

GHOST punchers

A Savage Setting of Supernatural
Investigation and Violence

BARE KNUCKLE EDITION



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Chapter One

A World of Ghostness

Welcome to a world much like our own, but a little darker, a little funnier, and a whole lot more haunted.

Welcome to the world of *Ghost Punchers*!

Ghosts

In the world of *Ghost Punchers*, death isn't always the end.

Oh, it's *usually* the end. When you shuffle off this mortal coil, you typically shuffle toward the light, and after that comes the Judgment. No one knows exactly what Judgment entails, or what comes next, but the general consensus is that it doesn't end well for those who have been selfish, cruel, or generally evil in life.

Ghosts are the spirits of the dead who refuse to go into the light. They have dodged Judgment—at least for now—and remain in the spirit world, parallel to the land of the living. That wouldn't be so bad, except avoiding Judgment costs spiritual energy, which they get by leeching off the souls of the living. When you're haunted, the ghost isn't just *scaring* you, it's actually *feeding* on you. If left unchecked, these spiritual ticks can eventually reduce you to a soulless husk.

Creatures of Spirit and Will

In their natural state, ghosts can't be seen, heard, or touched. Things of spirit and flesh simply pass through each other. It's unpleasant when a ghost passes through you. The actual sensation varies, but it's generally described as cold and moist, like walking through a malevolent curtain of Vaseline.

While intangible by default, ghosts can focus their willpower to allow themselves to be seen and heard. With enough focus, they can even physically manifest in the world of flesh for short periods of time. Ghosts also use their will to power supernatural abilities like telekinesis, possession, and freaking out household pets.

Awake but Dreaming

Not all ghosts are aware of their current state. Some poor souls don't realize they're dead, and simply repeat the last actions of their lives, casually draining the life force from the living people around them. Others are so far gone that they are inhuman shadows of what they once were, driven by alien hungers and striving for nothing but self-preservation. These feral beasts are often used as minions by more powerful ghosts who not only understand their ghostly condition, but celebrate and exploit it.

Bound to Life

Ghosts are often tied to the world of flesh in two ways: links and affinities.

Ghosts can be "linked" to people, places, or things. It's easier for ghosts to affect the world through and around their links. For example, a ghost linked to the house where he died can more effectively haunt that house than, say, the convenience store down the street. A link also serves as an "anchor" to the realm of flesh. If it's destroyed, the ghost is that much easier to send on to Judgment.

A ghost's "affinity" is essentially what the ghost is *about*. (You could say it's a *shtick*, but don't let the ghost hear you call it that.) An affinity can be tied to who it was before dying, the manner of its death, or times and places it found important in life. The ghost has an easier time affecting people, places, and objects tied to its affinity. For example, the ghost of a firefighter might have pyrokinetic abilities; the ghost of an axe murderer might levitate and throw sharp heavy things; the ghost of a woman who choked to death on a chicken sandwich might possess and animate cooked poultry. Ghosts can still do things outside their affinity, but it's harder for them to do so.

Punchers

Not everyone is blind to the spirit world.

As long as there have been ghosts, there have been people who can sense and interact with them. Some are born with this gift, some achieve it after years of training, and others acquire it through physical or psychological trauma. These people are called many things, but in game terms, they're known as "spirit mediums."

Mediums have the ability to open a conduit into the spirit world. While this conduit is open, they can not only see and hear ghosts, but touch them as well. If they touch a ghost hard enough (i.e., punch it), they can cause the ghost to lose its grip on the physical world and fly off to the light whether it wants to or not.

Those who do this sort of thing are called "ghost punchers."

Life in the Punch Lane

Ghost-punching is no way to live your life.

For one thing, there's almost no money in it. Most people don't believe in ghosts, and those that do aren't always willing or able to hire mediums to get rid of the spectral troublemakers. Even those who do hire ghost punchers don't always pay well. Mediums who find lucrative clients try to never let them go. For this reason, many pursue their ghost-punching activities as hobbies and keep their day jobs.

A Note on Tone

As you may have noticed, *Ghost Punchers* is not your typical horror game. There's humor in its horror, and a willingness to embrace the absurd and go over the top. If you think of it like *Hellboy*, *Evil Dead*, or some of the goofier episodes of *Supernatural*, you're on the right track.

Oh, it's still a horror game. There are creepy chills aplenty. But it's up to you to find right balance of giggles and screams for your group. Happy punching!

For another, fighting the supernatural is dangerous. Ghosts fight dirty. They gladly maim or kill anyone who threatens their existence. They aren't above going after punchers' friends and family for leverage or retribution either. And even those mediums who come through the battle physically unharmed may have their sanity irreparably damaged.

Finally, punching ghosts is a lonely gig. Even for the hobbyist who can go back to his "real world" when the job is done, hunting is a part of his life he can

share with very few people. Most folks think ghost punchers are weird at best, and criminally insane at worst. It doesn't help that much of what they do is illegal. It's hard to talk about one's activities when it often involves breaking and entering, destruction of property, and a surprising amount of arson. ("My weekend? Oh, I impersonated a doctor to access some old patient files, sneaked into the abandoned asylum on Highway 8, beat up a couple squatters—it's fine, they were possessed—and blew the place up with some dynamite I stole from a construction site. How about you? Get that golf game in?"')

Living La Vida Puncha

The life of a ghost puncher isn't all angst and moping on rooftops in the rain. After all, these ghosts *need* to be punched. Those who punch them are making the world a better place, and there's pride and pleasure to be had in that.

Many mediums also enjoy the thrill of battle. While the rest of humanity toils away at their mundane lives, ghost punchers are using cool powers to fight back against the forces of evil. It's a rush like nothing else they've ever experienced.

And like soldiers on the battlefield, ghost punchers find camaraderie with their brothers in arms. Yes, it can be a lonely life, but it's a loneliness that can be shared. Teams of mediums often grow close enough to consider themselves family. Such loyalty and support are their own rewards, and can make the struggle all worthwhile.

Ghost-Punching Organizations

Not all who punch ghosts do so alone. Over the years, ghost-punching organizations have arisen to support the safety and effectiveness of their members. These shadowy groups have never been populous or influential in the world at large, but play an important part in defending humanity from the horrors of the spirit world.

Just like the ghost-punchers themselves, these groups have their own motivations. Some are in it for the money. Others see it as a divine calling. Still others seek and destroy the angry dead for the sole purpose of increasing their number of followers on social media.

Below are a few of these organizations.

Order of the Sacred Shield

The Order of the Sacred Shield is a covert society within the Roman Catholic Church pledged to fighting the “forces of spiritual darkness” such as ghosts.

The Order has existed in various forms for centuries. It’s been part of a dozen different major clerical orders, and was even shut down altogether for about 60 years in the 1800s. (“Wait. Are we still funding these guys? We don’t have room in the budget for this madness. Cut it!”) Today, it’s a small but independent organization operating out of a basement office inside the Vatican.

Traditionally, only priests and nuns could join the Sacred Shield. But since the number of mediums in the ministry has dropped, the Order has opened up membership to lay Catholics. Furthermore, the Order is willing to work with mediums from outside the church if necessary, but assigns them Order “shepherds” to help with theology and report back to the Vatican. These contract punchers are both sworn to secrecy and paid well enough to ensure they keep these oaths.

The Order doesn’t have the resources to investigate every ghostly rumor. Instead, its leaders rely on local clergy to pass along verifiable hauntings. Once they’re sure there’s actually something to investigate, they dispatch a team to uncover the truth and, if necessary, punch that truth right in its undead face.



Singular Security

According to its business card, Singular Security offers its wealthy clients “discrete extranormal security solutions.” *Extranormal*, of course, is code for “ghost” and *security solutions* means “punching.”

Singular was founded by ghost puncher Andrew James in 1984. After watching a movie about scientists who made a living capturing ghosts, James took out an ad in an upscale magazine offering his services as a “paranormal security consultant.” Freelance ghost-punching was a niche market, but James charged enough for his services that he didn’t need many clients. Over the next 30 years, the company expanded to offer solutions to mundane (if unusual) security challenges. But while it’s adapted to the market, Singular has remained both discreet and expensive.

Today, Singular’s clientele is primarily made up of corporations and wealthy individuals. James himself is mostly retired, but the company has a small staff of mediums in its Chicago office to handle its important clients. For new or less-important customers, Singular hires local consultants to handle the on-site investigation and ghost-punching. These consultants are typically brought in when a client suspects that a property is haunted, and would like the ghostly squatters quietly dispatched.

For Singular, discretion is the key. Consultants who draw attention to the client or themselves are fined, and may have their contracts canceled. Egregious offenders also find themselves sued for breach of confidentiality. But for the punchers who can keep their mouths closed, temping for Singular is good gig.



Circle of the Ebon Star

The Circle of the Ebon Star is an exclusive group of occultists dedicated to studying and controlling the spirit realm. Its members are well-versed in mystic lore, magical theory, and spectral violence.

The Circle is organized in a strict hierarchy. The Ascended Masters are the highest-ranked members, the Acolytes are the lowest, and there are dozens of ranks in between. It is the responsibility of the higher-ranked members to determine which ghostly incidents are worthy of the Circle's intervention. It's the duty of the lower-ranked members to carry out those interventions. In order to rise in rank, one must first prove one's worth in the field. (And then come the mysterious rites... and there are *so many rites!*)

According to the Ascended Masters, the Circle has been defending mankind against unseen forces since the Middle Ages. They may be right. There are few public records of the group, and even their own internal records are sketchy before 1872.

The Circle is very selective when it comes to new members. Only mediums who have shown themselves intelligent and capable are approached to join the group, and even then only if a current member will vouch for them. Once accepted as Acolytes, new members are expected to carry out whatever ghost-hunting missions they are assigned. They're also encouraged to work with other like-minded mediums in order to improve their own skills—and to keep an eye out for new recruits.



Ghost Spotters Network

The Ghost Spotters Network is a loose, Internet-based community of amateur paranormal investigators. Using various forums and social media, its members exchange notes, requests for help, vile insults, and pictures of cats. Amid the usual drama and flame wars, the investigators collect reports of hauntings around the world, often with audio and/or video evidence.

Like many such communities, the Network has no single inception date. Rather, it evolved out of several smaller groups, many of which claim to be the original Ghost Spotters.

Nor does it have any real organization. Members earn status in the group by investigating local ghost hot spots and reporting what they discover. Of course, they also earn status by *claiming* to investigate such things while merely spinning their weird tales from the safety of their parents' basements. Experienced ghost punchers know to take Ghost Spotter reports with at least a grain of salt.

