

Appendix Two: Conditions & Tilts

Tilts

Conditions

Addled

Something's wrong with your memory. You remember faces but not names, and your sense of time is shot — you're sure you broke your leg falling off the swings just yesterday, but that happened 20 years ago and you have no memory of the guy with the hobbling post who caused this break. You don't forget skills or most facts (though you might slip up on the president's name); it's just that your memories are jumbled. Any rolls to remember specific events are reduced to a chance die. Any Composure dice pools suffer a -2 penalty.

Possible Sources: Progressive mental deterioration, some Haunts

Resolution: Walk into a dangerous situation or otherwise suffer significant difficulty because of your lack of memory.

Bonding

You had a brief moment of understanding with your geist, and you have an inkling of where it is coming from or what it wants. Your relationship is improved by one step. Resolving this condition grants a Synergy Beat.

Possible Sources: Succeeding at a crisis point roll

Resolution: Face another crisis point, improve your geist's Remembrance, or gain a dot of Synergy.

Dead

Something's killed you, and now your geist is free in the world until it can bring you back.

- Your geist is Unleashed (p. XX) for the rest of the scene. Play as the geist until this Condition is resolved.
- If the geist is destroyed or consumed, the Sin-Eater dies with it.
- Resolving this Condition grants a Krewe Beat, as the Sin-Eater better understands the mysteries of the Underworld.
- Resolving this Condition reduces your Synergy by 1.
- When you resolve this Condition, you return to life with all your Health boxes filled with lethal damage, all Tilts removed, and 1 Plasm. The Plasmic caul she tears free of may be consumed for 2 Plasm.

Possible Sources: Suffering fatal damage

Resolution: Return from the dead at the end of the scene.

Defiant (Persistent)

The character has broken an Old Law, intentionally or otherwise, and she is stained with the pall of the lawbreaker. All can sense the mark of the Kerberos upon her, and avoid her for their own safety.

Effects

- The character is aware she has broken an Old Law.
- The character takes a –2 modifier to all Social actions in the Dominion.
- The Kerberos of the Dominion is aware of her location.

Possible Sources

- Violating an Old Law
- The Boneyard Haunt (p. XX)

Resolution: Receive punishment from the Dominion's Kerberos.

Beat: Experience consequences or difficulties because of your transgression.

Echoes

You have echoes of being able to do something despite never learning how, fragments of your geist's experiences lingering in your mind. You suffer a –1 penalty each time to all actions involving a Remembrance Trait until this Condition resolves.

Possible Sources: Using a Remembrance Trait

Resolution: Buy a dot in any Merit or Skill you have used as a Remembrance Trait while possessing this Condition. Gain an exceptional success on any roll using a Remembrance Skill without boosting it with Plasm.

Ferry-Bound

The character has taken on the mantle of the Ferryman, tying herself to the Rivers and her vessel. In doing so, she attunes herself to the ebb and flow of the Underworld, to the rise and fall of Dominions, and the twisting skein of entropy behind it all — and how to exploit it.

Effects

- Automatically succeed on Underworld navigation rolls.
- Must collect a price from all passengers, commensurate with the length and peril of the journey. Prices may be in Essence, the acquisition of Persistent Conditions or Tilts, or even more esoteric things.
- The journey always deposits passengers in a situation they are suited to destabilizing.
- Carrying a passenger without payment or leaving the ferry ends the Condition without resolving.

Resolution: Carry a passenger or passengers to a destination they will ultimately help to destabilize.

Flatlining (Persistent)

The relationship with your geist has broken down completely; you're not able to communicate enough even to threaten or cajole one another. You suffer the following limitations:

- Cannot gain Synergy Beats or spend Synergy Experiences.
- Cannot use Haunts or Keys.
- Cannot spend Plasm.
- Do not come back from the dead.
- Cannot interact with beings in Twilight.
- Automatically fail rolls involving crisis points, and cannot prevent your geist from responding.
- Cannot access Remembrance Traits or Unleash your geist.

Possible Sources: Hitting Synergy 0

Resolution: Die for the last time, improve your geist's Remembrance, shatter your geist's Touchstone.

