTL damage. A sasquatch sometimes uses rocks and clubs as



weapons against physical beings, doing (Defense vs Passable) x 3 damage.

Powers: Mournful Cry (Uses = 2). The sasquatch's deafening howl causes all within the local area it to quake with fear for (Will vs Good) x 1 turn.



SKELETON

Type: Neutral creature.

Consistency: Unnatural.

Defense: Passable.

Skills: Good Agility, Passable Strength, Feeble Intelligence, Great Dexterity.

Appearance: Skeletons are the reanimated bones of a person, created from corpses to serve evil wizards or demons. They are able to see incorporeal as well material beings.

Personality: None to speak of. Because they are not under their own control, they are not considered evil.

Motivation: To serve their master.

Combat: Skeletons favor scimitars and bucklers. When so armed, they do (Defense vs Poor) x 5 damage. Their unnatural nature allows them to harm ectoplasmic beings as well as material creatures.

Powers: Skeletons radiate fear. A character must try to stay (Will vs Passable) x 3 feet away from the skeleton. If forced closer, he must Dodge away and cannot attack.



ZOMBIE

Type: Neutral creature.

Consistency: Unnatural.

Defense: Passable.

Skills: Poor Agility, Good Strength, Pathetic Intelligence.

Appearance: Zombies are the reanimated corpses of the newly dead. They are pale, with greenish or grey skin that smells of rancid meat. Dressed in rags, they stare, open mouthed, and may drool black bile.

Personality: Zombies moan and gibber mindlessly, with no memory of their past life, and are only capable of obeying the simplest of commands. They are often used by unscrupulous plantation owners to work in fields and orchards. They do not eat or rest, and will perform their tasks endlessly. After a few years, a zombie will wear out.

Without the control of a zombie master, some rogue zombies develop a strong craving for human flesh. They can be identified by the blood and gore smeared over their clothing and faces. Rogue zombies are quite strong, and though their movements seem stiff, they are surprisingly fast. A zombie who is fed meat will become a rogue zombie.

Motivation: To obey the will of their master. Rogue zombies seek only to eat human flesh.

Combat: Zombies attack with rusty, make-shift weapons, doing (Defense vs Poor) x 3 damage. If unarmed, they will attack with their bare hands and powerful teeth, doing (Defense vs Poor)



x 2 damage. They travel in groups, and where one zombie is found, another will appear every d6 turns. Because of their unnatural state, their bite can affect incorporeal beings.

Powers: If a zombie is fed salt, he will instantly realize that he is dead. He will run screaming to the nearest cemetery, where he will bury himself in the soft earth.

DEMONS

"Demon" is a term applied to any of a number of unique evil entities. Demons come in many shapes and sizes, and most have an individual name. They may be two legged humanoids, or amorphous blobs. Among the humanoid sort (frequently called devils), the colors red, blue, and green are prevalent. Many of them have tails, a few have bat wings and most of the humanoid kind have animal hooves instead of feet. In combat, some use archaic weapons such as spears, swords and pitchforks. Others attack with teeth, claws, horns, or barbed tentacles. Demons possess a variety of powers. Some can breathe fire, grow at will, or cause weather changes.

Demons inhabit the Outer Planes, dwelling especially in The Underworld and The Abyss. They form a rigid hierarchy consisting of six ranks, with the first rank being the most powerful, as shown on the **Demon Rank** table.

SAMPLE DEMONS

Abigor (Rank 1): A handsome man riding a winged horse, bearing a lance, standard or scepter. He knows the secrets of war and can foresee the future.

Abraxas (Rank 5): A fat man with the head of a cock and a gnarled tail. He carries a whip and a shield.

Adramelech (Rank 2): He has a human head and torso, the body of a mule and the tail of a peacock. He is very vain.

Aguares (Rank 1): Rules the east part of The Abyss. Teaches languages, can make people dance and misdirects people with his spells.

Andras (Rank 1): Prefers the title Marquis. He has the head of a wood owl and the body of a winged angel. He often wears a concealing

Demon Rank

Rank	Title
1	The Princes
2	The Ministers
3	The Ambassadors
4	The Justices
5	The House of Princes
6	The Lesser Pleasures

cloak or floppy hat. He rides a black wolf and carries a saber.

Astaroth (Rank 1): This powerful demon look pale and sickly. He has two drooping wings and wears a crown upon his head. He is often seen nude riding upon a dragon. He carries a pet viper with him and gives off a terrible odor. Astaroth can see the past, present and future and can detect secret desires.

Baal (Rank 2): Baal has the head of a cat, crowned man and toad. His muscular torso ends in spider legs. He is able to make himself invisible and can easily trick those who summon him.

Belial (Rank 5): This lisping, slim young man is nevertheless rather handsome. He rides a chariot rimmed with fire, which burns all who approach it.

Buer (Rank 3): He is an expert in medicine and can cure any disease, mental or physical. He has the head of a lion and has five goats feet. He moves with a tottering gait.

Dagon (Rank 1): He has a forked fish tail and reigns over the oceans. He can be tempted by baked food or freshly cut wheat, which he adores.

Empusa (Rank 3): Demon of Midnight. This demon can appear in any form she likes, but she favors that of a pretty woman. She can always be detected since her left foot never changes - it is always that of an ass's hoof. She enjoys breaking the arms and legs of her victims and making them suffer great tortures. Empusa is often seen in the company of Hecate.

Eurynomus (Rank 6): His horribly deformed body is covered with fox fur; he uses his long teeth to feed on decaying carcasses and dead bodies. He is capable of eating the bodies of lost souls as well.



Furfur (Rank 3): He appears as an angel or as a winged stag with human arms and a flaming tail. He controls storms and will only answer questions with lies unless enclosed inside a magic triangle. If this is done, he will solve the most abstract problems.

Malphas (Rank 2): He often appears as a large crow, but can also appear as a heavily armed soldier encased in armor and carrying a sword. He builds impregnable citadels and destroys enemy ramparts easily. He is a notorious liar.

Mastema (Rank 5): Born from the union of a living man with a succubus. Mastema controls a large legion of demons. Considered a rebel amongst the established hierarchy, he is slowly taking control. He is shown as a strong young man carrying a sword.

Paymon (Rank 4): He appears in the form of a strapping young man with the face of a woman. He is crowned with jewels and rides a camel. Paymon is interested in all social activities.

Ukobach (Rank 6): The inventor of fireworks and frying, Ukobach always appear with his body in flames. He can create oil with just a wave of his hand.

Uphir (Rank 3): A chemist and doctor, this demon is well-versed in medicinal herbs. He is responsible for the health of the demons.

Zagam (Rank 3): He can change water into wine, lead into silver, blood into oil and copper into gold. He is the demon of counterfeiters and deceit. Zagam has the wings of a griffin and the head of a bull.

Here are some other ideas for human NPCs that may appear in your adventures.

DEMONOLOGIST

A demonologist uses his soul to bargain with demons, binding them to his will. All of his powers originate with these fearsome creatures from the far planes. Demons always demand a sacrifice related to the type of spell they grant. For instance, a demon with a fire spell might insist that the demonologist roast a live creature over a roaring fire. Most demonologists are not particular about where they get their victims.

Dealing with demons is a dangerous job, and some demonologists are consumed by the forces they seek to control, becoming little more than the puppets or playthings of forces so evil that mere mortals cannot hope to resist them.

MAD SCIENTIST

Mad scientists are usually middle-aged or older. They are socially inept, having sacrificed companionship for the sake of science. Mad scientists are obsessed with a scientific theory which is considered impractical or immoral by the mainstream. Some are driven by sheer madness, others by a personal obsession.

In combat, mad scientists use chemicals or inventions they have created to subdue their opponents. Others fall back on standard weapons such as guns. Most mad scientists have hulking assistants who do their fighting for them. If cornered, they pull a lever which will destroy their surroundings entirely.

NECROMANCER

Necromancers gain their power from the residual energy of the dead. They study the yellowed pages of ancient books, delving into forbidden secrets that humans were never meant to know. It is a dangerous study, fraught with sanity shattering lore too awful to contemplate. The reward is the power to control the dead.

The dangers of necromancy are possession and madness, and a grim knowledge of what awaits those who die. Many necromancers have already succumbed to their dark knowledge, and are quite insane.

HUMAN NPCs

There are several kinds of human NPCs who employ supernatural powers. Cultists belong to a variety of organizations which all have one thing in common — to gain supernatural powers from the evil entities they worship. Mediums, including witches, psychics, and ghost-busting parapsychologists, all make good NPCs. A town pastor compelled to rid the world of unclean spirits would be a challenge, especially if he were good, not evil. Never underestimate the amount of trouble the living can cause the dead.

RUNNING THE GAME

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HAZARDS

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

Here are some other dangers a lost soul must beware.

SUNLIGHT

Ectoplasmic objects and beings are dissolved by daylight. The sunlight increases the energy level of the ectoplasm to the point where it is too kinetic to be held together by the lost soul. The ectoplasm itself isn't destroyed, it simply breaks apart and returns to an ambient state. How much damage light does to a lost soul depends on the duration of exposure, as shown on the **Sunlight Damage** table. Fluorescent lights and incandescent lights cause ghosts discomfort, but do no harm. Ghosts are most comfortable when in candlelight, deep shadows, or complete darkness.

Lost souls prefer to travel in darkness. They can see fairly well even in pitch black, unless the darkness is supernaturally created. The more light in an area, the more difficult it is for a lost soul to see. In a brightly lit room, a lost soul is almost as blind as a material person in an unlit cell.

Example: *Rupert must deliver an urgent message to Cecily, a medium. To get to her apartment, he must go out in direct sunlight. He borrows a pair of sunglasses from Antoinette and dashes off. He is exposed a total of 8 minutes, and takes (Stamina vs Good) x2 damage. He makes a Feeble roll, which is increased to Inferior because of his sunglasses. Rupert takes 8 points of damage.*

IRON

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

Placing a one pound block of iron on a grave that contains a ghost's body will prevent the ghost from leaving his casket until the iron is removed. Lost souls even avoid walking over iron; if a block of iron is buried under a doorstep, no ghost may enter by that door.

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

ANIMALS

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

Sunlight Damage

Exposure	WTL Damage
Less than 1 minute	(Stamina vs Poor)
1-2 minutes	(Stamina vs Passable)
3-5 minutes	(Stamina vs Good)
6-10 minutes	(Stamina vs Good) x 2
11-30 minutes	(Stamina vs Great) x 2
30-60 minutes	(Stamina vs Great) x 3
1-2 hours	(Stamina vs Superior) x 3
3-4 hours	(Stamina vs Awesome) x 3
5+ hours	(Stamina vs Awesome) x 4



FOLKLORE

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

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

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

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

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

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

Nailing Blood: Driving three iron nails through the bloodstain of a murder victim forces the victim's ghost to remain within the area where he was slain. The lost soul is entrapped until the nails are removed (the lost soul cannot remove the nails himself, even with the help of a supernatural power).

ADVENTURES

An adventure is a story, told by the referee, in which the players participate. You may use pre-written adventures like the one at the end of this chapter, or you may create your own.

An adventure doesn't have to be played from start to finish at one sitting. A session ends when you find a good stopping place, or when half the players have fallen asleep and the sun is coming up. The next session picks up where the last one left off. To maintain interest, most adventures are finished within two or three sessions. Characters who survive an adventure may be used later.

An adventure begins when the Mentor sends the lost souls back to the world of the living to collect Karma. Between adventures, the character returns to Limbo to recuperate and advance in his abilities. Adventures begin and end in Limbo, but they rarely occur there. They happen in the world of the living or one of the realms of the dead, such as Hades or Valhalla. Most adventures happen in the physical world.

DESIGNING ADVENTURES

The best adventures are those designed specifically for your players according to their own interests and their characters' backgrounds. When a player makes a ghostly vow, he is giving himself a mission. Take advantage of this by designing adventures around ghostly vows. Your job is not only simplified, but improved.

There are five parts to every adventure:

- ✓ Background
- ✓ NPCs
- ✓ Settings
- ✓ Events
- ✓ The Climax

BACKGROUND

The adventure background explains how the characters become involved in the adventure. While waiting in Limbo, the character's life passes slowly before her eyes. She recalls events that made an emotional impact on her, especially things that she wants to set right. These flashbacks are the basis for adventures. The referee writes up an incident from the character's life that relates to the adventure and gives it to the player to read.

The background must suggest a clear goal to the players, and it must be interesting enough for them to want to go on the adventure (even though it may also be a red-herring leading to a totally different and unexpected adventure). The background hints at mysterious happenings, and links the central character to those events.

The adventure background gives the player a reason for going back to earth. It motivates her to return to earth by appealing to her own de-



sires: love, revenge, pride, or even curiosity. The background includes clues to the adventure, and suggests at least one ghostly vow the character might make. The central character must make at least one ghostly vow based on the background. Otherwise, she will not return to earth, and the adventure will never begin.

The Mentor sends the central character and her companions to the setting of the adventure. It is up to the central character to explain to her companions what she remembers about the background, and why they have returned. The other characters can either make ghostly vows of their own (related to the background or to helping the central character) or they can simply go along and try to gain Karma during the adventure.

It's possible for the referee to create a background story for more than one player. While more interesting, this is also more difficult because the backgrounds must be interwoven into one plot with the same setting and NPCs. Not an easy goal!

NPCs

Write a description of the NPCs your players are likely to encounter. Pay particular attention to your NPCs' personalities and motivations, as these will have a tremendous impact on the course of the adventure. Be sure to write down any supernatural powers your NPCs have and how they are used (remember, NPCs do not roll to use their supernatural powers; players roll to resist them). Lastly, make a note of how you expect the NPC to interact with the characters.

SETTINGS

An adventure must have at least one setting. The adventure could take place in a haunted house, an insane asylum, a library, or any other location.

Drawing maps of the settings in advance will help you run an adventure smoothly. A building map shows rooms, halls, and doors. Your map should be keyed to describe the purpose of each room, with a note of anything interesting there. For settings where you don't anticipate much action, you don't even need a map; a brief description of the location will suffice.

Although most adventures are set on earth, you need not limit your adventures to one plane.

Other planes of existence are inhabited by demons, devils, and strange entities. Some ideas for planes of the dead include Tartarus, Hades, Gehenna, Acheron, The Abyss, Valhalla, Olympus, and Paradise.