Most members of the Network have no supernatural abilities. Some of those who do have powers got into punching through the Network, which encourages local like-minded investigators to meet up and teach each other their ghost-hunting techniques. Other mediums use the Network to find leads on ghosts in need of punching. Even those who disdain amateurs dabbling in their domain recognize that clueless noobs can still occasionally spot a ghost.



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Chapter Two

Those Who Punch Ghosts

Making characters for *Ghost Punchers* isn't much different than making characters for any other *Savage Worlds* game.

You can create whatever type of character you want, but here are some of the most common types of heroes found punching ghosts and taking names. This is by no means an exhaustive list, but it might help you decide what type of ghost puncher you'd like to play.

Academic: You have a head full of arcane knowledge and a fist full of righteous fury. Academics are well-versed in the science, magic, and lore behind the supernatural. When the chips are down, people can count on you to pull out an ancient tome or forbidden ritual at the last minute.

Clergy: Maybe you're a spiritual hitman, ordained and authorized by your religious order to seek and destroy agents of supernatural evil. Or maybe you're a renegade exorcist, tackling threats the rest of the church would like to pretend don't exist. In any case, you're a holy warrior serving a higher calling.

Detective: Whether a private eye or a cop on the edge, you've seen too much to ignore the horrors around you. Though you might not seek them out, you're known as the one who handles "weird cases." Strange, desperate people need your help. Sometimes they even pay you.

Dilettante: If anyone asks, you're not a ghost puncher. Not full-time, at least. Barely even part-time. You have a real life—a *normal life*—with a real job or some other source of income that lets you spend more time than you'd like to admit chasing the spirits of the dead.

Entertainer: Armed with a video camera, an eye for dramatic shots, and a mind for social media, you're out to make a name for yourself as a famous ghost hunter. Some might say you're more interested in telling a good story than actually fighting ghosts. You say there's no reason you can't do both.

Explorer: Haunted houses are fine, but you prefer something more remote. A haunted cave? A ruined castle in the middle of nowhere? An ancient tomb complex that you don't technically have a license to visit? Now we're talking.

Hunter: Driven by your past (and possibly a muscle car), you're a grim avenger with no life beyond finding and destroying ghosts. The upside of this lifestyle is that you've got no "real life" to distract you. The downside is that you've got no "real life" at all.

Martial Artist: The violent arts have long been used to unify body, mind, and spirit. You use this unification to see ghosts, then turbo-reverse-axe kick them into the Light.

Mystic: While you may lack the scholarship and "book learning" of a more traditional occultist, you're nevertheless in tune with the spirit world. It's more about "feeling" things than "knowing" things.

Reporter: The people have a right to know the truth. Oh, most of them won't believe it, but your stories still sell to specialty markets who buy such things. There's not much money on the ghost-punching beat, but you like to think that your reporting helps save lives, and that's worth something.

Random Roles

Need a quick character concept? Roll on this table!

1d10 Archetype

- | | |
|----|----------------|
| 1 | Academic |
| 2 | Clergy |
| 3 | Detective |
| 4 | Dilettante |
| 5 | Entertainer |
| 6 | Explorer |
| 7 | Hunter |
| 8 | Martial Artist |
| 9 | Mystic |
| 10 | Reporter |

Making Characters

Once you've got an idea of what sort of ghost puncher you'd like to play, it's time to stick some numbers and game mechanics onto that shiny new concept.

Race

There is but one racial option in *Ghost Punchers*, and that is human.

Like all humans, you get one free Edge.

But unlike all those clueless schlubs out there who have no idea that they're living in a state of constant supernatural peril, you also get a bonus Edge, Arcane Background (Spirit Medium), for free. You're welcome!

Traits

Your character has five attributes: Agility, Smarts, Spirit, Strength, and Vigor. Each of these starts out at d4. You have 5 points to spend to increase these attributes, at the rate of one die type per point. (And no, you can't raise an attribute above d12, so don't even ask.)

Once you've got your attributes squared away, it's time to think about your character's skills. You've got 15 points to spend on skills, again at the rate of one die type per point. If you want to raise a skill above its linked attribute, it'll cost you 2 points per die type. If you want to raise a skill above d12, you're out of luck, because you can't.

Finally, you can fill in your character's secondary statistics. Unless modified by Edges or Hindrances, their scores are as follows:

- Charisma is 0.
- Pace is 6".
- Parry is 2 plus half your character's Fighting die.
- Toughness is 2 plus half your character's Vigor die.

Edges & Hindrances

As mentioned previously, as a human, your character gets one free Edge just for showing up. You also get the Arcane Background (Spirit Medium) Edge, but if you want more Edges than that, you'll have to take a Hindrance or two.

You don't have to take any Hindrances if you don't want to. You can take up to one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point apiece). You can take more Hindrances beyond that

if you want, but while your GM might thank you, you don't get any points for them.

For 2 Hindrance points you can:

- Raise an attribute one die type, or
- Gain an Edge.

For 1 Hindrance point you can:

- Gain another skill point, or
- Gain an additional \$500.

Note that you can take any Edge or Hindrance listed in *Savage Worlds* except Arcane Backgrounds and the Edges that require them.

Gear

Your character starts out with \$500 cash and a full set of clothing. What you do with this fortune is up to you, but you might want to consider maybe picking up some equipment (perhaps a weapon?) before the adventure begins.

Background

Before you hurl your newly-minted character into a world of supernatural investigation and violence, take a minute to consider your hero's origins, current situation, and goals for the future. For example, you might want to answer the following questions on your hero's behalf:

- What was your first experience with ghosts? How old were you? How did you react? Who else knows about it?
- How did you learn to interact with the spirit world? Did a relative teach you? Is it a gift you've had since you were born? Did you have a near-death experience?
- Why do you punch ghosts? Is it vengeance for a terrible crime? A noble heart? Sympathy for the undead who can't bring themselves to move on? Pure greed?
- Are you affiliated with one of the ghost-punching organizations? Were you formerly? Do you secretly resent them for that incident in Cleveland?
- Finally, how did you come to join up with the other members of your ghost-punching squad? Are you all part of the same larger organization? Members of the same book club? Haunted by the same ghost? Talk to the GM and the other players to figure out what will be the most fun for the most people.

New Skills

Guts

The world of *Ghost Punchers* is pretty scary place. Those who aren't used to dealing with ghosts spend a lot of time cowering in fear. Those who are used to it do more punching than cowering. When characters need to make a Fear check, they roll their Guts trait rather than their Spirit.

Knowledge (Ghosts)

This skill includes knowledge of ghostly abilities, weaknesses, and tendencies. It can also include information on specific ghosts ("Ah yes, the 'ghastly girl' of Detroit, who vanished in 1953"), though such trait rolls may suffer a -2 penalty if the ghosts are sufficiently obscure.

New Hindrances

Animal Animosity (Minor)

Animals have a knack for sensing supernatural weirdness, and tend to get all growly when faced with people who spend a lot of time around the stuff. When characters with this Hindrance come near an animal, the critter freaks out and tries to run away. If there's nowhere to run, it attacks. As you might expect, this makes dealing with animals difficult, and inflicts a -2 penalty to any trait roll for attempting to do so (as well as any Charisma rolls against animal-lovers nearby).

Fallen Through the Cracks (Minor or Major)

By chance or by design, a hero with this Hindrance has no legal existence. On the one hand: no taxes or jury duty! On the other: no legal way to own a house, drive a car, get a credit card, or interact with any governmental agencies. While living off the grid might sound romantic, it's a little less so when you're unable to rent a hotel room, or stuck in jail while the police try to identify you. There is no difference between the Minor and Major versions of this Hindrance. Instead, it's up to the GM to decide whether the Hindrance is Minor or Major in her campaign. Falling through the cracks in a game about traveling outlaw exorcists is one thing; doing so in a game about big city homeless ghost-punchers is quite another.

Flat Broke (Major)

Punching ghosts is a way of life, but it doesn't necessarily pay the bills. Maybe the hero's obsession with ghost-hunting ruined her finances. Or maybe she's never been well-off, and it's got nothing to do with her penchant for supernatural violence. In any case, the hero starts off without a home or vehicle, owning nothing more than the clothes on her back and no more than \$50 in cash or equipment.

Infamous (Minor or Major)

A hero with this Hindrance is well-known and well-hated. (The reasons for this infamy are up to the player and the GM.) As a Minor Hindrance, the hero is only despised by people of a single large community, such a stamp collectors, journalists, or other ghost-punchers. As a Major Hindrance, the hero's infamy is so wide-spread, he's hated wherever he goes. While dealing with those who hate him, the hero is subject to rudeness, ridicule, and a -3 to his Charisma rolls. The only way to avoid such indignities is to try to not be recognized.

Nightmares (Minor or Major)

Those who punch ghosts have seen some crazy, disturbing stuff—the sort of stuff that comes back to torment them when they're trying to sleep. A hero who suffers freaky dreams as a Minor Hindrance must make a Spirit roll each night when she sleeps. If she fails, she starts the next day with a Fatigue level that can only be removed by getting two hours of sleep. As a Major Hindrance, the hero makes the Spirit roll at -2, and must make Vigor rolls during slow, tedious moments throughout the day to keep from falling asleep. (Fatigue levels from nightmares aren't cumulative; no matter how many nights the hero fails the roll, she still only starts the day with a single Fatigue level.)

Short Fuse (Minor or Major)

The hero's got a bit of a temper on her—and when she loses it, things get real ugly real fast. Whenever faced with a frustrating situation or a mocking enemy, she has to make a Spirit roll to keep from blowing her top. As a Minor Hindrance, this top-blowing can be strictly verbal. As a Major Hindrance, however, she suffers a -2 penalty to the roll, and unleashes a physically violent outburst if she fails it. In addition, heroes with this Hindrance (whether Minor or Major) get -2 on their Smarts rolls when opposing Taunt attempts.

Squeamish (Major)

Some people don't have the stomach for dealing with blood and gore. When a hero with this Hindrance makes a Fear check, he does so at a -2 penalty if the subject of the check is particularly gruesome. He's also subject to violent nausea at the sight of such things, and must make a Vigor roll to keep his lunch down upon encountering them (even if it doesn't require a Fear check).