Beat: Face a crisis point.

Fugue (Persistent)

Something terrible happened. Rather than deal with it or let it break you, your mind shuts it out. You are prone to blackouts and lost time. Whenever circumstances become too similar to the situation that led to the character gaining this Condition, the player rolls Resolve + Composure. If you fail the roll, the Storyteller controls your character for the next scene; your character, left to his own devices, will try to avoid the scene and get away from the immediate area.

Possible Sources: Psychological trauma, encountering a breaking point, some Haunts

Resolution: Regain a dot of Integrity, lose *another* dot of Integrity, or achieve an exceptional success on a breaking point.

Beat: You enter a fugue state as described above.

Ghost-Marked (Persistent)

Something has marked you, and you're no longer entirely a creature of the living. Perhaps one of your hands has had its flesh burned away yet remains intact as an animate skeleton, or your eyes have rotted away even though you can still see just fine. While you can hide the mark, and people who see it at a distance might mistake it for makeup or a prosthetic, those who get up close will not make that mistake. Social actions with the living who have seen the ghost-mark are reduced to a chance die for a week after, and suffer a -2 penalty for the duration of this Condition. Sin-Eaters know that one of their own has marked you, even if they don't see the mark itself.

Possible Sources: Some Haunts

Resolution: Beg the Sin-Eater who bestowed the mark to remove it, receive supernatural aid to restore the mark.

Beat: You fail a Social roll as a result of someone seeing the ghost-mark.

Indebted

Your character feels a distinct tension that tells her things are out of balance. Either the geist grows impatient and displeased or you're starting to wonder who really benefits from your second shot at life. Every night that passes with this Condition, levy a cumulative –1 die penalty on invoking Haunts, Remembrance Traits, or managing crisis points.

In addition, you must spend a point of Plasm to “prime the pump” for a scene to spend more.

Possible Sources: Neglecting one Touchstone for another

Resolution: Regaining Willpower by defending or supporting the neglected Touchstone

Beats: n/a

Lawbreaker (Persistent)

You have been branded a lawbreaker by the Kerberos of a Deep Dominion. The Dominion itself is raised against you, and you may only shed the label by completing the task the Kerberos sets you.

When you gain this Condition, note it as Lawbreaker (Dominion), with the Dominion in which you broke the Old Law.

Effects

- Your maximum Synergy is reduced by 2.
- Within the Dominion, all of your failed rolls become dramatic failures.

Beat

- Your reputation as a lawbreaker negatively impacts you.

Resolution:

- Complete the task set for you by the Kerberos of the Dominion.
- Resolving this Condition grants a Krewe Beat.

Memento Collector

Your collection is turning heads.

Effect

- When interacting with other Sin-Eaters, treat your First Impression as one level higher.

Possible Sources

A Sin-Eater shows off an impressive collection, such as:

- Five Mementos with matching Keys.
- A complete set of nine Mementos, each with a different Key.
- One exceptionally famous Memento (at the Storyteller's discretion).

Resolution

- The collection is lost or removed.

Regalia

You are crowned with the mythic power of your krewe's mysteries. When your group creates a Regalia, you should rename this Condition and spend a moment or two thinking about how that particular Regalia appears.

Effects

- Improve your reaction level (p. XX) with other Sin-Eaters by 1.
- One Regalia Effect (p. XX).

Possible Sources: The Bestow Regalia Ceremony

Resolution

- Act in opposition to a krewe Doctrine, Virtue, or Creed. Gain the Guilty Condition.
- Resolve the Condition as described in the Regalia Effect description (p. XX).
- Resolving this Condition grants a Krewe Beat.

Spooked

You have seen something supernatural — not overt enough to terrify you, but unmistakably otherworldly. How your character responds to this is up to you, but it captivates her and dominates her focus.

Possible Sources: Facing a breaking point, encountering the supernatural, being in a flared liminal aura

Resolution: You do something that hinders the group or complicates the situation (goes off alone to investigate a weird noise, spends all night researching, runs away instead of holding her ground, etc.)