EVENTS

Events are the building blocks of an adventure, much like scenes in a book. Whenever a character interacts with an NPC, or confronts an obstacle, it is an event.

When creating an adventure, write a list of events you expect to happen. Try to anticipate the actions your characters will take, and come up with ways to frustrate their goals. Also create events that will give clues to steer the adventure back on course should the players get off track. Events should build one upon another to form a story. No event should be random.

Pace your events carefully. If your players have a combat, make the next event something that doesn't require fighting. Events don't have to occur in the order they are listed; pick and choose events as you play. Events can be keyed to certain locations, times, NPCs, or conditions. Some events will be triggered by other events, and some can happen at any time you choose.

It is your job to keep the challenge of each adventure on par with the abilities of the players and their characters. Don't pit a lost soul against a foe he can neither defeat nor escape. Particularly tough NPCs should be saved for the climax of a story, so that the players can use everything they have in one last ditch effort to defeat him.

INVENTING EVENTS

There is no possible way for you to predict all possible events for an adventure. During play, you'll have to create events on the fly, allowing your plot to change as needed. The best events will twist the plot in a new and unexpected direction. Perhaps the players discover the person they thought was the arch villain is actually an innocent dupe!

You can also create complications from other events. The unexpected result of an action a player took earlier in the adventure — or even in a previous game — can be a fascinating event.



RUNNING AN EVENT

When you run an event, describe the setting and situation to the players and ask them how their characters respond. Then play out the event until the obstacle is overcome or avoided.

As a rule of thumb, the more important an event, the more detailed its setting. Tell the players what their character can see, hear, or otherwise sense. Instead of describing every item in a room, encourage your players to ask questions about their surroundings. If a player asks what color the walls are, tell him, even if you have to make it up on the spot. If you don't know the color of the walls, who does?

You may want to sketch the location on paper. This is especially helpful during combat, when you must track the position of many characters. This keeps the action straight in the minds of everyone involved, and can prevent many disputes (and it's another good reason to map the settings in advance).

Events should provide the possibility of some sort of reward (such as Karma or information) or penalty (such as wounds). Favors granted by a powerful ghost, or the friendship of a living person can also be powerful rewards. The key is to keep the reward equal to the dangers of the adventure.

There must always more than one possible resolution to every event, based upon what the characters do and how well they do it. If the players have no choice, it's not an event; it's a transition.

TRANSITIONS

Transitions are little bits of business that link events. A transition can be as simple as a character stepping into the next room. Even a cross country trip may be transitional, as long as nothing of great importance occurs. Simply describe a few details, ask the players if they want to do anything special (if they do, play it out), and then introduce the next event. There is no need to design your transitions when creating the adventure. They will occur naturally as you play.

THE CLIMAX

The climax is the big finale of the adventure. Usually, this is the event that will allow

the central character to complete the ghostly vow he took at the beginning of the adventure. Don't try to plan your climax in every detail. Often, the players will come up with their own method of resolving the adventure. If they try something clever, allow it a chance to succeed even if you didn't think of it first. You players will feel more a part of your adventure if you allow them to devise their own solutions, instead of forcing them to follow a pre-determined course of action.

WRAPPING UP THE GAME

At the end of the adventure, let the characters return to Limbo where they can rest and recuperate. Allow the players to ask questions about the game, and fill them in on things that their characters missed or didn't fully understand. In return, ask them what they liked or disliked about the adventure. You can learn a lot about how to run exciting adventures simply by listening to your players!

After each game session, you may want to make notes on what has happened. In this way, you can keep track of NPCs that the characters meet, the things they've seen and done, and incidents that may lead to future complications. Use the log to recap what happened in the last session when you are starting the next one. Not only will the log help you maintain continuity, it is also fertile ground for the genesis of new adventures.

ADVENTURE IDEAS

Time Travel: Because Limbo is timeless, a Mentor can send the players back to any time in history. A lost soul could even be sent to warn himself of his own impending death.

Psychic Detective: A medium is a well-known psychic detective who specializes in unusual cases. Her band of ghost partners use their special powers to help track down master criminals and supernatural transgressors.



The Gate: A powerful vortex is appearing on earth in the neighborhood of one of the character's family. The players return to find out what is causing the rift, and to stop it before it sucks a loved one to the vast unknown. This could easily lead to adventures on another plane.

Nefarious Plot: Although the characters have died from seemingly unrelated causes, it soon becomes clear that one person is behind all of their deaths. The players find out that they are all heirs to the Frothingham fortune and have been killed one by one by their twelfth cousin, Bernard Frothingham. Can they bring him to justice before the last heir is dispatched?

Demon Wars: Though demons rarely cooperate with each other, they have banded together under the rule of one — Caratacus. The ghosts of great military heroes — Hannibal, Napoleon, Rommel — have joined forces to fight him, but they need inside information to win. The players vow to infiltrate Caratacus' lair.

Amnesia Victim: The players find the astral projection of a medium wandering in a daze. She has a bump on her head, and can't remember where her body is or why she is astral traveling. She is carrying a piece of paper with the words "Ikto Maia Domiba Ge" written on it. She doesn't remember what it means, or why she is being pursued by demons who seem to want the note.

Psychic Research: For years Grant Angelthorpe, psychic researcher, has been the bane of the supernatural world. In his frenzied search to prove that ghosts exist, he has captured a spirit! He plans to present his find to the scientific community in less than a week. A spirit player vows that he must be stopped at all costs.

Madness Takes Its Toll: One of the player characters has been driven mad. He fears that the other ghosts are trying to destroy him, so he plans to reincarnate them first, one by one. No one wants to harm the character, but his actions are very dangerous. Can he be cured before someone is reborn as a newt?

The Orphanage: The child of one of the party members is sent to the Glumly Orphanage. The directors of the orphanage are Oscar

and Ophelia Miscovitch, a brother and sister team. They not only hire out the children as slave labor, they also sell them to the highest bidder for all sorts of nefarious purposes. Can the party overthrow the Miscovitch's evil empire? Will the child find a loving home?

Insane Mastermind: Before he died, a spy character discovered that the leader of a powerful country has gone completely mad, and plans to blow up the world with a new secret weapon. The player vows to stop the madman before Limbo is hit by a mass immigration.

Evil Possession: The spouse of one of the party members is invaded by an evil spirit. While seemingly normal to those around her, she begins to commit horrific crimes on the sly. It's only a matter of time before she is caught and punished for acts she didn't even realize she performed. Can the party drive the spirit away before the loved one's life is completely destroyed?

Return of the Mummy: The ancient remains of the Egyptian mummy, Princess Atar-Um-Ra is owned by the Julio Conquestos Museum in Houston, Texas. The director decides that the profitability of the mummy would be increased if it were unwrapped. When this is done, the spirit is released from its supernatural shroud, and she appears before the party members. She is embarrassed that her remains are on display, and demands to be returned to her Egyptian tomb, giving the players the opportunity to vow not to rest until they escort her spirit and her mummy back to Egypt. To add even greater interest, you might even make one of the players the spirit of Princess Atar-Um-Ra.

The Magic Sword: The party is drawn, against their will, to the seance table of a wizard. He demands that they bring him the Sword of Light and Darkness, an artifact that was purportedly thrown into the pits of Hell. If they do not do so within three days, he will kill their loved ones, reincarnating them as pond scum.

The Performance: The ghost of King Henry VIII loves to be entertained. Every century, ghostly troubadours and performers travel to Hampton Court to put on a show for him and other nobles. This time, the master magician Harry Houdini has promised to recreate some of



his best tricks. He is chained, bound with rope and placed in a trunk which is then hoisted over the Kings' throne. A few moments later, it is lowered and Houdini is gone! The only problem is, he never returns. What happened to Houdini? If he was reincarnated by a rival, how was it done? And if he's hiding, where is he and why?

Pirates: A large number of ships and pleasure boats are disappearing off the coast of Florida. The players vow to investigate the depths of the sea to find out if some supernatural occurrence is behind the phenomenon. Sure enough, they find that the famous ghost ship, the Flying Dutchman, has been manned by Blackbeard and his pirates. They're having the time of their afterlife sinking ships and draining the will to live of the hapless victims. Can the party stop them?

Wild Powers: The players are drawn to a child, the latest in a line of mediums. The child has a "wild power" which draws lost souls like a magnet. The child, unaware of his powers, keeps moving in a vain attempt to stay ahead of the ghosts. He feels pursued and haunted. The players must rescue the child from the evil spirits he has attracted, and teach him how to control his powers.

CAMPAIGNING IN THE AFTERLIFE

Adventures fall into two categories: single story and campaign.

A single story adventure is one which has a definite conclusion, and normally ends within one or two gaming sessions. Most single stories revolve around one character or NPC the players care about.

It's easy to develop a single story for a *Lost Souls*. Each character provides at least three different sources: background, cause of death and unfinished business. A referee need only

glance at one of his player's character sheets before he is off and running.

Campaigns are a little different. A campaign involves a number of related adventures which all have the same underlying theme or goal involving the same group of characters. The players may not even realize that the adventures are linked until half way through the campaign. Their interest will be heightened when they realize that nefarious things have been going on right under their noses!

Let's say you were running an adventure involving a princely demon. The players invade his lair and manage to dispatch him. This is an example of a typical single story adventure. But let's add a mysterious, shadowy figure and a bizarre necklace inscribed with strange symbols. During the next adventure, *whatever it might be*, the players are constantly beset with a feeling of being watched and the character who adopted the necklace has a strange fainting attack. These two events have nothing to do with the action at hand, but will be remembered in conjunction with future events.

At the start of the next adventure, the players encounter an Arcane Scholar who identifies the necklace as a trinket of the demon Welthana. The players are sure that the demon is the one tracking them and causing the fainting spells. They decide to lay a trap for her.

Ultimately, the players will discover that the necklace is a badge of authority and Welthana wants it in order to remain Queen of The Underworld. Of course, her brother Rollo will pay any price to obtain the necklace for himself, and sends an evil medium to join the party and steal the item. And so on, and so on.

DESIGNING A CAMPAIGN

The easiest way to design a campaign is to get someone else to do it. Campaign adventures are available at your local game store and can provide hours of enjoyment with very little effort on your part. Unfortunately, these are not always available, and you will have to use your little grey cells to create unique campaigns. Here are a few rules of thumb for you to follow.

Encourage characters to grow: Since the same characters will be campaigning together, give them plenty of time to interact, work out personal goals and develop personality traits.



Between adventures, players should be allowed to expend Karma points to increase their skills and improve their equipment.

Introduce constant NPCs: These are generally neutral or good NPC's who form a relationship with one or more members of the party. They provide information, require rescuing, or make mischief which the characters must deal with.

Make use of foreshadowing: A campaign may have its roots in a seemingly unrelated adventure which took place many sessions ago. The actions taken by players in the first few adventures of a series should have great impact by the story's end. As the referee, you will carefully want to note any and all hints and foreshadowing encountered by the characters before the adventure proper begins.

Focus on world changing events: Personal goals are better suited for a single story adventure. A campaign deals with events which will literally change the world or plane of existence. Perhaps demons are planning to invade Limbo or a tabloid has plans to publish proof that ghost do exist. The actions of the players should have long ranging results. If they fail to stop a demon from becoming the President of the United States, their campaign world will be radically changed as the demon's influence spreads. The players should feel they are an important part of the campaign world.

Focus on a major foe: This should be a powerful being who is not encountered until the last adventure in the series. Normally, the players must be prevented from confronting the major foe too soon. Perhaps he's in a secret hiding place, or he might have only one weakness which must be found before he can be defeated. The characters battle against his minions as they research the origins and motives of the major foe. Finally, they find his secret hiding place or bane and confront him. The major foe should be interesting, unique and mysterious.

Focus on a wide ranging conspiracy: A well-orchestrated conspiracy can be just as frightening as a major foe. Lets say Napoleon, Hitler and Gengis Khan have developed a plan to take over the earth and make it a haven for evil

spirits. The living would be made their slaves. Their minions are already starting to implement this plan when the characters start bumping into them. At first, they don't realize what's going on, until they start to put two and two together.

Focus on opposing organizations or groups: In simple terms, this comes down to good and evil, but it really refers to any opposing forces. Players could find themselves in the middle of an intrigue involving Fiends and Mentors or dedicated to defending The Underworld from invasion by the minions of The Abyss.

REFEREE TIPS

One of the most enjoyable aspects of *Lost Souls* is the interaction between the incorporeal characters and the physical world. Just traveling from one place to another can be a challenge for a lost soul. With their supernatural abilities, the players are enormously powerful, yet they can be stopped by something as mundane as a closed door. They may be able to banish demons, but can they handle a human adversary who is fleeing in a car? By focusing on the character's limitations, you encourage your players to use their problem solving abilities, and you also enhance the distinctive appeal of a *Lost Souls* adventure.

SPLITTING THE GROUP

It's easiest to manage an adventure when you keep the characters together, but inevitably the party will split up. There are three ways to handle this situation. The easiest way is to leave everyone at the table and alternate between the different groups. This keeps everyone involved, and lets you jump between groups at dramatic moments: "You lift the coffin lid and as the creature within leaps for your throat, we switch over to Rupert in the chapel . . ." Not only does this create tension, it also encourages the group to rejoin, especially if one group is having all of the fun!

Or, if the separation is brief, and you want to create an air of mystery, simply take the sepa-



rated players into another room and role play their actions in private.

You needn't always speak to a party of adventurers as a unit. If a character makes a private discovery, write his player a note giving him the details. He can decide for himself whether or not to share the information. Players can write notes to you, but don't let this get out of hand. Keep your notes short, or else you'll spend all of your time writing.

Note passing creates tension between the players, especially if they think you're favoring someone. One of the quickest ways to generate distrust between the players is to start passing notes. This may be the very effect you desire!

CHARACTER CONTROL

Normally, you should never take control of a character or tell a player what his character is doing (unless the character is under the influence of a supernatural power). After all, why should the players bother to play if you run their characters for them? NPCs will allow you plenty of opportunity to role play.

There are some situations where you must remind a player of how their character feels. If a player forgets that his character is scared of spiders, you should remind him. If the player refuses to play accordingly, you should penalize him by not giving him any bonus Karma at the end of the adventure.

REINCARNATING CHARACTERS

The referee's job is to keep the game enjoyable, not to reincarnate the characters. Face it, you could squash them like bugs at any time. Don't put them in hopeless situation. Quick thinking should be rewarded, and there should always be a way out.