New Edges

Background Edges

Alternate Identity

Requirements: Novice

Whether it's because he's on the run from the law, paranoid about giving out his true name, or just worried that his mother might find out about his ghost-punching habits, the hero with this Edge has an alternate identity he can use. This identity includes at least one piece of official documentation such as a driver's license or Social Security card that passes all but the most thorough investigations. (It passes visual examination, and inflicts a -2 penalty to any Investigation rolls to see if it's legit.) This Edge can be taken multiple times to provide multiple identities. For each identity, the hero's player must decide how he obtained the documentation.

Arcane Background (Spirit Medium)

Requirements: Novice

Arcane Skill: Spirit Medium (Spirit)

Starting Power Points: 10

Starting Powers: 2

Available Powers: *Beat Stick, Blast, Bolt, Boost/Lower Trait, Burst, Chomp, Confusion, Damage Field, Eviction Notice, Ferocious Fist, Ghost-dar, Lock Down, Shove Off, Slow, Word of Binding*

Through rigorous study, natural gifts, head trauma, or some other quirk of fate, mediums are able to sense and interact with the spirit world. Not all mediums take up the mantle of the ghost puncher. That's fine. We can't all be heroes.

Spiritual Conduit: The ability to open a conduit to the spirit world is what makes a person a medium, and lets a ghost puncher punch ghosts. As an action, the medium can open his senses in order to see, hear, and touch the spirit world. While the conduit is open, he can see auras around the living and the horrific shapes of the ghostly dead. (Seeing a particularly ghastly ghost when or where he isn't expecting it may require the hero to make a Fear check.) He may also touch and damage spiritual entities (like, say, ghosts) with his bare hands as if the entity were not spiritual, and those entities can likewise touch him. This conduit remains open for 15 minutes, or until the medium spends an action to close it.

Trappings: The powers of the medium are largely invisible outside the spirit world. The common observer might see a medium tracing symbols in the air, chanting, or inscribing strange runes, but exhibiting no signs of actual supernatural power. Inside the spirit world, mediums' powers are often accompanied by trappings that glow brighter the stronger the effect. The specific trappings are based on the medium's background and training. A Roman Catholic exorcist may have iconic religious trappings, for example, while a scholarly occultist may have ancient sigils and strange runes.

Spiritual Blindness: When a medium rolls a 1 on his Spirit Medium die (regardless of his Wild Die), the power might still go off, but he is Shaken and his Spiritual Conduit closes, blinding him to what's happening in the spirit world.

Font of Trivial Knowledge

Requirements: Novice

Some folks are the kings and queens of trivia night, and the undisputed champions of shouting correct answers at contestants on TV quiz shows. Heroes with this Edge add +2 to their Common Knowledge rolls.

Occult Bookshelf

Requirements: Novice, Investigation d4+

While some ghost punchers dream of wood-paneled rooms filled with books of forbidden lore, those books are expensive and hard to find. Most such dreamers must content themselves with a much smaller selection of tomes. By spending at least four hours studying with their bookshelf, those with this Edge may add +2 to their next Knowledge (Ghosts) or ghost-related Investigation roll.

Occult Library

Requirements: Investigation d6+, Occult Bookshelf

The hero with this Edge owns numerous tomes of esoteric knowledge and supernatural secrets. Mechanically, it's the same as an Occult Bookshelf, except that after four hours of study, the owner may add +4 to the next roll, or +2 to up to the next three rolls.

Vehicle

Requirements: Novice

A hero with this Edge starts the game with an extra \$10,000 to spend on a vehicle that he owns free and clear. If he has the Rich or Filthy Rich Edge, he applies the multiplier to this amount as well. (No, there isn't a big list of vehicles to choose from; just talk to the GM and check the prices for used cars in the area.) Players willing to go big can double this amount, but the vehicle is trouble: Once per session, when it's dramatically appropriate, the GM may draw a card for the vehicle. If the card is Clubs, roll either Driving or Repair (depending on the situation and the GM's whim). On a success, you keep the car running. On a failure, it's out of commission for at least 2d6 minutes.

Combat Edges

Lunge

Requirements: Novice, Fighting d8+

A lunge allows the character to extend the Reach of any melee weapon or unarmed attack by 1". He may not use this Edge with First Strike, Frenzy, or Sweep.

Takedown

Requirements: Novice, Fighting d8+

The character is trained in how to throw or trip an opponent. To use this edge, make an opposed Fighting roll versus the target. Each Size category difference incurs a -2 penalty to your roll. With a success, the now prone opponent may be placed in any spot within 1" of the character. With a raise, the opponent is prone and Shaken; if already Shaken, he takes a wound.

Trickster

Requirements: Seasoned, Agility d8+ or Smarts d8+, Fighting d8+

After performing a successful Trick, the character may perform a free fighting attack that does not incur a multi-action penalty. When taking this Edge, the player must choose which type of Trick (Agility or Smarts) it applies to, and the character must have a d8+ in that attribute. The player may take this Edge twice to apply it to both kinds of Tricks.

Two-Weapon Fighting

Requirements: Seasoned, Two-Fisted, Fighting d8+

The character is trained in the art of fighting with two weapons. When using a melee weapon in each hand or when fighting unarmed, the character ignores the normal off-hand penalty to the Fighting roll and receives a +1 to Parry.

Weapon Finesse

Requirements: Novice, Agility d8+

The character has learned true grace in combat. He may use his Agility to determine the melee weapon damage cap or ranged weapon minimum attribute requirements, rather than Strength.

Social Edges

Mentor

Requirements: Novice

While some folks stumble into a life of ghost-punching, many are guided into it by someone who's been around the ghost block a few times. When these guides stick around, they're called mentors. Mentors aren't members of the party, and rarely provide material support, but can be called upon for advice about once per session. They may also provide introductions to other members of the ghost-punching community. Mentors often ask for favors or information in exchange for their assistance.

Sympathetic Ear

Requirements: Novice, Spirit d6+

While most folks who've encountered a ghost don't like discussing their experiences for fear of being called crazy, they don't mind talking about it to a hero with this Edge. Heroes with Sympathetic Ear have an empathetic

aura about them that makes others want to trust and open up to them. They add +2 to their Streetwise or Persuasion rolls when trying to get information out of people through gentle conversation.

Weird Edges

Spirit Sense

Requirements: Novice, Spirit d8+

You don't need to be a medium or actively seeking the supernatural through a Spiritual Conduit to know when you're near the supernatural. A hero with this Edge gets to make a Notice roll whenever ghosts or other spiritual entities are active in the area. On a success, the hero is aware of the spiritual presence. On a raise, he also has a general idea of power and number of ghosts nearby.

Peeping Puncher

Requirements: Novice, Arcane Background (Spirit Medium)

The downside of being a medium is that while you can touch ghosts, they can also touch you right back. Mediums with this Edge, however, can spend an action to “peep” into the spirit world without opening a full Spiritual Conduit. While peeping, they can see and hear ghosts as if they were using the Spiritual Conduit ability. Note that, like people, ghosts can tell when they're being watched. And like people, they don't always like it.

New and Modified Powers

Aside from their sharp minds and brutal fists, ghost punchers have no extraordinary abilities in the physical world, so most powers from *Savage Worlds* are not available to them. The core powers that *are* available are modified so that they only work against spiritual entities such as ghosts. These powers are as follows:

Blast, *Bolt*, *Burst*, and *Damage Field* only do damage to spiritual entities.

Boost/Lower Trait, *Confusion*, and *Slow* only affect spiritual entities (and the “boost” half of *Boost/Lower Trait* is rarely used).

Ghost Punchers introduces a number of new powers as well:

Beat Stick

Rank: Novice

Power Points: 4

Range: Self

Duration: 1 hour (1/hour)

On a success, the hero can harm spiritual entities (like, say, ghosts) with any melee weapon (including improvised weapons) as if the entity were not spiritual. On a raise, the hero does +2 damage to any spiritual targets she hits with a melee weapon during the duration of the power.

Chomp

Rank: Novice

Power Points: 3

Range: Touch

Duration: Instant

By using this power, the medium devours a ghost's essence and charges up her own powers. To use this power, the user makes an opposed Spirit Medium roll against the target ghost's Spirit. On a success, the medium gains 1d6+1 Power Points. On a raise, the medium gains 1d8+2 Power Points instead, and the ghost becomes Shaken. If the ghost is already Shaken, it takes a wound instead.

Eviction Notice

Rank: Novice

Power Points: 3

Range: Smarts

Duration: Special

By the power of this ritual, the caster can banish a ghost from a person or object that it is possessing. Once free of its host, the ghost can be punched per normal.

Performing this ritual is a Dramatic Task. To perform the ritual, the caster must make five Spirit Medium rolls, one per round, each opposed by the target's Spirit. Each success and raise counts as a success. If he gets five successes in five rounds, the ghost is evicted from its host for 24 hours plus 24 hours for each success above five. Other mediums may assist the caster if they use Eviction Notice themselves at the same time. If the caster fails to accumulate five successes, the ritual fails, and he must spend the power points to start it over again.

Ferocious Fist

Rank: Novice

Power Points: 2

Range: Self

Duration: 3 (1/5 Round)

Normally, punching a ghost does nothing; creatures of flesh can't touch those of spirit. But if the hero is using Spirit Conduit, her bare-handed punch does damage equal to her Strength die, just as if she were punching an average meat bag on the street. The Ferocious Fist power, however, lets her boost the damage she deals to spiritual entities. On a success, the hero does +2 damage on a successful bare-handed Fighting roll against a ghost. On a raise, she gets +4 damage.

Ghost-dar

Rank: Novice

Power Points: 1

Range: Special

Duration: 1 (1/round)

This power allows the medium to sense ghosts around him, even if they are outside his line of sight. On a successful roll, the medium knows the direction and proximity of all ghosts in range. The range is determined by the medium's roll.

Roll	Range
4	Smarts x2
6	Smarts x3
8+	Smarts x4

Lock Down

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

This power creates a transparent spiritual dome that ghosts can't pass through. The dome is about ten feet tall, with a diameter up the size of a Medium Burst Template, and includes a floor. On a successful Spirit Medium roll, the caster determines the size and center of the dome. For the duration of the power, any ghosts attempting to pass through the dome wall must make a Spirit roll opposed by the caster's Spirit Medium. (If the caster got a raise on the initial roll, the ghost has a -2 on its roll.) If the

ghost fails, it can't penetrate the wall for the rest of the power's duration. If it succeeds with a raise, not only does it get through, but the dome collapses as well. The dome also collapses if a person from inside the dome crosses to the outside.