Theophany (Persistent)

It was all well and good when it started — faith, works, and a bit of miracle mixed in to spice things up. It was easy enough to understand the little things, the proof of life after death, the ectoplasm, the apparitions. It was less easy to cope with helping family members you thought long gone move on, less easy to ride through the realization that you, too, were probably going to be stuck in that hellish place. Now the faith has torn an archetypal specter from the shadows, set it and all the deaths like it free, made real changes in something ancient, monolithic, and evil. This shit is real, and it's working. How do you cope with something like that?

Effects

- The krewe gains 8-again on all Resistance rolls.
- Individual krewe members gain +1 Willpower (maximum 10).

Resolution: The krewe experiences a schism, grounding their expectations.

Krewe Beat: The krewe suffers harm or a major setback due to their own overabundance of confidence.

Unleashed

You are loose, free to act upon the world directly rather than through the powers of the Bargain. An Unleashed Geist is a powerful force, but that power comes with increased vulnerability.

Effects

- Immediately Materialize (p. XX), ignoring all requirements of that Manifestation.
- Gain the following Advantages: Size 5, Corpus (Size + Resistance), Initiative (Finesse + Resistance), Defense (lower of Power or Finesse), Speed (Power + Finesse + 5).
- Share Plasm and Willpower pools with your bound Sin-Eater.
- Treat innate Keys as Influences with dot ratings equal to your Rank.
- Use any Haunts your Bound knows with a dice pool of Power + Rank + Haunt.
- Use Down and Dirty Combat against lower-Rank ghosts and living people without a supernatural template.
- This Condition ends (without resolving) at the end of the scene.

Possible Sources: Unleashing

Resolution: The geist's Corpus track is filled with lethal or aggravated damage. When this Condition resolves, the Sin-Eater takes a Synergy Beat and loses all remaining Plasm.

Wavering

You did something to piss off your geist, and now it doesn't want anything to do with you. You can still communicate, but getting it to work with you is harder. You must spend a point of Willpower in order to roll any dice pool, including Synergy. Resolving this condition grants a Synergy Beat.

Possible Sources: Failing a crisis point roll or otherwise annoying your geist

Resolution: Make a significant physical or material sacrifice when following your geist's Passion.

Weakened Bond

You have unleashed your geist upon the world, and it is focused on acting out its own agenda in the world of the living. While this is a powerful state for the geist to be in, it strains the link between both halves of the Bound, leaving the Sin-Eater in a weakened state.

Effects

- Cannot spend Plasm.
- This effect ends (without resolving) when the Unleashed Condition on the Sin-Eater's geist ends (without resolving).

Possible Sources: Unleashing your geist

Resolution: The end of the scene *after* the geist resolves the Unleashed Condition.

Ephemeral Influence and Manifestation Conditions

If something falls into a ghost's sphere of influence, this is handled mechanically by declaring an Influence Condition. Influence Conditions resemble Tilts and character Conditions.

The different forms of the Manifestation Effect are also Conditions applied to the location, object, or character the ghost is Manifesting into or, in cases like Materialized, to the ghost.

Unlike many Conditions, Influence and Manifestation Conditions are tiered and interrelated; Manifestation Conditions have Influence Conditions as prerequisites and vice-versa. The lower tiers are naturally occurring, while the later ones must be created by ghosts using Influences and Manifestations.

In the most advanced forms of Influence and Manifestation, ghosts may attempt to create a long-lasting Condition that has a prerequisite of a very temporary one. When one Condition is advanced into another, the remaining duration of the prerequisite Conditions is “frozen.”

If a prerequisite Condition is removed from a character (for example, a Possessed character’s Open Condition is removed by exorcism) any Conditions relying on it, any relying on them, and so on are immediately removed. The most advanced remaining Condition then resumes its duration.

Anchor

The subject of this Condition — usually a location or object, though it can be a person in rare cases — is within the sphere of influence of a ghost. Ghosts in or within (Rank x 3) yards of their Anchors do not suffer Essence bleed.

Causing the Condition: This Condition is immediately created when a new ghost is formed, based on whatever subject anchors the ghost’s identity. Summoning rituals intended to release ghosts from the Underworld or call them from elsewhere temporarily create this Condition in their target. Finally, a high-Rank ghost can use a Create Influence to mark a target as an Anchor.