When a character is in a situation that might result in obliteration, be impartial. Don't let him survive just because you think he's a fine character. If the players learn that you won't really allow them to be reincarnated, they'll attack everything in sight with the arrogance of immortality. The risk of reincarnation should always be present.

If a character is reincarnated, his demise should be traceable to a choice the player made. If he attacked a demon single-handedly, he re-

ally can't complain when his character is reborn as bread mold.

In a campaign, reincarnating characters is even more tricky. Campaigns generally reflect a lot of work by the characters, and it would be a shame for the players to lose everything they've worked for, especially a well-developed character. Instead, consider giving them Karma penalties.

ROLE PLAYING HORROR

Why do people play horror role playing games? Horror as a method of entertainment has puzzled psychologists and artists alike for many years. The psychology of horror has been examined in many fine books, but they still don't answer the widespread appeal of the genre. The following section does just that (many of the ideas in this section were inspired by Noël Carroll's scholarly work, *The Philosophy of Horror*).

THE THEORIES

How can real emotions be created by something your players know is not real? Understanding this will help you inspire horror (or any other emotion) in your players, even as they sit in a cheerfully lit living room. There are many different theories on how to encourage players to react to your horrific scenarios the way you want them to. Below are some of the most common concepts.

Willing Suspension of Disbelief: This theory suggests that players can be horrified only by that which they believe in. The referee makes his story as realistic as possible in an effort to make the players believe in demons, vampires, Old Ones from the deep and all the rest. Unfortunately, no matter how realistic you make your adventures, your players will always be perfectly aware that it's just a game, that crypt lurkers aren't after them, and that there are no such thing as chain rattlers. Disbelief is a normal reaction to the supernatural, and your



players can't be forced to believe in what they know is not true no matter how vividly you portray your monsters. Expecting them to willingly suspend their disbelief would be like asking them to check their reason at the door. Besides, horror can affect a player whether they want it to or not, there's nothing willing about it!

Play Acting: In order to explain why people can be horrified by what they know is untrue, it's been proposed that an emotional involvement in the story is an act of make believe. The referee presents supposedly frightening situations to the players, and they make believe they are scared. They might even scream in mock terror when the monster jumps from the closet, but like any play acting, such yowls are usually followed by embarrassed laughter.

Creating mock horror is a lowly goal, especially since real emotions *can* be generated by fiction. An erotic description can easily create true arousal in its audience, not some phony make-believe arousal. In the same way, a referee can move his audience to horror without settling for pretend horror.

Character Identification: Some people have suggested that a role player should strive to increase character identification to the point where the player somehow thinks that he is the character he is playing. Thus, when the character experiences fear, the player will too.

While it's reasonable for players to like their characters, or to sympathize with their plight, it's not natural for anyone to be deceived, entranced, or manipulated into believing they are their character. If your players start thinking they are their characters, existing in the world of *Lost Souls*, do them a favor and call a psychiatrist.

The emotions a player feels are rarely the same as his character's. When a character struggles with a terrible monster, the player may feel suspense concerning the outcome. The character, presumably, is too active to feel anything but fear, determination, anger, or another emotion appropriate to the situation.

The opposite might be true as well. The character may be oblivious to any danger, but the player (after noticing the referee looking up statistics for demons in the rulebook) is in a high state of anxiety. He knows what is in store for his unsuspecting character.

The Gross Out: In this strategy, the referee focuses on disgusting imagery in an effort to make his players nauseous, thus duplicating the physical effects of horror. This approach soon degenerates into a constant escalation, with the audience growing more resistant to the graphic violence and the referee having to go to ever greater lengths. Since role playing games lack the visual special effects of the movies, going for the gross out is even less effective.

Shock is also aimed at eliciting a similar reaction. Movies are filled with monsters suddenly jumping at their victim in an effort to induce physical surprise in the audience. On a twenty foot screen, a jumping monster has an immediacy that can't be denied. In a role playing game, the thought of a leaping monster isn't nearly as impactful.

Cliche Horror: Another tactic is to try to tap into your audience's memories. In this method, the referee relies heavily on accepted stereotypes of what is scary, and on NPCs who indicate how the players are supposed to feel. This commonly degenerates into melodrama, with the audience experiencing make-believe emotions. It is also decidedly not horrific. We've read so much about malevolent black cats, creaking dark houses and mysterious strangers that they've become familiar, if not comfortable, to us. To your players, turning the lights down low isn't atmospheric, it just makes it harder to read their character sheets.

SUCCESSFUL HORROR

As you have probably realized by now, none of the commonly accepted methods of creating horror in a game are truly effective. None give you the same thrill of terror that you get by watching *Alien* or reading a short story by Lovecraft. Why not? And what can you do as a referee to develop those feelings that make people shiver with horror?

In this non-visual medium, you must engage your players' minds if you want to reach their emotions. We all have emotional reactions to our thoughts. It doesn't matter whether those thoughts are about something real or imagined. It's the idea of vampires that is horrifying, not our belief in the existence of such beings.

As a referee, you must present your players with horrific concepts to think about, and then



compel them to dwell upon the significance of those ideas. If your ideas are truly horrifying, they will elicit the horror. Don't rely on cliches to do your work for you.

THE APPEAL OF HORROR

In order to create horror, it helps to understand the emotion that you aim to instill in your players. You may begin by asking yourself why people enjoy horror in the first place.

Horror is more complicated than fear. You can be terrified of the IRS, but you can't be horrified. The missing ingredient is disgust. By definition, horror is a combination of terror and revulsion. Additional emotions can be added to create an even more powerful effect.

Real horror is an intensely *painful* feeling of fear and disgust. No one in their right mind would seek out real horror, much less receive enjoyment from the sensation. If a role playing game instilled real horror, few would play it twice. Your players would flee from the gaming table, or turn away in disgust.

The world is already too full of real horrors for us to consider creating even more. Our objective in this section is to help you generate an exciting, thrilling sense of horror that's much more enjoyable than the real thing, and yet with just as sharp an edge. To do this, you will combine elements similar to fear and revulsion.

FEAR VS. SUSPENSE

Fear is the feeling of alarm caused by the expectation of danger, pain, or disaster. Fear in itself isn't fun nor pleasant. Attempting to terrorize your players is a fruitless exercise, and at worst it can be depraved. If you really want to frighten your players, just threaten them with a knife and see if they come back, which they probably will — with the police. Instead of frightening your players away, you want to rivet them to their seats.

In a role playing game, any anxiety the players feel is for the sake of their characters. It

doesn't matter that their characters are fictional. The prospect of a well-liked character coming to an evil end (and perhaps being removed from the rest of the adventure) makes us apprehensive. Once the character has been accepted into the player's circle of things to worry about, they can be a primary source of suspense.

With real fear, you dread what you expect will happen, and so you seek to avoid the situation. With suspense, you dread what may happen, but your curiosity to find out the result is just as strong. The two urges within you produces even greater tension and emotional excitement. Suspense is a pleasant, intense feeling that can give all the enjoyment and excitement of a roller coaster ride, with none of the danger.

To create suspense, a question must be raised in the player's minds, and the answer suspended until later in the adventure. The question should be implied, not clearly stated. It should have an obvious, unfavorable conclusion that seems impending, and a favorable answer that seems unlikely.

REVULSION VS. FASCINATION

Horror requires revulsion, a feeling of extreme dislike or aversion. The trick is to create repugnance without causing your players to turn away.

Unnatural. Alien. Strange. All are terms used to describe something that does not fit within our conceptual categories. Snakes cause revulsion because they move yet they have no legs. Body fluids (most notably blood) also cause disgust because what should be inside is on the outside. The undead violate the separation of dead and alive. Severed body parts are revolting because they violate the category of completeness. Evil children violate the common conception that children are innately good.

Things existing outside our conceptual categories are considered repulsive, yet they hold an undeniable attraction. The unnatural is innately interesting simply because it is unknown. The desire to know the unknown motivates most horror plots. The ultimate answer, as in *Frankenstein*, may be that the unknown is best left unexplored. In *Invasion of the Body Snatchers*, we learn that what we don't know *can* hurt us, and we had better learn more about the unknown to protect ourselves against it. In either case, the plot focuses on the exploration of the



unknown, the very subject which most causes fear.

In a role playing game, the life threatening aspects of the unknown are removed, so the players are safe to explore their fascination. The players may want to turn away from what they find, but they should find themselves so fascinated that they are compelled to continue. Again, the player's emotions are pulled in two directions at once; the stressful emotion (disgust) is carefully balanced by the enjoyable emotion (fascination) creating a exciting tension. Revulsion is the necessary price to be paid for learning about the unknown.

MONSTERS

In horror, the object of fear is almost always embodied in an entity, called the monster. Monsters are an easy method of combining fear and disgust in one being. The monster is dangerous (i.e. an object of fear) and unnatural (it violates conceptual categories).

In *Jaws*, the monster is a shark. Now, if the shark had been just a natural shark (that is, only dangerous), it would have been a thriller or action film rather than a horror movie. But the shark in *Jaws* is more than natural. First of all, it's enlarged. And it exhibits greater intelligence plus a dogged desire to kill vacationers that makes it even more dangerous and unnatural.

Monsters, being creatures with unknown properties, make appropriate subjects for discovery. They are fascinating because they don't fit within any of our conceptual categories (the very thing that makes them simultaneously loathsome), which leads us to want to learn more about them.

The player's curiosity is awakened by the strange properties of the monster. If properly done, they will want to learn more about it. Part of the appeal of horror role playing is the sense of discovery as the characters slowly uncover the monster and deduce its powers, weaknesses, motives, and origins. Because of this, horror stories share a common bond with mysteries. Both involve discovery and rationalization. The difference is that a straight mystery does not create the conflict between repugnance and fascination that gives horror its morbid appeal.

THE EMOTIONAL PAYOFF

The process of confirming the monster's abilities engages the player's mind, forcing them to think about the ideas you are presenting, no matter how repugnant they may be. As the extent of what you are presenting dawns on the players, they are filled with a sense of *fear* for their characters' safety and *repugnance* at the taboos they are forced to confront. In other words, they feel horror. At the same time, their curiosity insists on satisfaction. Their fear is matched by the suspense of wanting to know what happens next. Their revulsion is matched by their fascination. It is the interplay of these four emotions which causes the thrill of horror. Effective horror role playing causes real emotional conflict not only for the characters, but for the players themselves. This, then, is the emotional payoff of horror.

CREATING HORROR

Putting all the elements of horror together in an adventure may seem a daunting task, but it can be surprisingly easy. True, horror cannot be turned on and off like a switch, but the following suggestions should help you build a sense of horror in your players. Remember, none of these ideas on its own will salvage an adventure. The plot itself must be horrifying and your players must have an emotional stake in their characters.

CHARACTER VS. PLAYER FEAR

You can't make your players frightened by telling them their characters are scared. A good role player will obligingly act afraid, but his actions are simply mock fear, a reaction you should avoid. Likewise, Sanity Checks cannot create fear in a player. They are just a tool for implementing the effects of terror on a character.

One trick that does work is to have the characters meet NPCs who are frightened. This



won't scare the players in itself, but it will cause them to wonder what scared the NPC, and their own thoughts will begin to disturb them. Over the course of the adventure, you can grow this worry into anxiety and even dread. It also engages the player's curiosity, a necessity in horror.

ORIGINALITY

Because a horror story is so involved with the fear of the unknown and discovery, it's imperative that it be as creative and inventive as possible. Old, tired ideas will not create horror. It takes fresh, surprising twists to make them exciting and to attract the player's interests.

For instance, everyone knows that a vampire can be destroyed by pounding a stake into his heart. If your players manage to dispatch a villain in this time-worn manner, what would they think if he regained life just moments later?

REALITY

Be consistent when you present unnatural occurrences to your players. Make sure that there is a reason for everything the players encounter, even when confronting the supernatural. If a werewolf suddenly flies away, there should be a reasonable explanation to account for this unknown ability. Perhaps a magician has placed a spell on him. Whatever the reason, the answer should be available to the players if they choose to look for it. Players will be less inclined to become involved in your story if it doesn't make sense to them. Don't lose their attention by glossing over logic and reason.

MYSTERY

Don't tell your characters everything about your monster right away. A slow disclosure will maintain their interest, and build suspense. The unknown can be more frightening than everyday fears because your players magnify the threat with their imaginations. To maintain suspense, there needs to be some unanswered questions about the monster. For this reason alone, don't reveal everything about it, or else you're missing an opportunity. In the movies, Van Helsing knew an awful lot about Dracula's powers, but he didn't know where to find him or what his purpose was. The suspense created by this mystery culmi-

nated in true horror when Van Helsing's questions were finally answered.

TABOOS

Breaking taboos can be an easy way to create repugnance, but there's a fine line between taboo-breaking and absolute disgust. As the referee, you can determine just what will be acceptable to your players without causing them to view you as a sick pervert.

If you wish to rely on breaking taboos for your adventures, you might try focusing on social taboos. *Rosemary's Baby* is a classic example of this type of story. After giving birth to the devil's child, Rosemary accepts it as her own. By mothering her unnatural spawn, Rosemary steps outside the realm of what is natural and expected. We are repulsed, yet fascinated by her choice.

SUGGESTION

Ask your players specific questions. Instead of saying "What do you do next?" suggest some obvious course of action: "Do you open the door?" Or "What hand do you open the door with?" A hint of concern in your voice will intensify the unknown factors that may lurk ahead.

Suggestion forces a player to imagine all sorts of nasty things that could happen if he did the stated action. This is a great way to add uncertainty and suspense to your game.

DESCRIPTIONS

In general, it's preferable to state your adventure in concrete terms. Instead of telling a player his character is afraid, try describing the source of his fear. While this won't necessarily frighten the player, it will give your adventure a greater sense of reality. For this reason, you might also want to involve all six senses. Try describing the smell of spilled blood, or the slippery feel as a character steps in a puddle.

FORESHADOWING

Foreshadowing contributes to suspense by raising a question about the future that is answered later. Many films show us the power of foreshadowing. First, a meteor falls to earth. Next, Farmer Brown discovers a strange oozing



substance in his garden and is never heard from again. The audience knows that danger is lurking about, but precisely what it is remains a mystery until the protagonist faces down a huge mass of people-eating jelly.