Shove Off

Rank: Novice

Power Points: 1/2

Range: Touch

Duration: Instant

With a successful Spirit Medium roll, the user repels a ghost away from himself two inches plus 1d6 inches for each success and raise he rolls. The ghost is "shoved" in a straight line away from the user, and can pass through solid objects, people, and other ghosts. For 1 power point, the medium can target a single ghost; for 2 he can affect all ghosts adjacent to the caster with a single roll.

Word of Binding

Rank: Novice

Power Points: 2-4

Range: Smarts

Duration: Special

By using certain arcane words and signs, the medium binds a ghost to its current location, freezing it in its tracks. Using this power is an opposed roll between the medium's Spirit Medium skill and the target's Spirit. On a success, the ghost is immobile and suffers a -2 penalty to its Parry. On a raise, the ghost is also Shaken. On each subsequent round, the ghost can attempt to escape by making a Spirit roll opposed by the caster's Spirit Medium trait. For 2 power points, the caster can target a single ghost; for 4 it can affect all ghosts in a Medium Burst Template.

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Chapter Three

Have Fist, Will Travel

Ghost Punchers is world of pulse-pounding highs, heartbreaking lows, and bone-crushing violence. It therefore uses the Blood & Guts and Critical Failures setting rules.

In addition, the setting includes several additional new rules:

Guts for Fear Checks

Normal people the world of *Ghost Punchers* don't do well when faced with horrific evidence of the supernatural—such as, for instance, ghosts. To reflect this in the game, characters roll their Guts trait, rather than Spirit, when they make a Fear check.

Multiple Arcane Actions

Characters can use multiple powers during the same turn, so long they don't use the same power twice. For example, you can use *Shove Off* to throw a ghost across the room, then use *Word of Binding* to keep it there. Trait rolls to use the powers still have a –2 multi-action penalty per the normal rules, but at least you can use them both in the same turn.

Possession

Some ghosts can possess people and objects.

When people are possessed by ghosts, they are literally no longer themselves. The ghosts act and speak through them; the hosts' consciousness can do nothing more than watch and struggle to free themselves. The ghosts' Smarts and Spirit Traits replace those of their hosts, along with their related skills. Ghosts can use their own physical skills as well, but they are limited to the attributes of their hosts. (For example, if a ghost has Fighting d8, but possesses a person with Agility d6, the ghost rolls d6 for Fighting.)

When ghosts possess objects with moving parts, they may animate those objects. Dolls can dance, for instance, cars can drive themselves, and blenders can blend even while unplugged.

Detecting Possession: Detecting that someone is possessed requires a successful Notice roll opposed by the ghost's Smarts. If the detector is familiar with the person, she gets a +2 on the roll. Mediums can also use their Spiritual Conduit ability to check for possession. While the conduit is open, they can simply look at a person or object to see if there's a ghost hiding inside.

Attacking the Possessed: In general, any physical damage inflicted on a possession victim has no effect on the possessing spirit, though outright killing a possessed person (or destroying a possessed object) does expel the ghost. Any rolls opposed by Smarts or Spirits (such as Taunt or Intimidation) are rolled against the ghost and not the victim. If those rolls succeed, they affect the ghost.

Powers versus the Possessed: While possessing a person or object, a ghost has +2 Armor against any Spirit Medium powers that can inflict damage (such as Bolt, Blast, etc.). In addition, any damage it receives is converted into Fatigue. When it would be Incapacitated from Fatigue, it is expelled from the host and recovers all Fatigue levels instead.

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Chapter Four

The Monster Behind the Screen

The rest of the book, starting with this chapter, is for the eyes of the Game Master only. Sure, players can read it *if they really want to*, but it's all boring tables, lists, and rules for stuff that almost never comes up. Honest.

Are the players gone? Good.

This chapter is dedicated to helping Game Masters create their own unique ghosts, adventures, and full-blown ghost-punching campaigns.

Creating Ghosts

Ghost Punchers isn't just about the punching. It's also about the endless stream of interesting, challenging, uniquely-detailed ghosts that need to be punched into the afterlife.

This section gives you the tools you need to create the ghosts you want for your ghost-punching adventures.

Types of Ghosts

While each ghost is different, ghosts can generally be sorted into three broad types. These types are based on the ghosts' age, which typically correlates to their power. The longer a ghost has been dead, the more powerful it is.

Below are the basic stats for the three different types of ghosts. As the GM, you may want to use one of these as a base, then tweak it and apply monstrous abilities as you see fit in order to make your ghost unique.

Fledgling Ghost

These noobs generally don't offer a ghost puncher much of a challenge unless they're running in packs.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d10, Notice d12, Stealth d10, Taunt d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Additional Monstrous abilities (2)**

Mature Ghost

This is your run-of-the-mill haunter who's been around long enough to pick up a few tricks. A smart one can cause a team of punchers some problems, and offers a real threat to a lone medium.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d12, Notice d12, Stealth d12, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Additional Monstrous abilities (3)**

Territories

Ghosts tend to stick close to home. That is, each ghost has its own "territory" that it haunts, and it takes a great deal of effort to go beyond that territory.

While territory is usually geographic (a ghost haunts a house, a person, or the area around an object), it can sometimes be more abstract and *thematic*—such as people who love fish, are related to a specific person, or stare into the mirror chanting a certain phrase.

A ghost's "territory" is whatever makes sense for the story you're trying to tell.

Elder Ghost

Elders are masters of their domains. In addition to all the cool powers they've developed, elders are Wild Cards, and may have weaker ghosts serving as their spies, minions, and enforcers. (On the other hand, they often suffer from megalomania, paranoia, or odd delusions.)

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d12+2, Notice d12, Stealth d12+4, Taunt d12

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Additional Monstrous abilities (5+)**

Ghosts and Monstrous Abilities

There is a near-infinite variety of ghosts, each with its own abilities and weaknesses. When creating ghosts for your own game, you may give them whatever monstrous abilities from *Savage Worlds* you feel appropriate, in addition to the new monstrous abilities listed below.

Note that, for obvious reasons, all ghosts have the monstrous ability Ghostly (described below). Also, unless they have a physical attack ability like Claws or Bite, all ghosts are considered unarmed defenders (so anyone attacking them with a melee weapon gets a +2 to their roll).

Finally, note that most ghosts have either an Affinity or a Link that connects them to the world. The “investigation” part of the game is in figuring out what that connection is.

New Monstrous Abilities

Affinity

Most ghosts have an Affinity. A ghost's Affinity is its theme or motif. An Affinity might originate with who the ghost was in life, how the ghost died, or some bizarre obsession known only to itself. When the GM spends a Benny for a ghost on a roll tied to that ghost's Affinity and the roll succeeds, the GM gets the Benny back. On the other hand, a GM can't spend Bennies on a ghost's rolls unconnected to its Affinity (but can still spend them to Soak or recover from being Shaken).

Arcane Powers

Some ghosts have unlimited Power Points and the ability to use one or more powers. Typical powers include *mind reading*, *telekinesis*, and *teleport*. If the ghost has an Affinity, its powers' trappings should reflect that Affinity.

Deadly Drain

While the Essence Drain ability isn't inherently lethal, this ability makes it so. When a ghost with this ability uses its Essence Drain ability on an Exhausted victim, it deals wounds instead of inflicting Fatigue levels.

Emotional Leech

The ghost feeds off the strong emotions of the humans around it. While the ghost is within 30 feet of someone strongly experiencing its chosen emotion, it heals one wound and recovers one Fatigue level every hour. It also gets a +2 bonus on any Essence Drain rolls it makes against someone experiencing that strong emotion. Note that while ghosts typically leech off negative emotions such as fear, anger, and sadness (which they cause), they can choose joy or other positive emotions as well.

Feral

The ghost has no memory of its life. Its mind has reverted to that of a beast. The ghost is driven by little more than an instinctive hunger for essence; it has an animal cunning, but has lost its capacity for speech and higher rational thought. The ghost has animal (A) intelligence and any attempt to reason with it suffers a -4 penalty.

Random Affinities

Need a quick Affinity?
Roll on this table!

1d20 Affinity

- | | |
|----|------------------|
| 1 | Animal (Specify) |
| 2 | Automobiles |
| 3 | Blood |
| 4 | Books |
| 5 | Children |
| 6 | Clowns |
| 7 | Computers |
| 8 | Dancing |
| 9 | Disease |
| 10 | Earth |
| 11 | Fire |
| 12 | Food |
| 13 | Madness |
| 14 | Movies |
| 15 | Music |
| 16 | Plants |
| 17 | Sports (Specify) |
| 18 | Water |
| 19 | Weddings |
| 20 | Wind |

Free Range

While most ghosts are tied to a specific territory, a ghost with this ability is not. It may wander the world as it wishes; it's literally a free spirit.

Ghostly

All ghosts have a new Monstrous Ability called, appropriately, Ghostly. This ability includes the following:

- **Essence Drain:** This is a ghost's primary attack power while in spirit form. As an action, the ghost makes an opposed Spirit roll against a human in melee range. On a success, the victim gains a level of Fatigue and the ghost recovers a level of Fatigue. On a raise, the victim gains two levels and the ghost recovers two or heals one wound. This Fatigue can take many forms (terrible chills, dizziness, itchiness, etc.) depending on the ghost. It can cause unconsciousness, but not death, and is recovered at a rate of one level every 30 minutes.
- **Fear -2:** Seeing a ghost for the first time can cause a Fear check at -2. (A ghost's natural appearance is how it looked in death, but if it changes its appearance to something more mundane, a Fear roll may not be necessary.)
- **Hard to See:** While incorporeal, ghosts are invisible in the physical world unless they allow themselves to be seen. While in a physical form, or when they allow themselves to be seen, they can take on any appearance they wish, even going so far as to change their size from that of a small child to an unnaturally large adult.
- **Spiritual:** As creatures of spirit, ghosts can pass through solid objects and can't be harmed by physical attacks. However, this means they can't directly affect physical objects (or people) unless they either spend a Benny or spend an action making a Spirit roll to become corporeal. Once a ghost crosses over to the physical world, it can remain corporeal for up to five minutes. A corporeal ghost can become ethereal again at will, or when Shaken.

Link

Ghosts are often connected to people, places, and objects in the realm of flesh. This is usually, but not always, someone or something that was important to the ghost in life.