Ending the Condition: The easiest way to end an Anchor condition is to destroy the subject. Some ghosts cling to Anchors that represent unfinished business, in which case resolving those issues can remove the Condition. Ghosts without Anchors bleed Essence until they fall into dormancy, at which point the Underworld Gate Condition is created and the ghost is banished to the Great Below.

Bound Geist

The ghost is now a geist, partnered with one of the Bound thanks to the Bargain. While Bound, a geist’s Attributes are replaced with those derived from the host as per p. XX. Bound geists may not use any Influences, Numina, or other Manifestations, but do not need to spend Essence to remain active or suffer Essence Bleed. They use the host’s Willpower and Plasm instead of their own Willpower and Essence pools.

Causing the Condition

This Condition is created by a ghost using the Bargain Manifestation.

Ending the Condition

Although low Synergy can cause the Bargain to waver (see p. XX), the bond between Bound and geist is only destroyed by the host’s final death.

Claimed

A Claimed object, corpse, creature, or person has been permanently possessed and merges with the ghost involved. Unlike Possess, living Claimed aren’t put into a fugue state, but remain mentally active while their soul and the Claiming ghost merge together over the course of several days. During the period of fusion, the subject is under all the effects of the Urged Condition, described on p. XX. Once per day, starting with the moment the Claimed Condition is created,

add one dot of the ghost's Attributes to the host's, permanently raising them. Power may be assigned to Strength, Intelligence, or Presence, Finesse to Wits, Dexterity, or Manipulation, and Resistance to Stamina, Composure, or Resolve. The host's physical form begins to mutate, taking on an appearance influenced by the original host and the ghost.

Claimed corpses add points to Attributes as above, but start with all Mental and Social Attributes at 0. Inanimate objects use the statistics appropriate for their type (Adding Resistance to Structure and Durability, Power to Acceleration and Finesse to Handling) instead of Physical Attributes, and also start the claiming process with all Mental and Social Attributes at 0. Corpses and inanimate hosts don't spend the claiming period under the Urged Condition, having no minds of their own to warp.

Claimed may use the ghost's Influences, but not Numina or Manifestation Effects. They may develop supernatural powers as Merits. From the moment the Claimed Condition is laid, the ghost is safe from Essence Bleed. The hybrid being that results has the ghost's Essence trait, Virtue, Vice, Fate, Ban, and Bane, but is a material being. Claimed that were once spirits may cross the Gauntlet at a Locus with a successful Intelligence + Presence roll. Claimed that were inanimate objects are fully animate, fusions of spiritual power, metal, and plastic.

Causing the Condition: This Condition is created by a ghost using the Claim Manifestation Effect.

Ending the Condition: Claim is permanent in living hosts unless the ghost decides to detach itself, rolling its original Power + Finesse penalized by Rank in dice and contested by the Claimed hybrid's Resolve + Composure, including any dots gained from being Claimed. If the ghost succeeds, the ghost and host are separated. Former hosts are physically and mentally scarred — the physical appearance changes back at the same rate it mutated and the extra Attribute dots fade at a rate of two per day. The Essence trait and any supernatural powers the Claimed developed immediately vanish. Former Claimed, however, retain the Virtue and Vice of the ghost that took them over.

In nonliving hosts, Claim is only temporary — once the Claim has fully formed, the host loses one dot of a Physical Attribute (or equivalent for formerly inanimate objects) per three days. When any of these Attributes reaches 0, the host disintegrates and the ghost is released into Twilight.

Controlled

The object, creature, or person covered by an Open Condition has now been so conditioned that the ghost may attempt to Claim it, permanently merging with it.

Prerequisites: The intended subject of this Condition must have the Open Condition, tagged to the ghost attempting to cause it.

Causing the Condition: This Condition is the result of repeated use of the Possess Manifestation effect by a ghost. She must have succeeded in possessing the subject on a number of separate occasions equal to the Willpower of ghost or subject (whichever is higher). If any Possessed Condition is removed before its duration ends, progress is lost on building to the required number of possessions.