ISOLATION

In *Lost Souls*, the characters are innately isolated because of their condition — they can't easily report nefarious activities to the police. This forces the characters to rely on themselves to solve problems. It also increases the drama and suspense of your story, and allows the characters to develop fully. If the players insist on soliciting outside help instead of relying on their own abilities, make the help so incompetent that the players have to end up rescuing their saviors. Or when the players call for help, send in some of their enemies instead. And if all else fails, simply have no one believe them.

UNEASE

Create a feeling of uneasiness and confusion by showing the players things are not as they expect. One of the easiest methods is to reveal that a helpful NPC is really an evil entity secretly working against them.

THE GLIMPSE

Until the climax, the main villain should be able to get away easily (through supernatural means, if need be). This allows you to give the players glimpses of the monster, without forcing a confrontation. Encourage the players to speculate on the powers of the foe until they have developed a healthy respect for its abilities.

You can also send minions from the main monster to confront and harass the players. This allows the excitement of a direct conflict without letting the players confront the main source of evil prematurely.

PACING

To create suspense, build up your story slowly, and then speed up as the players confront actual danger. The build up should last longer than the actual confrontation. The entire adventure could be viewed as the build up for the final confrontation with the main villain.

SPOOKY SETTINGS

Some people swear by spooky settings, foggy moors, haunted houses, and all the rest. They're mistaking the trappings of past horror movies and books as the source of terror.

Whenever you come upon a traditionally "scary" setting, try to figure out what originated the tradition. For instance, old houses are considered "spooky." Why? There's nothing inherently scary about an old house. But we have come to associate "old things" with death and decay. This emotional response is what elicits horror.

Don't rely on old traditions, instead invent your own settings. Some of the best horror stories take place in such innocuous settings as shopping centers, lake side resorts and motel rooms.

DARKNESS

Movies have trained us to think of the dark as scary (actually, it's more useful for keeping the zippers hidden on the back of monster suits). Put your monsters in half light, allowing the players to see glimpses of things they wish they hadn't. Complete blackness will only frustrate your players.

CLUTTER

It's more interesting to have settings that are complex and full of things. Give the monsters plenty of places to hide and your players a plethora of things to see and examine. The clutter can also help you suggest certain things to your players, both real and imagined.

HUMOR

Lost Souls creates an additional conflict by combining horror with black humor. Again, the conflicting emotions pull the audience in two contradictory directions, creating even greater tension and impact. It also makes the game more enjoyable to play.

All role playing games are social activities, and the primary purpose of *Lost Souls* is to be



fun. It's not meant to teach a moral, or to be an allegory. It's just a game. Humor and laughter are an important part of any social gathering. *Lost Souls* allows you to introduce humor without losing the sense of horror.

Humor compliments the absurdities so commonplace to a lost soul's existence. As spirits, your players will have difficulty just opening a door, which makes it hard to take the situation too seriously. Much of the humor will be a natural outgrowth of the character's unusual predicament and the limitations they experience.

HUMOR IN LOST SOULS

One way to introduce humor is to alternate humorous scenes with horrifying scenes. Another, more difficult yet effective method, is to combine humor and horror. Thus, the very thing which causes the horror is also the source of the humor. This can evoke powerful conflicting emotions in your players, who may find themselves chuckling and gasping at the same time.

It's important that these are not the make-believe emotions of play acting, but real reactions. The creepy guy in a cape with the Hungarian accent may elicit mock horror and real humor, but that's not what we're seeking. The horrors must be real, but they're presented with a wit and irreverence that makes them even more terrible if you can stop laughing long enough to think about it.

SUSTAINING SUSPENSE

While laughter can release tension, it can also be used to sustain suspense. How often have you seen a character in a movie fleeing from a monster? The character jumps into a car, locks the door, and a look of relief passes her face as she thinks she can now escape. Then she reaches for the keys and realizes that they're still in the car door.

To the character, this is extreme horror. To an outside viewer, it's a fine example of irony. And yet the humor does nothing to alleviate the tension, in fact, the situation is now even more suspenseful than before!

Black humor and irony work well to complement the horror of *Lost Souls*, but if you aren't a master of gallows humor, go with whatever you do best. Do you enjoy parody? Then run adventures as subtle digs at traditional horror stories.

Do you have a knack for slapstick? Then, when a character makes an Awesome or Catastrophic roll, exaggerate the results to absurd levels. Don't suppress your sense of humor in an attempt to create a "horrifying" atmosphere. Horror exists in the plot structure of an adventure, not in the mood. As long as you retain those elements crucial to horror, you will create the conflicting emotions that will leave your players uneasy, disturbed, or even horrified.

KEEP MONSTERS DANGEROUS

Even when adding humor, you must keep your monsters dangerous and repulsive. If your monster is a bungling idiot, you'll lose the element of fear needed to create horror. This doesn't mean that your monster can't be funny. As an example of a wise cracking monster, we need look no further than Freddy Krueger and the *Nightmare on Elmstreet* movies.

FORCED COMEDY

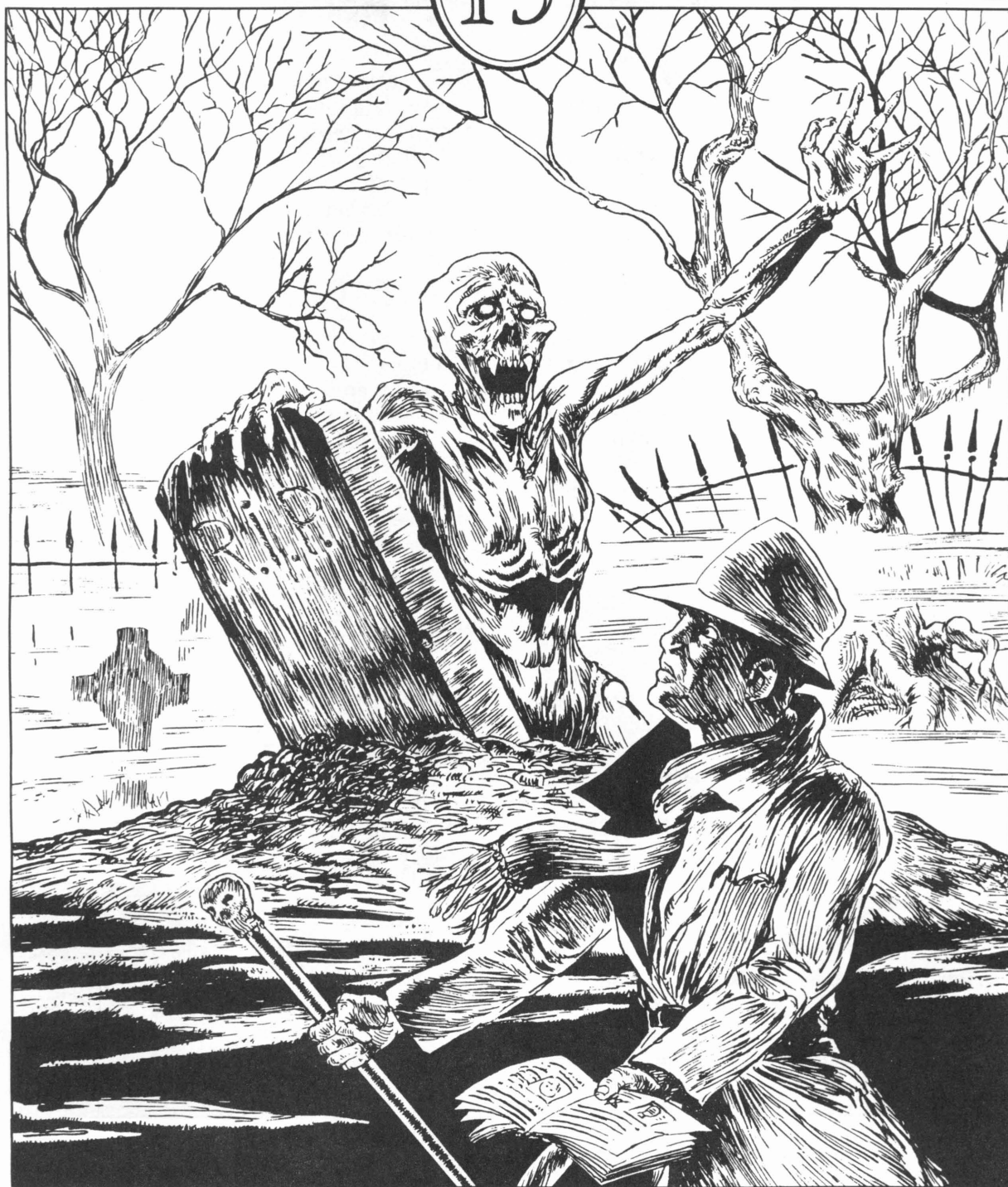
It's also important to remember that you don't have to be a comedian, and neither do your players. Keep the humor at whatever level you are comfortable with. Some days you might be feeling in a jolly mood where the jokes come fast and easy, other times just cracking a smile will be a chore. That's all right, just don't try to force the comedy. There's nothing less amusing than someone who is trying too hard to be funny.

And of course, if you and your players are not looking for laughs, then you can down play the humor as much as possible.



ADVENTURES

13





THE PINEVILLE HORROR

CENTRAL CHARACTER

The Pineville Horror makes an excellent introductory adventure for beginning players and referees. It assumes the central player is an Average Joe with the cause of death "Dropped radio into bathtub while soaking." His Life & Death history should include "Lover responsible for your death." The referee may need to make changes to the background story if using a different central character.

BACKGROUND STORY

Note: Give a copy of this background story to the central player.

You remember the night you died like it was yesterday. You were coming home from your in-laws, a two hour drive through the wooded mountains. Maybe you should have listened to your wife and stayed on the highway, but with traffic backed up behind an overturned logging truck, you thought taking the next side road would get you home faster.

The rutted road led into the forest, the canopy of trees blocking the moonlight. At an unmarked fork, your wife Lily suggested you go right. Not long afterward, your headlights washed across a cyclone gate, the first outpost of civilization you had seen in miles. Beyond the gate squatted the rusted carcasses of ruined cars, a sort of Sargasso sea of automobiles. Lily wanted to stop at the junk yard and ask for directions, but thoughts of banjo playing, inbred mountain men spread through your mind, chilling you to the bone. You thought it would be better to go on.

You continued into the darkness of the forest, your headlights cutting a narrow swath of comfort. To the sides, in the thick of the pine trees, you thought you glimpsed pale forms, but when you pointed them out to Lily, they were gone. Lily said you had been driving too long, and maybe you had. How else could you account for the white figures shambling in the dark?

The wrenching of metal against the underside of your car snapped your attention to the road. Stopping to assess the damage, you found a metal pipe with one end buried in the dirt road,

its point sticking up at just the right height to tear out your oil pan.

Over Lily's objections, you decided to continue down the road on foot rather than turn back to the junk yard. The road had to lead somewhere.

Lily and you walked maybe a mile before the headlights of a pickup truck played across your backs. The driver of the truck was a black haired man with wing shaped eyebrows that reached to the edges of his temples. Pulling over, he offered "the lovely lady and her companion" a ride into town. You were both grateful to accept. It was a tight squeeze with the three of you in the cab, your wife between you and the driver.

His car smelled of pine trees. In the truck bed, atop a mound of coarse sacks, crouched a man who held his head bowed the entire trip. He wore tattered overalls with his bare arms folded over his knees, perhaps to retain his body heat against the bite of the cold. You never saw his face, and he never spoke.

During the ride, the driver introduced himself as Nathan Seedling, the self proclaimed pine cone king. He ran a pine cone picking operation. The seeds were processed and sold to delicatessens throughout the northwest, the oils going into pine scented detergents and tree shaped air fresheners. He invited you to spend the night at his estate, and for a horrified moment you realized Lily was about to accept when you cut her off by firmly announcing you would rather spend the night at a motel in town.

Nathan frowned at you, then abruptly turned the conversation to other things, discussing with Lily how lucky she was that he had come along before the Barnes family. The Barnes family ran the junk yard. It would be a shame, Nathan said, for them to waylay someone as vivacious as Lily.

The road led to Pineville, a few shacks clustered against the encroaching forest. There was a restaurant here, with a few rooms in back. Lily thanked Nathan warmly for the ride, and he invited her, and you, to visit him at his estate. Lily blushed and said she would try to convince you to take her. You said, in no uncertain terms, that you would sooner die than visit Nathan's



estate. From the cold gaze Lily treated you to, you knew she thought you had overreacted.

The boarding house was run by a woman named Danielle Flynn. She rented you the room in back for a reasonable fee, and was gracious enough to prepare dinner even though it was past midnight. She even offered to give you and your wife a free haircut and manicure in the morning as one of the special services of Danielle's Bed & Breakfast. You and Lily retired to your room to argue in hushed voices about her friendliness to Nathan and your anal retentive jealousy. Your squabble ended when you heard a knock at the door. You called for Danielle to come in, but when no one answered, you opened the door yourself. No one was in the hall outside, but a tray with two plates was resting by your door, one with the chicken your wife requested and one with the steak you ordered. Danielle must have gone back to bed, or else she was too embarrassed to interrupt your quarrel.

After a meal eaten in silence, you undressed to take a bath. Lily refused to speak to you; in fact, she went so far as to pretend to be sleeping, although she hadn't even undressed.

As you were soaking in the tub, almost dozing off, you heard a soft whistle from the other room, so faint as to be almost inaudible. Looking up, you saw Lily walk into the bathroom carrying the radio. You smiled and thanked her; a little music would help prevent you from falling asleep in the tub and drowning yourself. Without speaking, she plugged in the radio, turned it on to static, and pitched it in the tub with you and the water.

The pain lasted longer than you would have guessed before your heart stopped and you floated free from your body. Your burnt shell looked swollen in the steaming water. Lily stared blankly at your body for a moment, then walked into the other room, laid down on the bed and closed her eyes.

A swirling tunnel opened above you. Though you wanted to stay, the void would not be resisted. It engulfed your spirit, drawing you to Limbo.

POSSIBLE VOWS

At this point, the player must make one or more ghostly vows based on his backstory. Some suggestions:

- ✓ I will not rest until I learn why Lily killed me.
- ✓ I will not rest until I kill Lily for destroying me.
- ✓ I will not rest until I regain Lily's love.
- ✓ I will not rest until I let Lily know I forgive her.

Once the vow is made, the player is sent back to earth, along with any other lost souls who want to help him. They are sent to the place where the central character died; the bathroom in the back room of Danielle's Bed & Breakfast. It is three days after the character's death. The adventure now begins.