A link object or location can't be larger than 10 square feet. While a ghost is within 30 feet of its link, it heals one wound and recovers one Fatigue level every minute. As an action (or when it becomes wounded or Shaken), a ghost can instantly teleport to its link from any distance away. Ghosts get a +2 bonus on any rolls they make to affect their link or any targets within 30 feet of the link. When a ghost's link is destroyed, the ghost is immediately Shaken and must succeed on a Spirit roll or take a wound. It's possible for ghosts to have multiple links, each as a separate monstrous ability.

Looper

Loopers are cursed to repeat some portion of their lives over and over again. They don't realize they're dead, and feed off the living unconsciously as they go about their routine. They ignore people and things that aren't part of their loop so long as that loop isn't interrupted.

If a looper's routine is interrupted, the ghost makes a Smarts roll at -4. On a failure, the ghost shrugs off the interruption and carries on as before. On a success, the ghost becomes aware of reality for 2d6 minutes. On a raise, the ghost is permanently broken out of its loop, but attacks whatever interrupted its routine. Characters can try to break a looper out of its loop by making a Persuasion roll opposed by the ghost's Spirit. On a success, the ghost makes a Smarts roll as detailed above; on a raise, that Smarts roll has no modifier.

Manifestations

Ghosts can create temporary effects to frighten and confuse people. Some of these are mere illusions, while others can inflict Fatigue levels or actual damage. Manifestations are described in detail later in this chapter.

Natural Weapons

The ghost has fangs, claws, or some other form of built-in weaponry. It is never considered unarmed in combat, and adds +d4 to its Strength roll for damage in melee combat.

Possession

Some ghosts can possess people, animals, and even inanimate objects.

To possess a living creature, the ghost must win an opposed Spirit roll against a target in melee range. On a success, the possession lasts for 1d6 minutes; on a raise, it lasts for 1d6 hours.

While possessed, the victim is aware of what's going on around him. If the ghost is endangering his life or the lives of others, the victim can make an opposed Spirit roll to wrest control back from the ghost. He may also spend a Benny to do so.

To possess an object, the ghost must make a Spirit roll with a -2 modifier. The ghost possesses the target for 1d6 hours per success and raise.

While possessing a person or object, ghosts get +2 on any rolls they make against targets their hosts are physically touching.

Soul Sucker

While all ghosts can drain essence, some get super-charged from a human's final drops of life-force. A ghost with this ability heals all wounds and recovers all Fatigue levels if within 10 feet of a person who dies.

Ghostly Manifestations

A traditional haunting is accompanied by horrific touches like bleeding walls, the sound of rattling chains, cold spots, and household items that attack their owners. In *Ghost Punchers*, these things are called manifestations. Ghosts create them, either consciously or unconsciously, to help frighten the locals and scare off would-be hunters.

Manifestations are apparitions that appear, frighten and possibly hurt people, then vanish again. They rarely last longer than a few minutes. Aside from any physical harm they inflict, they usually have no permanent effects. For example, the blood from the bleeding walls won't leave a stain once the manifestation is over.

As the GM, you can use manifestations to justify populating your adventure with whatever strangeness you like. What's more, while your players may recognize a manifestation for what it is, they won't know if it's just terrifying window dressing or an actual threat to life and limb until it's too late—which is good for adding suspense to any encounter.

In game terms, each manifestation is different, but it usually doesn't require an action or a roll to activate, and can target any person or place that the ghost is haunting.

Types of Manifestations

Manifestations fall into three categories:

Illusions: These manifestations exist only to mislead and frighten people, and can't do any actual harm. Illusions can affect all the senses, but can't affect the physical world. Typically, everyone present can sense an illusion, but sometimes a ghost makes it so that only those it wants to terrify can perceive the horror.

Omens: Omens affect the senses like illusions, but can also affect the physical world (slam doors, knock people down, break windows, etc.). Any damage they do, however, is as temporary as they are. The damage is illusory but still leaves a "psychic wound." Any wounds that would be inflicted by omens are converted to Fatigue levels instead. Those affected by omens recover one such Fatigue level every 30 minutes.

Hazards: Hazards are very similar to omens, except that the damage they do is permanent and potentially deadly. Hazards also include real-world objects that are warped to the ghost's will.

Manifestation Rules

When creating unique manifestations for your own ghosts, here are some guidelines to keep in mind:

Animated Hazards: A manifestation may cause a physical object come to life and (usually) attack people. Once the manifestation is over, the object may or may not return to the location and position it was in before it was animated. The object uses the ghost's Smarts for both its Fighting and its damage die, and is considered armed. If the object is mobile, its Pace is equal to the ghost's Smarts die type. Its Toughness is determined by its material: 4 if breakable, 6 if soft or sturdy, 8 or higher if made of metal or other hard material. Because it's a physical object, it deals damage like other hazards, and Spirit Medium powers have no effect on it.

Armor-Piercing Omens: When rolling damage for an omen, ignore the target's Armor value. (Any damage inflicted is Fatigue, not wounds, and represents mental stress—which armor can't prevent.)

Atmospheric Effects: Some manifestations are purely for atmosphere. These include things like flicking lights, electronics freaking out, cold spots, or the sound of distant howling. They're creepy, but aren't a threat.

If they don't require a Fear check, do damage, or otherwise directly affect the characters, you are free, as GM, to make up whatever you want without considering traits or dice rolls. (Though you still might want to make some hidden rolls just to keep your players on edge.)

Damage: If a manifestation does damage, roll twice the ghost's Smarts die (e.g., 2d6 if its Smarts is d6) to determine how much damage it does.

Dodging Damage: When designing your ghost's manifestations, make sure that the heroes have some way to avoid taking damage from them. This is typically an Agility roll (to dodge out of the way), but could be a Smarts, Strength, or Vigor roll if appropriate. The important thing is that characters can avoid taking damage (whether Fatigue or wounds) by making smart decisions or good rolls.

Environmental Illusions: Manifestations may create a full sensory illusion of another place altogether. For instance, a forest clearing in the middle of a haunted house, or a sunlit suburban kitchen in the basement of a burned-out factory. The environment can be larger than the physical space it occupies; part of the illusion is the illusion of traveling deeper into the environment than you really are.

Fear Checks: Manifestations usually requires a Fear check, but not always. If the manifestation is, say, the illusion of a friendly butler who is leading the heroes into a trap, the butler's appearance won't be frightening. If a manifestations is particularly horrifying (the butler suddenly explodes into tentacle monster!), it may require a Fear check with a -2 penalty.

Phantasmal Horrors: A manifestation may take the form of a phantom creature that can act independently of the ghost. The phantasm can look like whatever the ghost desires, and can be any size up to that of a large human. If it's an illusion, the creature simply passes through physical objects and can't be harmed. If It's an omen or a hazard, the creature uses the ghost's Smarts for all of its attributes, as well as both its Fighting and its damage die. Furthermore, it's considered armed, and its Pace is equal to the ghost's Smarts die type. As an omen, any wounds the creature inflicts are converted to Fatigue levels. As either an omen or a hazard, the creature is one of spirit, and therefore susceptible to Spirit Medium powers.

Sample Manifestations

Here are a few manifestations you can use for your ghosts or as examples for creating your own manifestations.

Bugs!: A character feels a stab of pain on her hand. Looking down, she sees a swarm of beetles eating its way out of her palm, devouring her hand down to the bone. She must succeed at a Smarts roll to convince herself that the bugs are just an illusion, or else she takes damage. The manifestation is an omen, so it vanishes after the Smarts roll, leaving the character unharmed (if she succeeded at the roll) or possibly with a Fatigue level (if she didn't).

Chain Trap: When a ghost-hunter steps into the hidden room, hooked and rusty chains shoot out of the shadows to tear at his flesh. He can dodge the chains with a successful Agility roll, but if he fails, he takes damage. While the chains aren't real, they are a hazard, so the damage they do is real. After the rolls are resolved, the chains vanish, but any jagged cuts they inflict remain.

Cut the Cake: In this environmental illusion, the heroes step into a flashback from the ghost's past, where they see a child's birthday party. The birthday cake, however, is full of broken glass. The party guests don't seem to notice the glass or the blood running down their chins (which may cause a Fear check). The illusion lasts until the heroes leave the room.

Deadly Doll: A clown doll lurches to life as an animated hazard. Grinning and giggling, it grabs a pair of scissors and scampers after the heroes. As long as victims can keep it in sight, it stalks them for a number of minutes equal to the ghost's Smarts die, then collapses in place. But if they lose sight of it, the "timer" resets until they see it again. In this way, they're kept on their toes the whole time they're in the haunted house.

Giants in the Walls: This traditional audio illusion features the sounds of chains rattling, people moaning in pain, and heavy footsteps clomping through the empty hallways. As the sounds intensify, they turn into a thunderous omen that pounds at the walls and does damage equal to the ghost's Smarts die those any characters next to the wall who fail a Vigor roll.

Generating Adventures

The world of *Ghost Punchers* is so full of potential adventure, it may sometimes seem hard to know where to begin. Staring at the blank page can be intimidating. This adventure generator is here to help make that page not quite so blank.

This is a quick and dirty system for creating ghost-punching adventures. These adventures will still need some fleshing-out (what do you expect from random dice rolls? Shakespeare?), but they should be enough to inspire your own tales of supernatural investigation and violence.

To get started, follow the instructions below.

Step One: The Incident

In order for the heroes to be called in, something must happen that suggests (a) there's a ghost involved, and (b) the ghost is a serious threat in need of punching.

To determine what that something is, roll on the incident table below:

Incident Table

1d6	Incident
1	Acting Strange (roll on Victim table)
2	Dead (roll on Victim table)
3	Hurt (roll on Victim table)
4	Missing (roll on Victim table)
5	Sound
6	Visions

Acting Strange: Someone (or something) is acting a bit off. Are they possessed? Under mind control? Or just quietly freaking out from the ghost constantly draining their will to live?

Dead: Someone's dead, or something's been destroyed. Maybe it's a locked-door mystery, suggesting ghosts. Or maybe it's an over-the-top gore-fest of a murder, suggesting ghosts who really didn't like whatever the victim was up to.

Hurt: One or more people or objects have been seriously damaged, though not killed. Maybe someone's gone insane? Clearly such wounds could not have been inflicted by humans. The perpetrator is a ghost, and it will pay for this outrage!

Missing: The victim has vanished! It's been stolen away by the ghost... or maybe it's buried in the backyard, or run away to Cleveland.

Sound: People are hearing voices, music, strange howls, or other haunting sounds. The sounds themselves aren't necessarily hurting anyone, but they're growing louder and more disturbing; whatever is causing them is growing stronger!

Visions: Someone has straight-up seen the ghost. Or maybe not the ghost itself, but some horrifying manifestation that suggests there's a haunting afoot. ("Walls dripping blood, you say? And words scrawled in ancient Greek? Yeah, I'm going to call someone.")

Victim Table

1d6	Victim
1	Specific Person
2	Type of Person
3	Group of People
4	Specific Object
5	Type of Object
6	Group of Objects

Specific Person: The victim is one person who is somehow connected to the ghost.

Type of Person: The ghost has claimed a whole class of people as its victims: mail carriers, clowns, brown-eyed children, etc.

Group of People: A whole group of people have fallen victim at once. Perhaps a whole family, everyone inside a vehicle, or a group of friends gathered in a creepy old basement to play a game.

Specific Object: The ghost has chosen a unique item as the target of its wrath. The object may have been important to the ghost in life, or somehow dangerous to it in death. Odds are, it's probably worth a lot of money to boot.

Type of Object: The "victims" are all the same kind of object: books by a certain author, shoes, political lawn signs, etc.

Group of Objects: Multiple objects have been targeted at once. For example, every electronic device in the house is affected, or every bottle of soda, or every clock.

Step Two: The Haunting

Now it's time to determine who or what is being haunted. Note that while the object of the haunting isn't required to be the ghost's Link or Affinity, it very often is. Even if it's not tied to the ghost mechanically, there is probably still some thematic connection in the ghost's background.

(For an added twist, roll twice on the Haunting table; the first roll tells you what *appears* to be haunted, while the second determines what's *actually* being haunted.)

Haunting Table

1d6	Haunted
1-2	Object (roll on Object table)
3-4	Person (roll on Person table)
5-6	Place (roll on Place table)

Object: The items on this list represent broad categories of things. For instance, “mask” might represent a child’s Halloween mask, the ceremonial wooden mask of some lost tribe, or a World War I gas mask.

Person: To add variety to this list, try rolling on it twice and combining the result. So instead of just rolling “artist,” for example, you might end up with “artist vagrant,” which is something completely different.

Place: Most of these are large, public spaces. It’s possible that the true haunting is restricted to smaller areas inside of them. For example, while the “orphanage” is haunted, the heart of the haunting is the musty closet on the third floor where the “bad children” used to be locked up for days on end.

Object Table

d100	Object
1-4	Animal
5-8	Artifact
9-12	Artwork
13-16	Backpack
17-20	Book
21-24	Clothing
25-28	Computer
29-32	Container
33-36	Food
37-40	Furniture
41-44	Game
45-48	Greeting Card
49-52	Jewelry
53-56	Lamp
57-60	Mask
61-64	Medicine
65-68	Scarecrow
69-72	Sports Equipment
73-76	Telephone
77-80	Tool
81-84	Toy
85-88	Tree
89-92	Vehicle
93-96	Videotape
97-100	Weapon

Person Table

d100	Person
1-4	Academic
5-8	Addict
9-12	Artist
13-16	Athlete
17-20	Carpenter
21-24	Clergy
25-28	Collector
29-32	Cop
33-36	Criminal
37-40	Doctor
41-44	Farmer
45-48	Gambler
49-52	Genius
53-56	Millionaire
57-60	Musician
61-64	Occultist
65-68	Office Worker
69-72	Politician
73-76	Recluse
77-80	Soldier
81-84	Stage Magician
85-88	Student
89-92	Teacher
93-96	Vagrant
97-100	Writer

Place Table

d100	Place
1-4	Amusement Park
5-8	Auditorium
9-12	Bank
13-16	Bar
17-20	Bridge
21-24	Camp
25-28	Cave
29-32	Cemetery
33-36	Church
37-40	Farm
41-44	Forest
45-48	Home (roll on Home table)
49-52	Hospital
53-56	Hotel
57-60	Junkyard
61-64	Library
65-68	Nightclub
69-72	Office
73-76	Orphanage
77-80	Parking Garage
81-84	Prison
85-88	Resort
89-92	Retail Store
93-96	Road
97-100	School

Home Table

d10	Home
1	Cabin
2	Condo
3	Dorm Room
4	Large Apartment
5	Large House
6	Mansion
7	Mobile Home
8	Small Apartment
9	Small House
10	Van Down by the River

Step Three: The Ghost

Now we come to the soon-to-be-punched star of our macabre tale: the ghost itself.

First, roll to see what type of ghost it is. This tells you its base stats (as detailed in Chapter Four), as well as how many monstrous abilities it has.

Ghost Type Table

1d6	Ghost Type
1-3	Fledgling (roll twice on Abilities table)
4-5	Mature (roll three times on Abilities table)
6	Elder (roll at least five times on Abilities table)

Next, determine what abilities the ghost has. All ghosts have the Ghostly ability, but roll on the Abilities table the listed number of times to discover what additional abilities the haunter has.

Abilities Table

d20	Ability
1-3	Affinity
4	Arcane Power (Roll on Arcane Power table)
5	Armor +2
6	Deadly Drain
7	Emotional Leech
8	Fear -4
9	Feral
10	Free Range
11-12	Link
13	Looper
14-15	Manifestation (Roll on Manifestation table)
16	Natural Weapons
17	Paralysis
18	Possession
19	Soul Sucker
20	Stun

Arcane Power Table

d12	Arcane Power
1	Barrier
2	Blind
3	Bolt
4	Burst
5	Confusion
6	Entangle
7	Mind Reading
8	Pummel
9	Puppet
10	Slow
11	Telekinesis
12	Teleport

Manifestation Table

d6	Manifestation
1-2	Illusion
3-4	Omen
5-6	Hazard

Step Four: Add Flesh and Thread

Once you've got all the pieces of the adventure, it's up to you to tie them together with whatever narrative threads you feel would work best for your group. Flesh out the resulting adventure with any extra characters, locations, or specific ghostly powers you need to make it fun and challenging for your players. You could even throw in an additional ghost if you want.

It's your game: If some part of what you rolled up doesn't work for you, or inspires you to add something better, by all means throw it out. Or if you find the steps here too restrictive switch them around. Maybe start with the ghost and work your way backwards to how the heroes get involved. Or ignore everything else and just keep rolling on the Place table until inspiration strikes. It's all cool. These are just tools to help you create your adventures. How you use them is up to you.

Creating a Campaign

A *Ghost Punchers* campaign can take any number of forms. Rather than force you and your players to look at each other, shrug, and repeatedly say, “I don’t know, what do you want to do,” this section presents several different types of campaigns. This is by no means an exhaustive list, but it should at least give you some ideas for your own campaign.

Local Heroes: This campaign is based around a central location. All the players’ characters live and punch in the same city or general area. A benefit of this sort of campaign is that it gives you a chance to use recurring characters and locations that can change and grow over time.

Organized Punching: In this campaign, the characters are all members of the same ghost-punching organization. What’s cool about this sort of campaign is that you can tie the heroes into larger plots (“The boss needs us in Miami for a special mission!”) and explore organizational politics (if your players are into that sort of thing).

Common Background: The heroes in this campaign all have something in common. Maybe they all have the same mysterious mentor. Or maybe they were all haunted by the same ghost as children, hunted by the same enemy, or allied with the same mutual friend. They could even all be related. That could be fun.

This Fist for Hire: In this type of campaign, the heroes punch ghosts for money. They likely have their own personal motivations as well, but the point of the campaign is to turn their violent hobby into a self-sustaining career. If the players are interested, they could explore subplots about the challenges of starting up and running a business—especially one with such a unique niche.

The Truth is Out There: The core of this campaign is a vast mystery the heroes are committed to solving. In the course of punching ghosts each adventure, they find clues that help them uncover aspects of the core mystery. Eventually, they have enough clues that they can piece them together and defeat the villain sitting at the center of the web.

Regardless of what type of campaign you run, talk with your players to make sure they’re on board with what you have in mind, and that their characters’ goals are likewise in line with the campaign. The last thing you want to do is leave a player bored or saying, “My character has no reason to care about this adventure, so she’s going to go do this other thing instead.”

Adventure Seeds

Below are a number of brief ideas that can be turned into full-fledged adventures or inspire entirely new ideas of your own.

- The ghost of a mobster is stalking a businessman with a new suit. Is it the man who is being haunted, or is it the suit?
- An eight year-old girl starts using big words and a scheming mind brought on by her new friend, the ghost of a long-dead politician.
- A ghost leaves intricate, macabre toys in peoples' mailboxes. The toys are made by hand, but by whose hand?
- An old friend passes along a map that promises to show the location of the most haunted spots in the area. What's the pattern of those spots? And who made the map?
- Kids in the neighborhood know to stay out of the park after the sun goes down, for that's when Mother Tess and her daughter come out to hunt for prey.
- A ghostly barber cuts the hair of those he haunts.
- No one knows why the man in the black suit and long white fingers is called "the butler," but he's been haunting the zoo for months.
- Old ghost punchers don't retire, but one of them has come to town offering to teach his tricks to the new dogs in exchange for a bottle of whiskey and a place to crash for a few days.
- After being possessed for nine years, Judge Matheson may be dead. His body belongs to the ghost now; he's just a passenger on this nightmare ride.
- Eastfork Plaza, a strip mall that's seen better days, is being haunted by a dead veterinarian and a small army of evil dogs, cats, and hamsters.
- Guests aboard a cruise ship are surprised when a ghost jockey, riding a ghost horse, bursts through the wall and gallops down the deck.
- A gang of joy-riding ghosts get together every Saturday night to possess a posse of people and revel in their hijacked flesh.
- When poured onto a person's corpse, the elixir is said to destroy the person's ghost. Does it work? At what cost? Where did it come from? How can the heroes get some more?
- Library patrons report meeting someone between the stacks who inspires writing and artwork, but leaves them shivering and exhausted.