NPCS

DANIELLE FLYNN

Type: Good person.

Consistency: Material.

Defense: Poor.

Skills: Great Interrogate.

Appearance: An attractive blonde woman of about 30.

Personality: Friendly and talkative.

Motivation: To learn new rumors she can spread at her restaurant. No one in town believes her gossip.

Combat & Powers: Danielle cannot fight ghosts.

Notes: Danielle knows the following information which may be of interest to the players. Remember, lost souls will have to use supernatural powers to communicate with living characters.

1. On the night of the murder, she remembers fixing dinner for her guests, but she fell



asleep before taking it to them. She must have been more tired than she realized.

2. She was awakened by Lily ringing the bell at the front desk. Lily calmly explained that she had found her husband dead in the tub. Her placid manner reminded Danielle of someone in shock. Danielle called Sheriff Rudy Russell, who asked Lily to come to the police station with him. Before leaving, Lily paid her tab, saying she would not be back. Danielle didn't blame her for not wanting to spend another night in the room where her husband had died.

3. Danielle's own husband died two years ago when a strange sickness struck Pineville, killing most of the male population between 16 and 30. Women, children, and the elderly were immune. The epidemic lasted only a month, and now strikes only occasionally, hitting mostly male tourists. A victim of the disease becomes weary, exhausted, and dies within 24 hours. The people of Pineville call the sickness the "24 hour flu." The only person who recovered is Larson Barnes.

4. Secret: Danielle offers a free haircut and manicure to every tourist who stays at her lodgings. She sells the hair and fingernails to Mamma Barnes for \$50 a set. She doesn't know what the Barnes matron does with them.

SHERIFF RUDY RUSSELL

Type: Good person.

Consistency: Material.

Defense: Good.

Skills: Good Aim, Great Brawling, Great Strength, Superior Stamina.

Appearance: A red-necked country cop. His gut protrudes over his gun belt and his cheek is always crammed with tobacco. Rudy is the only lawman in Pineville.

Personality: Drawling and down-to-earth. He'll firmly disbelieve any supernatural events even to the point of absurdity.

Motivation: To enforce the law.

Combat: Rudy cannot harm ghosts.

Powers: Because of his intense disbelief in the supernatural, any supernatural power used in Rudy's presence is at -2 columns. It is this natural resistance to the supernatural that has enabled Rudy to survive in a town riddled with the paranormal.

Gear: A .38 revolver, handcuffs, a four wheel drive jeep.

Notes: 1. When Rudy questioned Lily the morning after her husband's death, she explained what happened in a dull monotone. It seemed like an accidental death; her husband had been listening to the radio when it fell into the tub with him. Lily had fallen asleep right after dinner and had slept through the whole thing. Rudy noted her home address and told her he would contact her if he had any further questions.

2. Lily paid to have her husband buried at the local cemetery. She said she was too upset to deal with it anymore (the central player may want to take a Ghostly Vow not to rest until his body rests in his family plot). Hap, the gravedigger, planted the body yesterday in Potter's Field. No one attended the funeral.

3. The last time Rudy saw Lily she was driving off with Larson Barnes in the tow truck. The next day, Larson told Rudy he had repaired the car and sent her on her way home (Note: Larson lied).

5. In his office, Rudy has the half melted radio that killed the central character. The tuning dial is still fixed on the dead hiss between stations. If this is pointed out to Rudy, he'll become suspicious. Why would the dead man have been listening to static? He'll start searching for Lily to bring her in for questioning.

HAP THE GRAVEDIGGER

Type: Neutral person.

Consistency: Material.

Defense: Good.

Skills: Poor Agility, Superior Strength, Poor Intelligence.

Appearance: A grizzled, grey haired man with a craggy face and unkempt whiskers. Under his shirt, the scars of claw marks cut cross his chest.

Personality: Hap is an alcoholic who fears his mis-deeds will be discovered. Andrew, the Graveyard Guardian has been haunting Hap, making him a nervous wreck. The two of them are locked in a perpetual feud.

Motivation: To get drunk and to drive Andrew away.

Combat: Hap can use his whip to flog ghosts for (Defense vs Poor) x 3 damage. He often chases Andrew around the graveyard, cracking his whip and shouting obscenities.

Powers: As a gravedigger, Hap has developed the ability to see ghosts (although he can-



not hear them like a medium can). Four times per day, he can cross himself, which forces any ghost in the local area to leave the graveyard for (Will vs Good) x 30 minutes or else suffer incapacitating pain for an equal length of time. Since Andrew cannot leave the graveyard, he is especially at risk.

Gear: A shovel, bullwhip, and a flask of cheap whiskey.

Notes: 1. Hap has been selling corpses to “a man who lives in the woods.” (Zebulon). After the mourners have left a funeral, Hap digs the body back up. A gaunt worker picks up the body in a wagon, paying Hap \$50. Only relatively fresh bodies are accepted.

2. Hap met the man in the woods only once at the start of the epidemic, when many of the townsfolk were dying. Hiding his face inside a hood, the man from the woods explained how Hap would serve him, and when Hap agreed, the man raked his chest with a clawed hand. Hap thought he had been killed, but through the rips in his shirt, he saw the wounds were already turning into scars. Hap has done his best to serve the man in the woods ever since, drowning his guilt and fear in whiskey.

3. Hap never bothered to bury the central character's body since there were no mourners at his funeral. He sold it last night. Lowering his voice, Hap will add that he's positive the worker who picked up the corpse was someone who had been buried three weeks earlier.

THE GRAVEYARD GUARDIAN

Type: Neutral lost soul (haunt).

Consistency: Incorporeal.

Defense: Passable.

Skills: Passable Agility, Good Strength, Good Intelligence.

Appearance: Like other haunts, Andrew has pallid skin and dark shadows beneath his eyes. His neck still bears the rope burn where he was hanged for chicken stealing back in 1877. He wears clothing from the period of his death.

Personality: Vindictive and vengeful. He's angry at the men who buried him in Potter's Field first, making him the graveyard ghost. Why couldn't they have buried someone else first? Andrew will never forgive even the slightest offense.

Motivation: To keep out evil spirits and demons, and to expel Hap from the graveyard.

Out of spite, he'll try to drive out other spirits as well, unless they convince him they can somehow help him get rid of Hap.

Combat: Each turn, Andrew can hurl an ectoplasmic hangman's noose at his target. A spirit must roll Passable on Dodge to avoid having the noose close around his neck. If the Dodge roll is failed, the character takes (Defense vs Great) WTL damage each turn until the noose is loosened. A character must roll Great on Strength to break the noose, or else cut it with an edged weapon and a Good attack roll. Once the noose is removed, it vanishes.

Powers: Nightmare (Use = 1): Each night, Andrew uses this power on Hap. He'll not use it on anyone else.

Message (Use = 5): Andrew can make 15 letters appear as though written in blood. The letters last up to one hour.

Glimpse of Death (Use = 2): Andrew can use this power on any reflective surface. It lasts for two hours, or until someone looks into the surface. The victim will see himself as he would look when dead. It causes the victim to lose (Sanity vs Good) WTL and he must roll on the **Sanity Check** table (see Chapter 6).

Notes: Andrew Potter was the first person buried in Potter's Field, and so he is doomed to guard the cemetery forever. He's the only spirit here. He knows that the souls of those Hap has sold have not found rest. Andrew doesn't really care — if he's trapped on earth, why shouldn't the others be as well?

MAMMA BARNES

Type: Evil person.

Consistency: Material.

Defense: Passable.

Skills: Poor Agility, Inferior Strength, Poor Intelligence, Great Cunning.

Appearance: An old woman with a fright-wig of white hair. The black wart on her chin sports three black hairs. She bears the scars of claw marks across her breast.

Personality: Cagey, and very superstitious.

Motivation: To protect her children and serve Zebulon. She will try to prevent players from speaking to Larson.

Combat: See powers, below.

Powers: As a witch, Mamma has the ability to hear ghosts. She also has these powers:



Ghost Vision (Use = 4): Allows her to see ghosts for 30 minutes per use.

Evil Eye (Use = 3): The victim (who Mamma must be able to see) suffers -2 columns on all rolls for (Fate vs Good) x 2 turns.

Chill Touch (Use = 4): For 6 turns per use, Mamma's touch does (Defense vs Poor) x 4 damage to ghosts.

Contact Higher Being (Use = 1): Mamma can gain 3 yes/no answers from supernatural sources.

Notes: The matriarch of the Barnes family, Mamma has been practicing witchcraft for most of her life. About two years ago, her son Bart was claimed by the 24 hour flu. Soon after, despite her best wards, her grandson Larson also fell ill. Using her arcane powers, she learned that a soothsayer called Zebulon had just moved into town. Realizing this was his black magic, Mamma sought him out and made a pact. She would become his follower if he would spare her grandson. Zebulon agreed, and marked her with his claws.

Mamma Barnes pays Danielle for the hair and fingernail clippings of tourists and makes them into wax voodoo dolls. Every few days, a zombie comes from Zebulon to collect the dolls.

Mamma Barnes will reveal none of this. If forced to through some supernatural power, she will suddenly clutch her chest and fall over dead, the old claw marks bleeding rich red blood.

LARSON BARNES

Type: Neutral person.

Consistency: Material.

Defense: Good.

Skills: Inferior Agility, Good Strength, Feeble Intelligence.

Appearance: A big, slow moving young man. He wears a red kerchief tied over his mouth like a bandit, and he refuses to touch anyone's hands.

Personality: Stupid and slow witted. He almost died during the epidemic two years ago, and no longer associates with others much for fear of contamination.

Motivation: To stay healthy.

Combat & Powers: None.

Notes: 1. Larson will claim that he bought Lily's totaled car and she must have used the money to buy a bus ticket home. If pressured, he'll admit that Lily asked to be let out at the

fork in the road that leads to the Seedling estate. He asked about the car, but when she didn't seem interested, took the car home without paying her. He hasn't seen her since.

2. Larson knows that Mamma Barnes makes "devil dolls" and gives them to the pine cone pickers. He's seen Nathan's unhealthy workers in the forest at night, gathering pine cones in the pitch black.

NATHAN SEEDLING

Type: Neutral person.

Consistency: Material.

Defense: Passable.

Skills: Passable Agility, Good Strength, Great Intelligence.

Appearance: A black haired man in his early forties. His wing shaped eyebrow reach almost to his temples. He wears a small black goatee.

Personality: Greedy and selfish, Nathan is interested in only his own desires. He'll stop at nothing to gain what he wants. So far, he has not committed murder, but he is willing to cross that line (and thus become evil).

Motivation: To have his way with Lily.

Combat: His .45 revolver does (Defense vs Passable) x 6 damage.

Powers: Amulet that allows him to see ghosts. He has 4 doses of a powder that, when hurled in a room, causes all spirits in the local area to become material for (Dodge vs Great) x 2 turns. He has 2 doses of a powder that causes blindness for (Stamina vs Poor) minutes, and 1 dose of a powder that causes sleep for (Stamina vs Poor) hours. These powders must be thrown on a single target.

Gear: In his vest pocket, Nathan carries a small locket containing a strand of Lily's hair. So long as Nathan carries this locket, he can mentally control Lily. The locket only works for Nathan. If he loses it, Lily can be verbally controlled by anyone making a Passable Bully roll.

He also has a whistle which he blows to control the zombies about the plantation.

Notes: Nathan became infatuated with Lily while driving her to Pineville. Nathan snuck into the Bed & Breakfast and lit an incense stick that caused Danielle to fall asleep. He tainted Lily's chicken with a powder that put her in a zombie-like trance. Using his whistle to control her, he



forced her to murder her husband and come to him.

Nathan refuses to have her killed and made into a full zombie. He likes her the way she is: warm.

Nathan met Zebulon during a business trip to Bolivia. Zebulon was in hiding, and promised Nathan prosperity if he would help him get into America. Nathan held up his end of the bargain, and in return Zebulon provided tireless workers who needed no sleep or food, and who Nathan would never have to pay. Nathan finds Zebulon distasteful, and loathes the walking dead who work on his estate, but enjoys the profitability. If he could control the zombies without Zebulon, he would gladly send the old shaman packing.

LILY

Type: Good person.

Consistency: Material.

Defense: Poor.

Skills: Poor Agility, Poor Strength, Passable Intelligence.

Appearance: A lovely blonde woman in her early twenties.

Personality: Lily currently has no will of her own. She walks in a trance, and if questioned, she will answer as Nathan would want her to. She says she is happily in love with Nathan. Actually, she is under his complete mental control as long as he carries the locket with her strand of hair.

Motivation: Whatever Nathan wants.

Combat & Powers: None.

Notes: Unlike the other zombies, Lily is still alive. The players must disenchant the voodoo doll Zebulon is carrying in order to break the spell. Until then, Lily will resist being taken from Nathan and will say that she is his now. If she is taken from Nathan before being freed, she will try constantly to return. Nathan will always know where she is, and will send zombies to free her.

It only takes a Good Medical roll to determine that Lily isn't dead. She's cold, and hardly breathing, but still alive in a trance-like state.

ZOMBIES

Type: Neutral creature.

Consistency: Unnatural.

Defense: Passable.

Skills: Poor Agility, Good Strength, Pathetic Intelligence.

Appearance: Pale men with skin that smell of rancid meat. They are dressed in rags.

Personality: None. They mindlessly obey the whistled commands of Nathan and Peter, the handyman. At any time, Zebulon can take over the zombies mentally and control them directly. Anyone else must roll Great on Will to command a zombie to do what he wants, and Zebulon or Nathan can easily countermand the order.

Motivation: To process pine cones and kill interlopers.

Combat: Because they are unnatural, zombies can physically harm lost souls. They attack with their ragged claws, doing (Defense vs Poor) x 2 damage.

Powers: On a Good Occult roll, a player will remember that if a zombie is fed salt, he will instantly realize that he is dead and will run screaming to Potter's Field and bury himself in the soft earth (Since Lily isn't a true zombie, this will have no effect on her).

ZEBULON

Type: Evil person.

Consistency: Material.

Defense: Great.

Skills: Great Agility, Good Strength, Great Intelligence, Superior Cunning, Great Alertness.

Appearance: Zebulon has the black hair and swarthy complexion of a Latin American. He wears Incan robes and gold armlets. Across his shoulders, he wears the hide of a black panther. He is in his early fifties.