- The heroes have to undergo a bizarre rite of passage in order to be accepted into a new organization.
- A ghost leaves a trail of phantom blood where ever it goes. The trail leads the heroes to the lair of an active serial killer.
- Those haunted by the ice cream truck ghost lose the ability to move or speak for days.
- When someone turns on a rerun of the old educational public television show, the ghost of its host appears. He drains of them of their essence while speaking in a soft, soothing voice.
- The leader of fringe cult has not only human followers, but ghostly servants as well.
- A seductive, siren-like ghost appears on city buses and trains, convincing commuters to get off at the wrong stop, then luring them to their deaths.
- The burned-out building has laid in ruin for years, occupied only by the ghosts that repeatedly loop through their last day living there.
- The heroes find a book that allegedly lists the names and histories of dozens of active ghosts. Who wrote it? Who wants it back? And what will they do to get it back?
- No one who sees the big house at the end of the street remembers it for more than a moment. All who enter are trapped there and hunted by a ghost for sport.
- When a ghostly fisherman appears at the lighthouse, he brings a blinding bank of glowing fog with him.
- A hero's friend nervously confides, "I think I accidentally married a ghost."
- No one knows how long the circle of stones has stood in the forgotten field. At least since 1974, judging from the disco-dancing ghost often spotted there.
- Foolish people seeking wisdom search out the "wise woman," a ghost who offers advice in exchange for their essence.
- Twenty-six ghosts were sealed inside the protective wards. Now they're loose. Did the ward fail? Were they broken from the outside? And who can put them back again?
- When the LARPer reported seeing a unicorn in the woods, no one believed them. But then LARPer starting vanishing, and the hoof-prints suggested definite equine involvement.

- Before her death, she was a ghost puncher. Now that she's dead, she uses her knowledge of spirit mediums to thwart their attempts to banish her.
- The snarling beast only appears at night near the Pembroke statue. It's killed three people, including a young boy. It's protecting something, but what?
- Word on the street is that a certain someone has come into possession of a mysterious old chest. It's sealed shut, but radiates mystical power. It's big enough to hold a person. Is someone in there?
- Those who get tattoos at the Aces High parlor end up haunted by a long-haired ghost in a flowery shirt. Is he connected to the parlor, the people, or the tattoos themselves?
- When people try out the new designer drug, they open themselves up to be haunted by an entity they call "the dreamer."
- Almost no one remains in the tiny village of Hilworth. Those that do speak of a hooded figure who roams its streets at midnight, offering to gamble for peoples' souls.
- While working a case, the heroes meet a woman who claims to have a powerful new ritual for protecting themselves from ghosts. She's reluctant to teach it to them, saying, "the price is too high."
- When people stumble onto a batch of hidden, unmarked graves, strange and horrific things start to happen to them.
- Plants of unusual size and color are growing from the site where a ghost was recently banished. What does it mean?
- He says he's a spirit medium, and knows the ghost puncher lexicon, but doesn't actually have any supernatural abilities. At least, he doesn't have them any more.
- To banish the ghost, the heroes need only destroy its link—which is buried somewhere in the middle of a desert.
- All mediums suffer strange dreams now and then, but what happens when those dreams start coming true?

5

Chapter Five

Friends, Foes, and Ghosts in Need of Punching

This chapter presents descriptions and stats for a variety of characters the heroes might meet, as well as a number of ghosts that seriously need to be punched. If you use these entries, feel free to adjust the numbers and backgrounds as you see fit. It's your game. Do what works for you.

Friends and Foes

Below are statistics for humans the mediums may encounter in the course of their adventures. These are all “generic,” nameless Extras, but can easily be promoted to Wild Cards if you wish.

Academic

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Investigation d8, Knowledge (Ghosts) d8, Knowledge (History) d8, Notice d8, Persuasion d8

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: All Thumbs, Curious, Stubborn

Edges: Attractive, Scholar (Ghosts, History)

Gear: Rare books, reading glasses.

Beat Cop

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d6, Healing d6, Notice d6, Persuasion d6, Shooting d8, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Doubting Thomas, Heroic, Vow (Minor—Protect and Serve)

Edges: Connections, Quick

Gear: Baton (Str+d4), colt .45 (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Semi-Auto), police radio

Corporate Executive

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Intimidation d6, Investigation d6, Knowledge (Business) d10, Notice d4, Persuasion d6, Streetwise d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Greedy (Minor), Habit (Minor)

Edges: Connections, Strong Willed

Gear: Briefcase, company credit card, corporate ID.

Journalist

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d8, Knowledge (Writing) d8, Notice d8, Persuasion d6, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Overconfident, Loyal, Stubborn

Edges: Alertness, Brave

Gear: Camera, laptop computer, notebook.

Ghost-Punching Occultist

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Investigation d6, Knowledge (Ghosts) d8, Notice d6, Spirit Medium d8

Charisma: -2; **Pace:** 5; **Parry:** 6; **Toughness:** 6

Hindrances: Obese, Outsider (Minor), Squeamish

Edges: Arcane Background (Spirit Medium), Occult Bookshelf

Powers: *Bolt*, *Word of Binding*

Gear: Books. So many books.

Private Investigator

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Investigation d8, Notice d8, Persuasion d6, Shooting d6, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Doubting Thomas, Greedy (Major), Loyal (to client)

Edges: Connections, Investigator

Gear: Colt .45 (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1, Semi-Auto).

Ghost-Punching Martial Artist

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d10, Guts d6, Intimidation d6, Knowledge (Ghosts) d6, Notice d8, Persuasion d6,

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Code of Honor, Poverty, Vengeful

Edges: Arcane Background (Spirit Medium), Martial Artist

Powers: *Beat Stick*, *Ferocious Fist*

Gear: Collapsible baton (Str+d4)

Ghosts

The ghosts in this section are all Wild Cards. You can easily make weaker versions of them by simply removing their Wild Card status. Weaker versions make great minions for more powerful ghosts, who use them to find new victims or hold punchers at bay while making their escape.

Fledgling Ghosts



Carl Rosenberg, the Mystic

Rosenburg was a con man who posed as a guru in order to bilk people out of their money. Once a sucker's funds dried up, he declared they'd reached enlightenment, and moved on to find another mark.

As a ghost, the so-called Mystic is carrying on a very similar racket. He dramatically reveals himself to someone who is reading his self-published self-help book, then fills their ears with mystical mumbo-jumbo. While doing so, he drains their essence but fills them with a sense of lightness, joy, and well-being. Eventually, the sucker is addicted to the Mystic's drain, and insists on offering up their essence even if kills them.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d10, Notice d8, Persuasion d8, Stealth d8, Taunt d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Addictive Drain:** Every time the Mystic uses its Essence Drain ability on someone, the victim must make a Spirit roll. If the victim fails the roll on three occasions, he becomes addicted to the ghost's Drain, per the Habit (Major) Hindrance.
- **Deadly Drain:** When the ghost uses its Essence Drain ability on an Exhausted victim, it deals wounds instead of inflicting Fatigue levels..
- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Link:** The Mystic is linked to a well-worn paperback copy of *Finding the Glow Within* that's signed by the author.



Clawed Hunter, the Forest Stalker

The woods are haunted by a ghostly beast that runs on two legs like a man, but has no head, and where its hands should be are two sets of enormous, hooked claws. No one knows where this ghost came from. In fact, there may be many such clawed hunters roaming the woods. What is known is that it's not satisfied merely to drain essence from its victims, but attacks and kills them with its claws as well.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d12, Stealth d10, Taunt d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Claws:** Str +d4
- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Natural Weapons:** This ghostly beast is armed with oversized claws.

Daisy Mae, the Mad Nurse

According to legend, Daisy Mae Carson checked herself into Midway hospital for a minor operation, and never checked out. The staff put her in a room on the sixth floor, which was being remodeled. She was the only one on the floor. Unfortunately for Daisy, someone lost her charts and she was forgotten. Too weak to call for help, she laid in her bed and slowly died of infection.

Today Daisy roams the halls of Midways hospital looking for patients and staff members to torment. While she haunts the whole facility, she is most commonly found on the poorly-maintained sixth floor.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d10, Notice d12, Stealth d10, Taunt d10

Pace: 6; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Link:** Daisy is linked to Midway hospital, especially to the room where she died, which is now a storage room on the sixth floor.
- **Manifestation (Illusion—Hospital Maze):** Those caught in the ghost's illusion see a phantom version of the hospital overlaid on top of reality. In this phantom version, the hallways are literally a maze lit by flickering overhead lights. Ominous stains and wet spots dot the floors. Foul odors, long groans, and short grunts of pain pierce the air. The illusion lasts for 10 minutes, though characters may see through it with a successful Smarts -2 roll. At the end of the illusion, the victims may have wandered anywhere in the hospital.
- **Unseen and Forgotten:** To use this ability, the ghost must make a Spirit roll. For 10 minutes, plus 10 minutes for each success and raise, the victim can't be seen or heard except by spirits or those using Spirit Medium.



Sid Manning, the Whistling Miner

In life, Sid Manning was the foreman of an underground mining crew. He was a vindictive, petty man who reveled in the power he had over others. Those who crossed him found themselves working the worst shifts in the most unsafe parts of the mine. Those who didn't learn their lessons sometimes suffered unfortunate “accidents” that never killed them, but might prevent them from working.

Manning died when the tunnel he was working caved in. Officially, the cave-in was an unavoidable accident. Perhaps it was.

Today, Manning's ghost haunts the mine and the people associated with it. He likes to whistle in the darkness, as he did when he was alive, in order to put his victims on edge.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d10, Notice d12, Stealth d10, Taunt d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Affinity:** Darkness. In life, Sid thrived in the dark of the mine. In death, he still thrives on it.
- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Manifestation (Hazard—Shadow Servant):** If there is a shadow, Sid twists it into a malicious, humanoid servant. Like all such phantoms, its traits are equal its creator's Smarts die (in this case, d6), and its Pace is 6.

Mature Ghosts



Baby Jay, the Young Tyrant

Vicious mobster Jay Tyler died from gunshot wounds in the emergency room. Just down the hall, a doctor was checking out a six month-old baby whose parents had brought him in because they were worried about his high fever. Never one to give up easily, Jay refused to go into the light. Instead, he went into the baby.

Now Jay rarely leaves his host. He plays at being a baby, but can walk and speak if he wishes to, and watches the world around him with an adult clarity that others find disturbing. His “parents” know that something's wrong with their child, but they're too scared of him to seek help.

As for Jay, he's enjoying his second lease on life. But he hasn't forgotten that it was a traitor's bullet that cut off his first one, and he dedicates much of his time to tracking down his killer.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d12, Stealth d12, Taunt d10

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Manifestation (Omen—The Nanny):** When Baby Jay needs to go out in public without his “parents,” he creates a phantom “nanny” to push his stroller and carry him around. As an Omen, the nanny's traits are all equal to the ghost's Smarts die, in this case d8.
- **Puppet:** The possessed baby uses a mixture of eye contact, hand signals, and baby talk to command his “parents” to fulfill his needs.
- **Telekinesis:** Because of his stubby arms and legs, Baby Jay uses his mind to reach the things he needs.