Personality: He'll arrogantly boast about how he's going to convert all of the townsfolk into his followers and then spread his evil throughout the country.

Motivation: To turn everyone in Pineville into zombies.

Combat: Zebulon wears enchanted iron panther claws which do (Defense vs Poor) x 4 damage to material and incorporeal opponents. His protective charms and amulets give him a Great Defense versus both physical and incorporeal foes.

Powers: As a medium, Zebulon can hear ghosts. He also has the following powers:

Private Hell (Use = 5): Transport the target to his own private hell for (Strength vs Great)



x 5 minutes.

Power Shield (Use = 3): For 12 turns, Zebulon is immune to all supernatural powers.

Time Stop (Use = 1): Stops time for everyone except Zebulon for 2 turns.

Distort Reality (Use = 1): Negates one action that just happened.

Gear: He carries in an inner pocket a voodoo doll made from Lily's hair, fingernails, and bits of her clothing. If this doll is destroyed, Lily will die. The doll must be disenchanting by Mamma Barnes or by a player rolling Superior on his Occult skill (a roll of Feeble or worse means the doll is destroyed and Lily dies).

Notes: Zebulon is a South American on the lam from his own people. He practices the forbidden rituals of the Blood Path, which advocates the killing of humans in the search for power. Zebulon can give his zombies mental orders simply by concentrating, and can directly control the actions of up to five zombies at a time. Zebulon uses Mamma Barnes' voodoo dolls to kill tourists by stabbing their dolls with a silver needle. He then buys the bodies from Hap and turns them into zombies at his shack. In his shack, Zebulon has a doll prepared for Nathan and the rest of the people at the estate. If they cause him any trouble, he will kill them all.

RECOGNIZING ZEBULON

Papa Zebulon is an infamous figure in occult lore. A player seeing him or hearing his name who makes a Good Memory roll may make an Occult roll to see how much he knows:

Passable Papa Zebulon was the leader of a cult in South America three or four years ago.

Good He and his group of 100 followers lived in a camp in the jungles of the Amazon, where they performed Blood Path rituals. His followers took a vow of silence, and never bathed.

Great During one of their midnight rituals, all of his followers were destroyed by an earthquake. Papa Zebulon was driven into exile by the government of Bolivia.

Superior Papa Zebulon was greatly feared for his ability to turn his enemies into his slaves. Bishop Catterall, who formally denounced him, was later seen serving as Papa Zebulon's manservant.

Awesome Almost everyone who opposed Papa Zebulon either died or disappeared. Of those

who disappeared, some were later reported as being among his followers in Bolivia.

SETTINGS

Pineville grew up as a logging town, but as the mills shut down, it became virtually a ghost town. It now survives on the few tourist dollars that trickle in. Because of the epidemic that struck two years ago, there are more women in Pineville than men. This abundance of unattached women has made the town popular with young men.

BARNES JUNK YARD

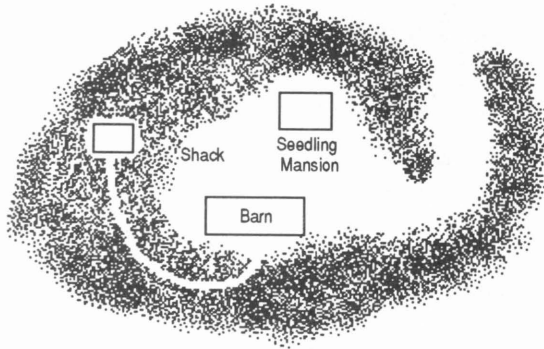
The junk yard is surrounded by a barb-wire cyclone fence. Pine trees grow right up to the fence. The yard is overrun with chickens, mangy dogs, and scabby cats. This menagerie will kick up a ruckus if any spirits venture inside the cyclone fence. Within the yard, the players will find Lily's stripped car.

There is a lot of scrap iron in the yard, which offers unique protection from spirits. At the yard's center is a five room hovel where the family lives. The bathroom is in a shed out back.

The Barnes family consists of Mamma Barnes (the family matriarch), Katrina (the widowed wife of Mamma's son Bart), and her children Larson, Mary Sue, Hank, Zeke, Bonnie Rae, and Lou Anne (aged 18, 12, 10, 6, 4 and 2). All are very superstitious. While at the junk yard, the players will overhear Hank telling Zeke that Hap the caretaker digs up corpses and eats them. Hank says he knows its true because he was out late one night looking for Old Yellar when he saw Hap digging up a body from the graveyard.

POTTER'S FIELD

Potter's Field is a small cemetery in a clearing that has been used by the local inhabitants for over a century. Among the tombstones is a run down shack where Hap the caretaker lives. If the players search out the central character's grave, they will find a small wooden cross with his name, but it is clear that no grave has been dug there.

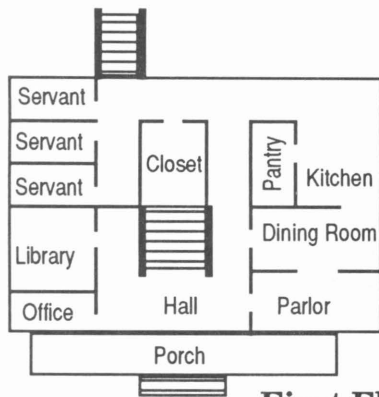


Seedling Plantation

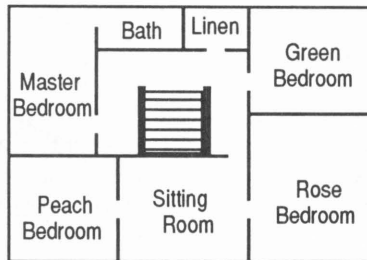
SEEDLING PLANTATION

There are about fifty zombies on the Seedling estate. These zombies are in various states of decay. The freshest tend the grounds, shelling pine cones and keeping visitors out. The others remain in the woods, picking pine cones.

At the house are Gloria the maid, and Harrietta the cook. Harrietta is married to Peter the handyman, and both are loyal family retainers who will protect Nathan. Gloria is Harrietta's teenage daughter. She trusted with Nathan on occasion, but he threw her over for Lily. She is jealous of her, and might possibly help the players. Gloria wears a cheap turquoise ring, which was given to her by Nathan. None of the servants have any protection against lost souls.

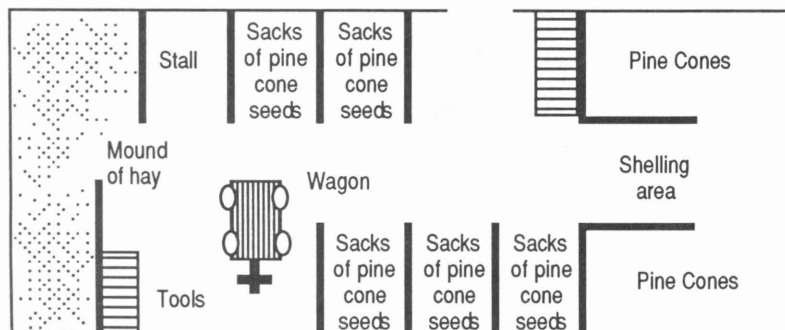


First Floor

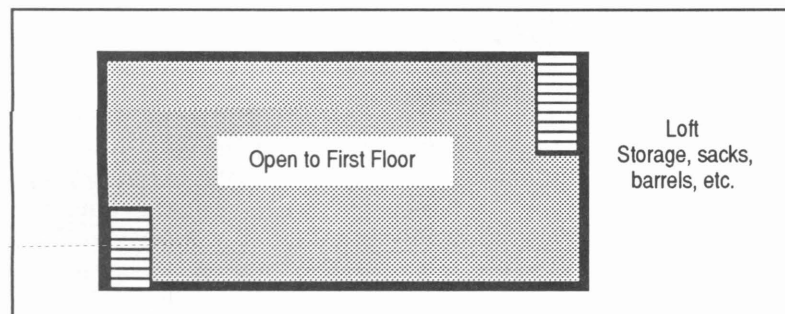


Second Floor

Seedling Mansion



**Barn
First Floor**



**Barn
Second Floor**



Peter can usually be found at the barn, supervising the zombies. Like Nathan, he has a whistle with which he controls the zombies. With the ropes hanging from the rafters (used to hoist barrels), the barn makes an excellent setting for a fight with the zombies.

ZEBULON'S SHACK

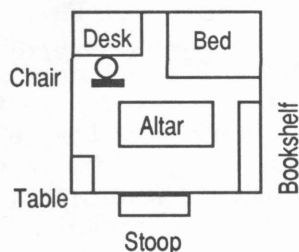
The shack is surrounded by tombstones. This is where Zebulon buries those zombies that have decayed too far to work. As the players approach, four skeletons claw their way free from the earth and attack (see **Chapter 11: Non-Player Characters**). In the shack is where the players will most likely confront Zebulon for he never leaves his shack; he uses his zombies instead.

Desk: Contains a scroll written in blood. It reads: "The unawakened must be laid on a velvet covered altar and bathed in a lotion created from cleansing spices. When the moon is exactly at it's mid-point, a silver dagger must be plunged into the throat of a sacrifice. The blood is drained into the mouth of the unawakened, the incantation is made, and the dead shall rise as your servant." This is the ritual Zebulon uses to create zombies.

Bookshelf: Here is a collection of fifty voodoo dolls, one for each zombie, with silver needles in their vital organs. There's a box containing the unharmed dolls of Nathan's servants and Nathan himself, as well as several townsfolk. If the dolls are destroyed, it will mean a painful death for the townsfolk, Nathan, and his servants.

Altar: Carved of stone covered with velvet, with a silver dagger laid atop it.

Table: Holds assorted spices (used in preparing the powders Nathan and Zebulon use), and the lotion mentioned in the scroll.



Zebulon's Shack

EVENTS

A FRESH CORPSE

While at the Seedling farm, a wagon arrives, bearing a coffin sized crate which contains a fresh corpse (perhaps of Hap or Mamma Barnes). The wagon is taken to Zebulon's shack. This event should be used when you are ready to lead the players to Zebulon.

HAP'S DEATH

If Hap tells about the man in the woods, the next day he'll be found locked in his shack, spread across the sheets like a gutted fish. The claw marks on his chest will be opened wide. Sheriff Rudy will chalk it up to a wild animal attack.

A BRIEF AWAKENING

The central character feels a painful pulling sensation. The character is draw back into his body for (Will vs Great) seconds (double the time if the player doesn't resist the pull). The character loses 1 WTL per second, and must roll once on the Sanity Table due to the pain. If he loses all his WTL, he becomes a zombie.

At first, he doesn't realize he's in his body. All he knows is that he hurts, his mouth if full of blood, and he's lying on his back looking up at a swarthy man (Zebulon) who is holding a dagger in one hand and a bleeding chicken in the other. The man laughs maniacally, shouting, "It's alive!" Before the player can do anything, he returns to where he was pulled from.

You can use this event repeatedly to spur the players to greater speed. Each time the victim is drawn to his body, give him a little more information about Zebulon's shack, the altar on which he lays, and Papa Zebulon.

CLIMAX

The big finale comes during the confrontation with Zebulon in his shack.



THEATER OF BLOOD

CENTRAL CHARACTER

This adventure is designed for a female Performer whose cause of death was, “The old sawing a lady in half trick didn’t quite work this time.” The other players can take any characters they choose. The central player receives a copy of the following background story.

BACKGROUND

You knew you were taking a chance when you left your friends and family in Oklahoma to make it big in the city. Yet you never realized it would be so hard. Eventually, you were reduced to answering ads in the back of the *Daily Star*. The advertisement you found was vague, yet provocative. “Wanted: Single Female who knows how to perform. Must be lonely, unattached, and acrobatic. Apply at the Morpheus Theater for good times and good pay.”

It sounded good to you.

As it turned out, the Great Akmar was looking for an assistant to help with his magic act. The job seemed easy enough. You wore a skimpy outfit, wheeled out heavy objects, and gestured at Akmar as he performed tricks. You even got to star in a illusion or two.

There was no audition. Akmar told you to complete a questionnaire, which asked many personal questions, such as whether you were living with anyone, if you had close relatives in town, and so on. You answered the questions truthfully, with no. Akmar told you he’d give you a call if he could use you. He never looked directly at you, and the whole time he seemed distracted, as though his mind were elsewhere. The next night, he called to ask you to do the midnight show. You said you’d be there in an hour, but he said there was no time, the show was starting in just a few minutes, and he had already sent his partner with a car. He promised he’d pay double if you bailed him out. You hung up and hurried outside.

Akmar’s partner was Zelda, a swarthy, heavy set woman with black hair and green eyes. A faint mustache hung beneath her nose, and you thought she had a spider on her chin, until

you realized it was just a hairy wart. She wore layers of silk cloth and a glittering assortment of baubles. On the drive, you learned she was a gypsy fortune teller who opened for Akmar. When you asked her to tell your future, she said, “Your picture, it will soon be in all the papers. This job will make you famous.”

When you reached the Morpheus Theater, you found a restless audience already waiting. You met briefly with Akmar behind the stage. He showed you to a small dressing booth with a full length mirror on one wall, and telling you to hurry, he gave you a revealing outfit to change into. As you stripped, you heard the audience hooting and hollering. They were very impatient.

The outfit was much too small. Checking the mirror, you saw that the thin straps barely covered you. Well, it was too late now for a proper fitting. The audience was almost in a frenzy, and you had to hurry before they got violent.

As you stepped from the dressing booth, you saw Zelda operating a video camera from the wings. As she set the camera up on a tripod, she said she was taping the show for public cable access. You asked if you could get a copy of the tape for your portfolio, but she merely grinned in reply. Taking a deep breath, but not so deep that you popped out of our leotard, you stepped onto the stage.

It had been painted with hokey magic symbols like you would expect to find on a cheap magician’s hat. There were stars and planets and astrological signs and a few squiggles thrown in for good measure. At your feet, a large red circle was painted encompassing a five pointed star.

The show started well. First Akmar, who was billed as the Masked Magician, placed you in a box with your head and arms sticking out. He then inserted steel swords into the cabinet. You heard gasps from the audience as the swords went in. When he removed the swords and you stepped out whole and healthy, the gasps turned to groans. There was no applause. This was the deadest crowd you had ever played to. You could see their shadows behind the footlights, but you could not make out their faces.