Inga Dupont, the Sun Beach Mermaid

Rich young socialite Inga Dupont tried to fill her shallow, materialistic life with expensive “spirituality” in the form of exotic retreats and vision quests. She was especially fond of her “spirit companions”—a circle of friends who were likewise seeking enlightenment and often accompanied her on her journeys.

Inga's last retreat was at Sun Beach.

Here, she and her companions cleansed their bodies by day (by swimming in the ocean) and opened their minds by night (by imbibing high-grade narcotics provided by their host). There were almost 30 spiritual seekers living in the beach house for a week.

None of them noticed when Inga went out for a cleansing swim and never came back.

Inga had never been a strong swimmer. When a surprise undertow dragged her out of sight of the beach, she panicked. Minutes later, she drowned. The next day, her body washed up on shore, where it laid for hours before someone noticed it. It was another week before it was identified and taken home to be buried. Not one of her “spirit companions” showed up at her funeral.

As a ghost, Inga has a special hatred for the carefree young people who come to Sun Beach. She lies in wait for them in the ocean, like an oil slick on the surface of the water. When they go ashore, she clings to them and haunts them, whispering in their ears that they need to swim, swim, swim until the world fades away.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d12, Notice d8, Stealth d12, Swimming d6, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Affinity:** Water. The Mermaid has an especially strong connection to the ocean.
- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Link:** Inga died wearing the metal medallion her guru gave all his disciples. It's currently beneath the waves a quarter mile off of Sun Beach.
- **Puppet:** Whenever the victims immerse their ears in water (such as while swimming, or in the bath or shower), they hear Inga's voice calling them to the ocean. Once in the ocean, Inga forces them to go further than they should, to places they should not go, in order to drown them.

Lucas Park, the Spider King

A self-diagnosed agoraphobic, Lucas Park supported himself by raising exotic, often venomous spiders and selling them (sometimes illegally) over the Internet. For an extra fee, Lucas would send boxes of spiders to peoples' enemies. He got a sick thrill out of the thought (and occasional video) of these victims opening a package and suddenly being swarmed by dozens of spiders.

When one of his venomous spiders finally killed him, Lucas became a ghost, haunting his Internet customers and those around them.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d10, Knowledge (Spiders) d10, Notice d12, Stealth d12, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Affinity:** Spiders. Lucas loves all spiders, regardless of species.
- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Entangle:** The Spider King summons thick webs to hold his prey.
- **Manifestation (Illusion—Talking Spiders):** Lucas sends swarms of talking spiders after his prey. These spiders can range from the size of a thumbnail to the size of a hand, depending on his mood. Each spider has a tiny version of his face, and a human mouth. They don't attack, but speak smooth, persuasive words about how the victim should give up, just lie there, and either wait for death or actively go seek it out.

Elder Ghosts



Anthony Marrow, the Laughing Vulture

Before he was hanged in 1897, Anthony Marrow was given the nickname “the laughing vulture” by the local papers due to his hunched shoulders, beak-like nose, and constant smirk.

He was a professional, serial kidnapper who specialized in snatching the children of wealthy families and holding them for ransom. He *usually* returned the children, but they were always scarred by the trauma they experienced at his hands. The children he failed to return were a set of triplets. One thing led to another during their captivity, and they died before their parents could pay the ransom.

As a ghost, Marrow is still in the business of stealing children. He lures them into remote areas, where they become trapped, then feeds off their parents’ fear and panic. He doesn’t worry if the children are found or not. When the parents’ fear is exhausted (one way or another), he simply moves on to another family of victims.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d12+2, Notice d8, Persuasion d6, Stealth d12+4, Taunt d12

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Emotional Leech (Fear):** Marrow heals one wound and recovers one Fatigue level every hour he spends within 30 feet of someone experiencing strong fear—such as the parent of a missing child. He also gets a +2 bonus on any Essence Drain rolls he makes against that fearful person.
- **Free Range:** Because he's not tied to any specific person, place, or object, the Vulture is free to roam as he sees fit. As such, he rarely strikes in the same area twice.
- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Mind Reading:** By reading the minds of those children he wants to kidnap, Marrow knows best how to lure them into danger. Likewise, he’s able to read the parents’ minds to know what would inflict upon them the greatest fear.

- **Manifestation (Hazard—Giant Vulture):** Marrow can manifest a man-sized vulture strong enough to snatch up and fly away with an adult for up for a minute.
- **Natural Weapons:** In his natural form, the Laughing Vulture has sharp, claw-like hands that deal Str +d4 damage.

The Hanging Tree

For more than 200 years, the old oak tree served as the community's natural gallows. More than a hundred people were hanged here over that time. Some were hanged legally. Some were not. Some in no way deserved their grisly fate. But most of them stayed here, haunting the place, until no one dared approach the tree after dark. Eventually, some brave souls burned the tree to ashes. While the fire didn't destroy the ghosts, it did change them.

The Hanging Tree is a composite ghost made up of all the ghosts that died swinging from its branches. When seen in the spirit world, it looks like a large tree made of human flesh. Its knots are eyes and mouths; its branches are fingers; its leaves are hair, nails, and teeth.

While the Tree isn't truly Feral, it's driven by such schizophrenic madness that it doesn't have a true consciousness either. Its thoughts are twisted, dark, and alien. Whereas a feral ghost lives only to feed, the Tree relishes the suffering it causes.

Attributes: Agility d4, Smarts d6, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d4, Intimidation d12+2, Notice d12

Pace: 4; **Parry:** 4; **Toughness:** 11

Special Abilities:

- **Entangle:** Roots and branches attack those near the Tree or its minions, holding them down.
- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)
- **Large:** Attackers add +2 to their Shooting or Fighting rolls when attacking the Hanging Tree due to its size.
- **Manifestation (Hazard—Nooses):** Nooses at the ends of long ropes shoot out and try to snag the necks of targets within 20 feet of the Tree or one of its minions. Targets can avoid the noose with a successful Agility roll. Once caught, the target takes 2d6 damage, then 2d6 damage every round until he dies or breaks loose. Breaking loose requires a successful Strength roll at -2 or cutting the phantasmal rope (which

has a Toughness of 5). The Tree can attack with a new noose each round, but can only have six nooses “occupied” with victims at once.

- **Minions:** Some people killed by the Tree’s nooses become ghosts themselves. These “nooselings” are Feral ghosts with d6 in all traits. They look like they did in life, but with tattered nooses around their necks and skin like tree bark. They are completely loyal to the Tree. The tree typically has 2d4 nooselings at any one time.
- **Rooted:** When the Hanging Tree becomes corporeal in the physical world, it does so for 24 hours, but has a Pace of 0. (It appears as a normal tree, not a tree-shaped fleshy abomination.)
- **Size +4:** The main trunk of the Hanging Tree stands 10 feet tall, and its branches reach even higher still.
- **Teleport:** The Hanging Tree can teleport to wherever one of its minions is.



Martin Frond, aka Typhoid Marty

Martin Frond was never a healthy man. Though his inherited wealth furnished him with a nice apartment, his chronic illness kept him from leaving it. Trapped alone with his luxury, he spent his days at the window watching those who were healthy enough to be out and about. He hated them, yet was obsessed with them.

Martin visually stalked his neighbors and people on the street. As jealous as he was of them, he lived vicariously through them. He just sometimes wished they were as miserable as he was.

Martin died in the apartment. His body was found three weeks later.

As a ghost, Martin has the ability to infect people with a supernatural illness that gives them chills, fever, and an extra sensitivity to the spirit world. This sensitivity makes them more susceptible to his power, and may allow them to perceive ghosts. (He has inadvertently created more than one spirit medium this way.)

Martin mostly haunts people in sight of his old apartment, but has been known to attack those near his links as well.

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d8

Skills: Fighting d8, Healing d6, Intimidation d12, Notice d12, Stealth d12+4, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Ghostly:** This creature has all the special abilities of a ghost (Essence Drain, Fear -2, Hard to See, Spiritual)

- **Ghost Pox:** To infect someone with Ghost Pox, Marty makes a Spirit roll opposed by the victim's Vigor. If he succeeds, the victim takes a level of Fatigue and remains Fatigued for the next 2d6 days. While infected, the victim is contagious; anyone who comes into physical contact with him must succeed at a Vigor roll or likewise become infected. Because of the victims' spiritually weakened state, any Spirit rolls made against them get a +2 bonus.
- **Links:** Marty is linked to three objects that were his constant companions during his last days: A hand-made quilt from his bed, a thick bathrobe he wore around the apartment, and a telescope he used to spy on the neighbors. All three items were sold at an estate sale and are now scattered across the city.
- **Painful Connection:** When Marty receives a wound or a level of Fatigue, he can shunt that damage to any Ghost Pox victim within 50 feet instead.
- **Possession:** While Marty can technically possess anyone, he much prefers to inhabit those he has infected with Ghost Pox.
- **Relapse:** Once Marty has infected someone with his Ghost Pox, even if they recover from it, he still gets a +2 on all Spirit rolls against them.

GHOSH punchers

Player Name _____

Character Name _____

Background _____

Rank _____ XP _____

Attributes

____ Agility
____ Smarts
____ Spirit
____ Strength
____ Vigor



Charisma
(base 0)



Pace
(base 6")



Power Points
(10)



Parry
(2+Half Fighting)



Toughness
(2+Half Vigor)

Skills

____ Boating (Agility)
____ Climbing (Strength)
____ Driving (Agility)
____ Fighting (Agility)
____ Gambling (Smarts)
____ Guts (Spirit)
____ Healing (Smarts)
____ Intimidation (Spirit)
____ Investigation (Smarts)
____ Knowledge: Ghosts (Smarts)
____ Knowledge: _____ (Smarts)
____ Knowledge: _____ (Smarts)
____ Lockpicking (Agility)
____ Notice (Smarts)
____ Persuasion (Spirit)
____ Piloting (Agility)
____ Repair (Smarts)
____ Riding (Agility)
____ Shooting (Agility)
____ Spirit Medium (Spirit)
____ Stealth (Agility)
____ Streetwise (Smarts)
____ Survival (Smarts)
____ Swimming (Agility)
____ Taunt (Smarts)
____ Throwing (Agility)
____ Tracking (Smarts)

Hindrances

Edges

Arcane Background: Spirit Medium

Gear

Powers

Power Cost / Rng / Dur / Effect

Wounds

-1

-2

-3

INC

-2

-1

Fatigue

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