Next was the guillotine trick. Akmar cut a cabbage in half with it, but when he used it on your neck, the blade seemed to pass right through. When your head didn't pop off, you heard cat-calls from the audience. A few people laughed nervously. The excitement was thick, but still, no applause.

The expectant rustling grew louder as Akmar tied you to a board painted with a bull's eye. He then blindfolded himself and hurled knives at you. They came uncomfortably close, and you screamed as one drew blood from your arm. Akmar threw the final cleaver and it thumped into the board next to your ear, severing a lock of hair. Obviously, Akmar needed more practice.

For the first time, the crowd cheered, and you smiled. You would have curtsied if you hadn't been bound. Glimpsing the red light of the camera in the wings, you hoped Zelda was getting your good side.

"Act it up," Akmar whispered to you as he tilted the board so that you were horizontal. "This audience wants blood. Pretend like this next one really hurts."

This was your biggest part of the night. Akmar lowered a box over your torso, so that your head, arms, and legs stuck out, and proceeded to cut through the box with a handsaw. You writhed dramatically, as through you were in pain, acting it up for the audience. They loved it. Their screams were a bedlam, and you could barely keep a smile from your lips. Until something went wrong and you felt the saw rip through your stomach. You screamed for Akmar to stop, but he must have thought you were acting. He continued sawing, the sweat dripping down his black mask, and when the blood started pouring from the box, the audience went wild.

The next thing you knew, you were on your way to limbo.

POSSIBLE VOWS

In order to return to earth, the central player must make a ghostly vow not to rest until completing a task based on her backstory. Here are some suggestions:

- ✓ I will not rest until I learn why Akmar killed me.
- ✓ I will not rest until I gain revenge on Akmar.

The other characters have been sitting around Limbo, reading old magazines and watching re-runs of Gilligan's Island, when the central character stumbles in, looking for spirits to help her fulfil her ghostly vow. Anyone who doesn't want to help can continue reading old magazines while the rest play the game.

THE MORPHEUS THEATER

The players find themselves in an alley next to the Morpheus Theater. The buildings on either side protect them from the sun's melting rays. It's about two hours before sunset.

On the street corner, a newspaper machine sits in the sunlight. A color photo on the front page shows a small boy standing on a river bank, a straw hat atop his head and a fishing pole in one hand. His hook is snared on a pair of legs, not a full body, just the legs, like those of a topless mannequin. The headline over the picture reads "Little Boy Catches Big Surprise!" The paper is dated one week after the central character's death. To read the article, the players will have to remove the paper from the vending machine and unfold it. It reads:

Wee Willy Mathers caught an unexpected surprise yesterday. While fishing in the river, his hook caught on something heavy. "I thought it was a whale," he explained. "I kept tuggin' an' pullin', and out came this thing. I sure hope they let me keep it."

Authorities have not identified the owner of the legs. "Whoever she was, she's dead now," a detective disclosed. "She's been in the river so long it's hard to tell the cause of death. There's a lot of marks on her, but we won't know what caused them until the coroner gets finished with her. My guess is she was swimming and got caught by a ship's propeller."

Police are still looking for the woman's top half. Anyone finding a woman's upper body should notify the local authorities.

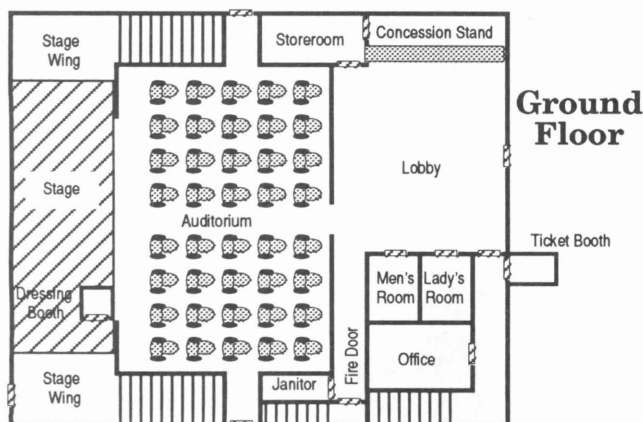
You may suggest a new ghostly vow to the central character: I will not rest until I find my upper half!



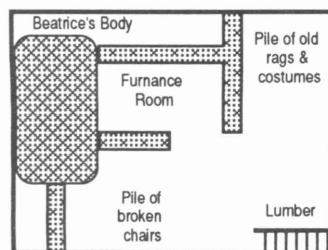
The Morpheus Theater



Upper Floor



Ground Floor



Basement

GROUND FLOOR

The windows of the Morpheus Theater are boarded over, and the doors are bolted. From the outside, the place looks one day away from being condemned. The players will have to get through a locked door or window to enter the building.

Inside, the building smells of rot and dampness. A leaking pipe dribbles water on the floor of the lobby. From the wet carpet, a cluster of

fungus sprouts. The dim lighting is perfect for spectral prowlers.

BASEMENT

As the characters explore the ground floor, they hear a moaning from the stairs to the basement. At the head of the stairs is a fire door which must be opened should they wish to investigate. Once the door opens, the moaning below stops.

The stairs lead down to a concrete furnace room. Heaps of lumber, broken chairs, and a tangle of air ducts block the characters' view. As the first player descends the stairs, a spine-tingling shriek fills the room. All characters in the area are paralyzed with fear for (Strength vs Good) x 2 turns. A moment later, a monstrous howl nearly deafens the characters. Those who have not been paralyzed must bolt from the basement for (Sanity vs Good) x 2 turns.

From out of the darkness, a pale shape glides, taking the form of a woman, her leotard torn and her hair matted with blood. A meat cleaver protrudes from her split skull. The woman wrenches the cleaver from her skull and comes for the players . . .

BEATRICE

Type: Evil lost soul (banshee).

Consistency: Incorporeal.

Defense: Passable.

Skills: Passable Agility, Good Strength, Feeble Intelligence.

Appearance: A haggard woman with a cloven skull.

Personality: Violent and hysterical. The meat cleaver in her head has caused significant brain damage. She is quite insane, and seeks only to destroy those she can lure to the basement. Her body is hidden behind the furnace, and her blood has been spiked to the concrete floor, binding her to this room.

Combat: In hand to hand combat, Beatrice inflicts (Defense vs Passable) x 3 damage with her cleaver. The players gain +1 Karma each for reincarnating her.

Powers: *Cackle* (Uses = 2): The target must cackle insanely for (Intelligence vs Poor) x 10 minutes.



AUDITORIUM

Searching the auditorium, the players find black masks resting on the seats in the front three rows. From the auditorium, they can see the dressing booth where the central character changed clothes on the night of her death. On closer inspection, they discover it is outfitted with a one way mirror. When the light is on inside the booth, its interior is clearly visible to the audience.

Above the stage, the players hear ropes creaking and scratching sounds that might be rats skittering among the rafters. A catwalk runs above the stage, affording access to the lights and the ropes that lower and raise the backdrops.

THE HEADLESS WOMAN

While exploring the first floor, the players glimpse a white figure from the corner of their eyes, but when they turn to look, it's gone. Later, they think they see a shape standing in a doorway, but once again it vanishes.

The third time the players spot the white figure, it doesn't disappear. They clearly perceive the headless phantom of a woman wearing a skimpy outfit much like the central character's. She roams the halls, groping blindly as through searching for something. Any attempts to communicate with her are futile; the players pass right through her, and even their supernatural powers have no effect on her. She, in turn, seems completely oblivious of them.

The headless phantom is a reoccurring visitor as the players examine the theater. It's not until they locate Zelda's bedroom on the upper floor that they find the answer to her quest.

ZELDA'S BEDROOM

A woman's badly preserved head rests upon a nightstand, serving as a hat rest for the feathered turban Zelda wears during her act. When the players try to lift the head, they extract an ectoplasmic duplicate of it. The ectoplasmic version bears none of the decay of the original, leaving the unmarked face peaceful and surprisingly beautiful.

The head belongs to the headless woman who is roaming the ground floor of the theater. Once the ectoplasmic head has been handed to

her, the phantom will place it upon the stump of her neck and her eyes will blink. Smiling with gratitude, she proves to be a lovely woman, with considerable charm to match her good looks. She provides the players with the following information:

"Thank you for helping me. My name is Renee. I used to be Akmar's assistant, until the accident.

"When I met Akmar, he was perfectly willing to be a second rate magician all his life, and I wanted only to be his assistant. Zelda, his former assistant, never liked me. She was jealous, I believe, of my beauty and the attention Akmar paid to me. She was especially infuriated by the way I accepted him as he was, instead of badgering him to make more money like she always did.

"One night, when Akmar was performing the guillotine act, something went terribly wrong. The blade didn't pass through my neck as it should have. I don't know whether it was a grim accident or an even grimmer plan. In any case, Zelda must have taken great satisfaction in watching Akmar unintentionally kill me before an audience of two dozen appalled witnesses. Though my head was severed, I held on to consciousness, resisting the blackness of death. I watched from the floor, seeing Akmar's horrified expression as he looked down at me. I tried to tell him that I forgave him, but no sound came out of my twisting lips. I must have looked quite the sight, for Akmar covered his eyes and turned away. The last I saw, before my vision narrowed to a grey pinprick, was Zelda bending over me, lifting me by my hair, and secreting me under her cloak. After that, I was in complete darkness. I felt a pull to Limbo, but I could not find the way. Nor would I have gone even if I had stumbled across the passage. I wanted freedom from the darkness. I wanted to hear and see again. I wanted my head back.

"And so I have searched for three long months. Now I can finally rest. Tell Akmar that I forgive him."

If the players suggest that Akmar may be committing murders, Renee laughs gaily. "Not my dear, sweet Akmar! He would never hurt anyone."

Renee knows nothing more of what has been going on at the theater. After all, without her head, she has not been very good at eavesdropping. A tunnel to light appears, and Renee, with great relief, is carried away to Limbo. The



players gain +1 Karma each for helping Renee find peace.

PROP ROOM

As the players explore the area above the stage, they are confronted by a ethereally beautiful woman armed with a curved scimitar in either hand. She has a gray pallor and a gloomy expression to match. Her incorporeal body bears a number open sword wounds, scarcely covered by the scanty outfit she wears. At first she holds the swords threateningly, but as the players talk to her, she relaxes.

"I was hired two months ago by Zelda to assist Akmar," the woman tells them. "I was new to the city, without any friends, and desperate for a job. Zelda insisted I begin immediately, and didn't even give me time to tell anyone where I would be working. Zelda brought me here, where the audience was already waiting. I quickly changed into this ridiculous outfit, and without any preparation, I helped Akmar as best I could, mostly by standing around and gesturing while he pulled scarves from his sleeves. Finally, he guided me into a box with just my head and arms sticking out. And then he inserted steel swords into the box. I thought they were meant to pass right through me, and they did. You can still see the holes!"

"After the show, Akmar hid my body up here in the prop room, behind this old curtain. My body lies there still, wrapped in a sheet. Zelda tied knots in my shroud, and now I can't seem to leave this area above the stage.

"Since then, I've watched Akmar kill two other women. He seems to kill someone once a month, always in front of a receptive crowd, while Zelda films the whole thing. A month ago it was a blonde. He hit her in the head with a cleaver. And last week it was you." She indicates the central character. "I couldn't stand watching him do it to another girl, so I hid away back here, and refused to watch. The screams were so horrible I had to cover my ears. I even thought I heard the audience screaming.

"Akmar is an evil man. I'll never find peace until he is dead!"

Gladys has the *Healing Hands* power (Uses = 4). She can heal (Passable vs target's Stamina) x 2 WTL, but will only heal the players if they vow to help her kill Akmar.

MANAGER'S PRIVATE OFFICE

In the office are a video camera on a tripod, a VCR, and a television set. A heavy iron safe, which is immune to all supernatural powers, contains four tapes labeled: *Gladys*, *Beatrice*, *The Cut Up*, and one with the central character's name. The tapes are recordings of Akmar's performances. The tape *Gladys* shows the sword stuck woman meeting her fate in the box of blades. *Beatrice* shows the woman, whose body now resides in the basement, being slain during the knife throwing act.

The central character's tape and *The Cut Up* begin exactly the same. They show the central character undressing, apparently filmed through the one way mirror of the dressing booth. The camera follows her as she walks onto the stage. The events follow those explained in the character's backstory, up to and including the moment of her death beneath Akmar's saw. As her screams and struggles cease, the audience goes wild. Akmar stands uncertainly, like a man just waking up.

This is where *The Cut Up* ends. But the unedited tape continues to show what happens in the next few moments.

Clearly, the central character is dead. Yet her head, protruding from the box, gives an ungodly shriek. Her arm smashes through the wooden box, grabbing Akmar by the front of his bloodstained tuxedo. The animated half-body babbles in an alien tongue.

Zelda rushes forward, leaving the camera running on its tripod, but she stops short at the edge of the hokey pentagram in the middle of which Akmar stands, stilled pinned by the upper half of the bisected body.

Blue light gushes from the eyes and mouth of the half-body, blasting Akmar's face. His mask flakes away, showing the tightly clenched eyes and teeth beneath. The arm of the half-body pulls him closer, until their lips almost meet. Akmar's eyes snap open, his jaw drops, and an indistinct form issues from the mouth of the half-body, black and glistening like its tongue, only much larger and slug-like. It works its way into his mouth, distending his cheeks and throat.

With a horrified gasp, Zelda steps back from the pentagram, blocking the camera's view. She averts her face from Akmar, showing her pale, sickened features to the camera. The screams of the audience grow in intensity as they flee for



the exits. The soundtrack plays an awful slurping.

At last, the slurping ends, and a deep, guttural voice, like Akmar's but much more forceful, bellows "Free me or I will destroy you!"

Zelda turns to reveal Akmar standing in the center of the pentagram. His eyes seem to glow with a blue fire. Next to him, the animated half-body struggles to escape the wreckage of its box, dragging its abbreviated torso with its arms. Its entrails leave a glistening slime-trail.

"You'll destroy no one while you're trapped in the magic circle!" Zelda cackles, her voice growing with confidence. Her nervous fingers, toying with an amulet about her neck, belie her aplomb. "If you want out of the magic circle, you must tell me your true name."

"Your evil sacrifices summoned me hither, and now you would keep me captive? Free me, and I will bring you your heart's most wicked desires."

"We had no intention of summoning you, but now that you're here, you will have your uses. We will feed you well, and you will grow stronger. But for my own protection, you must tell me your true name."

"Very well. My true name is Sl. . ." and at that point, the tape runs out.

Any player who makes Good Occult roll will realize that by invoking a demon's true name, it can be forced from the body it inhabits, causing it to assume its true form.

AKMAR'S DRESSING ROOM

The door to this room is locked. The interior is lit by black candles, and is filled with occult paraphernalia, as well as a hideous guardian. At first, the players may think they have found the central character's upper body, until they realize it has found them!

With surprising speed, the animated torso scampers about the chamber on its two hands, dragging the tattered stump of its trunk. It can even climb the tapestries hanging from the walls, making it exceptionally hard to hit. Its eyes are like boiled eggs, and from its cracked lips a black tongue coils. The creature is so repulsive that a character must do his best to stay at least (Will-power vs Passable) x 5 feet away from it. Even then, its rotting stench makes them feel weak and confused. Characters who fail to roll Good on

Stamina are at -1 column on all skills while in the room.

ANIMATED TORSO

Type: Evil entity.

Consistency: Material.

Defense: Good.

Skills: Great Agility, Good Strength, Poor Intelligence.

Personality: Violent and deadly.

Combat & Powers: The torso possesses a *Chill Touch* which allows its claw and bite to do (Defense vs Good) x 4 damage to ectoplasmic beings. It also has *Charnel Breath* (Uses = 6). The terrible blast does (Defense vs Good) x 3 damage to up to 4 ectoplasmic beings in the local area.

Before losing all its WTL, the torso begins to scabble at the door in the northern wall, screeching "Sluggoth! Sluggoth!" In answer, the door shakes on its hinges, and the very wall cracks. Something on the far side of the wall seems desperate to defend the dying torso, in the same way a tigress defends her young, or a hunter his favorite hound.

The door and walls to Akmar's private room are painted with iron filings, making them completely impenetrable to supernatural creatures. The door itself is barred from the inside, making it physically impossible to pick. Whatever is back there is sealed away against all of the players' powers.

The players gain +2 Karma each for destroying the animated torso.

AKMAR'S LETTER

After slaying the animated torso, the players find a crumpled piece of paper on Akmar's dressing table.

I can stand it no longer. My dear Renee, how can I have lived three long months knowing what I have done to you? Each month my depression grows, as though I were replaying that awful moment again and again. The police must have seen my anguish for they found me guiltless. But how can I forgive myself? I should have checked the guillotine to make sure it worked properly. Whatever else I may forget, I shall always remember the way your decapitated head soundlessly cursed me as it lay upon the stage floor.



I've been having blackouts ever since that fateful night. I seem to remember new assistants, but I can't recall what happened to them. If it weren't for Zelda, I wouldn't know what to do. Even now, I hear her calling from downstairs. She wants me to greet our new assistant for tonight's show, and I cannot resist. I wonder if I shall remember her, or if she too will vanish.

I pray I will have the fortitude tonight, after the final curtain, to join you and escape this misery.

EVENTS

HUMAN VISITORS

The players hear keys in the lock downstairs, and the door opening. Hurrying to investigate, they are in time to see a wretched man with greasy brown hair and an unkempt mustache totter into the lobby. He wears black slacks and a white shirt with yellow stains and a name tag that reads "Hansel." Atop his head is a baseball cap promoting his favorite brand of beer, a six pack of which he carries with him. He locks the door and sets about turning on the theater lights, bringing the camera down from the manager's office, and positioning it on the stage.

Before much time has passed, a knock comes at the door. "We're not open!" Hansel shouts through the closed portal. The knock comes again, more insistent.

"Open up!" a voice calls through the boarded window. "This is James Mortimer!"

Grumbling and rolling his eyes, Hansel opens the door. A hugely corpulent man with glistening skin and an unhealthy flush stands in the gathering night. He wears a stained suit which, though expensive, is in bad need of dry cleaning. "Zelda told me she has a new tape for me." Mortimer says. "Told me it would be ready today. Called it *The Cut Up*."

"She's not here," Hansel replies. "Come back later."

"I'd rather pick it up from you and avoid her altogether. That woman gives me the creeps." Mortimer tends to drool a lot, and is constantly sucking in his saliva. "I heard from my clients

she put on a real doozy last week. Scared away the entire audience. When I told Zelda I couldn't get anyone to come tonight, she laughed and said if my friends were too squeamish, she'd do it without them. Good luck to her. My clients love the sight of blood, but every one of them is terrified of coming back here. You think that tape will show what put the fear of god into them?"

Hansel's shrug is more like a twitch. "Maybe not. She edits them."

"She had better. I've found a good market for her tapes, but I'm not going to distribute something that's going to drive away my customers." Mortimer paces the lobby. "How's Akmar holding up?"

"Since the last show," Hansel mutters, "he has not been the same."

"He's not going to crack, is he? For Pete's sake, I told Zelda that boy was too sensitive for an enterprise like this. She assured me she could handle him with her hypnotism. That's what I get for working with amateurs. The problem with amateurs is they have no business sense. Would you believe Zelda didn't even get her first beheading on tape? Did it right in front of a real audience. When I met her, I told her, 'Next time you have an accident, you get it on video. And I'll provide the audience.' Now she wants to do one show a week. Jeeze, that's just asking for trouble. You get me that tape so I can get out of here. I don't want to be here when she shows up."

"Wait here." Hansel says. He goes upstairs to the manager's private office and opens up the safe, from which he removes the tape labeled *The Cut Up*. He closes the safe and returns to the lobby. After giving Mortimer the tape, he escorts him out the door.

While Mortimer carries a 9mm pistol which does (Defense vs Poor) x 4 damage, neither he nor Hansel can harm incorporeal beings. The players gain +1 Karma for reincarnating Mortimer (an evil person).

THE CLIMAX

As night deepens, the theater doors open again, and in comes Zelda, guiding an attractive young woman dressed in white. Zelda addresses



the girl as Tina, and it quickly becomes clear that Tina will be tonight's victim.

"We're taping a show for public cable access," Zelda explains. "The seats, they will be empty. But you must put your heart into your act."

"Where's Akmar?" Tina asks.

From her robes, Zelda removes a small silver bell which she gently jingles. "He will be here shortly. Come now, let's get you into something more appropriate for tonight."

They head for the dressing booth. Meanwhile, the clear peal of the bell has broken the spell sealing Akmar's Private Room. Akmar opens the door to his cell and makes his way to the stage.

The players gain +1 Karma each for preventing Tina's death. They gain +1 Karma for reincarnating Zelda, and +3 Karma each for destroying Sluggoth. However, they lose 2 Karma each for killing Akmar (an innocent victim in all this). They gain +1 Karma if they rescue Akmar, and another +1 Karma if they relay Renee's message that she forgives him for beheading her.

This is a difficult adventure, and the Mentor should feel free to grant the players bonus Karma at the end for good role playing.

ZELDA

Type: Evil person (witch).

Consistency: Material.

Defense: Good.

Skills: Poor Agility, Passable Strength, Superior Cunning, Great Fate.

Appearance: Swarthy, heavy set, wart on chin.

Personality: Ruthless and spiteful.

Combat: Zelda lives in a bad neighborhood, and her work makes her cautious. She carries a .38 revolver which does (Defense vs Poor) x 5 damage.

Powers: Zelda can hear ghosts.

Magic Powder (Uses = 4): When her pendant warns her of spirits, Zelda will cast this powder around her. All spirits within thrown distance of her will become semi-material for (Dodge vs Poor) x 3 turns. During this time, they will be vulnerable to her .38 revolver, but they will also be able to physically attack her.

Hypnosis (Uses = 3): This power allows Zelda to control the mind of someone who is in an emotionally weakened state. After Renee's death,

Akmar was plunged into depression. Zelda, knowing he would never approve of such an enterprise as Mortimer proposed, used her Hypnosis to put Akmar into a suggestible state. His mind, already weakened by his feelings of guilt over Renee, was easily dominated, making it easy for Zelda to arrange the deaths of his assistants. While he doesn't remember the acts he has committed while under Zelda's spell, his subconscious has led him into a dark depression.

Magic Charm: Zelda wears a pendant which protects her from ghosts. Any spirit getting within 10 feet of her takes (Will vs Passable) damage each turn. It is felt as a burning sensation. Her amulet grows warm as it functions, warning her of the presence of spirits.

Circle of Protection (Uses = 4): This creates an invisible barrier around her with a ten foot radius that no supernatural creature can willingly cross. The circle lasts for 15 minutes, and moves with Zelda.

Exorcism (Uses = 1): While protected by the circle, Zelda will perform an exorcism which requires 15 turns. From the time the exorcism is started, until the end of the duration, all supernatural beings take (Stamina vs Great) x 1 WTL damage, including the demon possessing Akmar. Those beings that flee the building during the exorcism can never return to it.

AKMAR (POSSESSED)

Type: Normally a good person, Akmar is evil while possessed.

Consistency: Material.

Defense: Great.

Skills: Great Agility, Awesome Strength, Superior Intelligence.

Appearance: A tall, dark man wearing a short cape.

Personality: He is completely under the control of the demon Sluggoth.

Combat: In hand to hand combat, Akmar's Awesome Strength does (Defense vs Good) x 2 damage.

Powers: Akmar has a demon within him. The demon may be driven from his body in two ways: by killing Akmar, or by invoking the demon's name and commanding it to depart Akmar. In either case, the demon will assume its true shape and continue fighting. While the demon is inside Akmar, it can still use all of its supernatural powers (see below).



SLUGGOTH

Type: Evil being (demon).

Consistency: Unnatural.

Defense: Great.

Skills: Inferior Agility, Awesome Strength, Superior Intelligence.

Appearance: A glistening, four foot long slug with a half dozen tentacles sprouting from its head.

Personality: Confidant and cruel.

Combat & Powers: Sluggoth is very resilient, and hard to hurt. It uses its powers of trickery and distortion to fight.

Compel (Uses = 4): Compels the victim to perform a simple action, such as "drop your weapon," "attack so-and-so," or even "jump off a bridge." To resist, the victim must make a Good roll on Intelligence.

Forget (Uses = 4): Everyone in the local area forgets everything that happened in the last (Memory vs Passable) x 2 turns.

Mutate Object (Uses = 2): Sluggoth causes his enemies' weapons to turn into vipers, which bite for (Defense vs Good) x 1 damage.

Cause Insanity (Uses = 6): The victim must make a Sanity Check (see page 81).

Beguile (Uses = 4): Sluggoth changes places with one of his enemies. The target will appear to everyone else as Sluggoth, while it appears as the target. The illusion lasts for (Will vs Passable) x 2 turns, but can be disbelieved by anyone making a Good Intelligence roll (disbelieving counts as the character's action for the turn).

Power Shield (Uses = 2): For 9 turns, Sluggoth is immune to all supernatural powers.

Sacrifice: If Zelda or Akmar manage to sacrifice Tina to the dark gods, Sluggoth will feed off her fear, tripling his WTL to 60.

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Lost Souls™

Character Sheet

Name: _____

Profession: _____

Lost Soul Type: _____

Sex _____	Karma _____	Supernatural Power _____	Uses per Day _____
Age _____	1 _____		○○○○○○○○○○○○○○
Height _____	2-5 _____		○○○○○○○○○○○○○○
Weight _____	6-10 _____		○○○○○○○○○○○○○○
Eye Color _____	11-15 _____		○○○○○○○○○○○○○○
Hair Color _____	16-20 _____		○○○○○○○○○○○○○○
Hair Style _____	21-25 _____		○○○○○○○○○○○○○○
Key Feature _____	26-30 _____		○○○○○○○○○○○○○○
Traits (2) _____	31-35 _____		○○○○○○○○○○○○○○
Interests 1 _____	36-40 _____		○○○○○○○○○○○○○○
2 _____	41-45 _____		○○○○○○○○○○○○○○
3 _____	46-50 _____		○○○○○○○○○○○○○○
4 _____	51-55 _____		○○○○○○○○○○○○○○
Consistency _____	56-59 _____		○○○○○○○○○○○○○○
Ghostly Visage _____	Ability _____		○○○○○○○○○○○○○○

Defense
(Agility + Stamina) / 2

Will To Live ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

Karma

Agility	Alertness	Charm	Cunning	Dexterity	Fate
Dodge _____	Empathy _____	Bargain _____	Conceal _____	Aim _____	Artistry _____
Jump _____	Listen _____	Entertain _____	Disguise _____	Filch _____	Danger Sense _____
Quickness _____	Search _____	Interrogate _____	Lie _____	Forgery _____	Faith Heal _____
Stealth _____	Track _____	Persuade _____	Mimic _____	Unlock _____	Occult _____
Intelligence	Knowledge	Mechanical	Nature	Stamina	Strength
Medical _____	Customs _____	Drive _____	Animals _____	Aquatics _____	Brawling _____
Memory _____	Folklore _____	Electronics _____	Caves _____	Athletics _____	Bully _____
Sanity _____	Languages _____	Repair _____	Direction _____	Run _____	Climb _____
Science _____	Religion _____	Traps _____	Tame _____	Will _____	Ride _____

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

Gear

At Hand

Worn

Carried

Carrying Capacity: _____

Illustration

[illegible][illegible][illegible]

"Lost Souls is an extremely satisfying product. Its premise is unusual, its characters exciting and its mechanics fun . . . I heartily recommend this game."

— Lester Smith, Dragon® Magazine

Mock Death in the Comfort of your Own Home

Return from the dead as a lost soul striving to collect Karma. With daring and wit, you'll be reborn a higher being. But don't lose your Will to Live too soon, or you may come back as pond scum! Only an ingenious use of your supernatural powers will see you through the post-mortem mayhem of *Lost Souls*.

Lost Souls is the first role playing system for adventures in the afterlife. Intuitive, consistent and highly playable rules make it easy to learn and fun to play. The unique premise and fascinating characters are unlike those of any other game. With *Lost Souls*, death is only the beginning.

The expanded 2nd edition includes:

- 15 character professions, plus rules for creating your own.
- 22 lost soul types, from apparitions to wraiths.
- Over 140 supernatural powers.
- Dozens of strange beings, including crypt lurkers, funeral butterflies, and the specter of Jack the Ripper.
- 2 chilling introductory adventures.
- A chapter explaining Limbo, ectoplasm, the Outer Planes, and other secrets of the afterlife.
- Extensive guidelines for combining horror and black humor into an unforgettable experience.