Ending the Condition: Successfully ending the Claimed Condition against the ghost's will, for example by forcing the Claimed subject into contact with the ghost's Bane, removes this Condition and reverts the subject to Open.

Engulfed

The ghost has been imprisoned within another ghost's Corpus. While Engulfed, the victim enters hibernation as though she had lost all Corpus, but cannot regain Essence. Anything that would cause an Engulfed ghost to gain Essence grants that Essence to the captor instead. The captor may also commit ectophagia (p. XX) on the target without resistance.

Causing the Condition: This Condition is created by a ghost using the Engulf Manifestation Effect on another ghost.

Ending the Condition: Engulfed lasts one day, but the engulfing ghost may pay the Essence cost spent to engulf the victim again to make it last another day. When this Manifestation ends, the victims are expelled from the engulfing ghost and begin regaining Essence.

Fettered

The ghost has secured itself to an object or creature. As long as it remains Fettered, the ghost is safe from Essence Bleed. The ghost remains in Twilight and must stay within five yards of the Fetter. Most entities Fettering themselves literally hide inside their Fetters if they are small enough.

The ghost pays one fewer Essence for using Influences on the Fetter, but may not use them or Numina on another target as long as the Fetter lasts.

Prerequisites: The intended subject of this Condition must have the Open Condition, tagged to the ghost attempting to cause it.

Causing the Condition: This Condition is created by a ghost using the Fetter Manifestation Effect.

Ending the Condition: Fetters are permanent unless the prerequisite Conditions are ended, or if the subject of the Fetter is destroyed or killed (if a living being). The ghost can voluntarily end the Condition by using the Unfetter Manifestation Effect.

Materialized

The ghost has shifted from ephemeral to material substance, manifesting in physical form. All the rules for ephemeral entity's traits still apply except for the effects of being in Twilight. This Condition protects the ghost from Essence Bleed for its duration.

Causing the Condition: This Condition is created by a ghost using the Materialize Manifestation Effect on an Open Condition. If the Open Condition used is on an object or person, the ghost must materialize within its Rank in yards.

Ending the Condition: Materialization lasts for one hour per success on the activating roll. When the duration ends, the ghost fades back into Twilight. Physical contact with a Bane or removal of a prerequisite Condition can cause the Condition to end early.

Open

The place, object, animal, or person covered by Anchor has now been conditioned to accept a ghost. That ghost can now attempt to Fetter itself to the subject of the Condition, or, if the Condition is on a location, Manifest.

Prerequisites: The Anchor Condition for the same phenomenon to which this Condition is tagged.

Causing the Condition: This Condition is usually the result of fine-tuning the Anchor Condition as part of an extended action, involving the subject and ghost acting in concert for a number of scenes equal to Rank or a living subject's Resolve, whichever is higher. Using a Control Influence allows a ghost to temporarily create the Open Condition as an instant action, and Plasm created by Manifestation causes Open on anything it covers until it decays.

Ending the Condition: The Condition ends if the Anchor Condition is removed or the Plasm creating it decays.

Possessed

This object, corpse, or living being is temporarily controlled by a ghost. Living hosts are put into a coma-like state while being possessed — they experience the possession as missing time, except for flashbacks that might come out in dreams or times of stress such as losing Integrity. The ghost may not use Numina or Influences while controlling the host, but is safe from Essence Bleed as long as the possession lasts.

The ghost may pay 1 Essence per turn to heal one lethal or bashing wound or a point of structure lost to damage. Corpses that died through damage begin Possession incapacitated and must be “healed” with Essence.

Entities possessing inanimate objects or corpses have a great deal of control over their host. A ghost controlling an object can't make it do anything it couldn't do while being operated, but it can turn switches on and off, operate machinery, use keyboards, and turn dials. Use the ghost's Finesse if dice rolls are necessary.

Corpses and other articulated hosts capable of movement, such as shop mannequins or industrial robots, use their own Physical Attributes but the ghost's Attributes in Social or Mental rolls. By spending a point of Essence, the ghost can use its own Attributes instead of the host's for Physical tasks for a turn, but doing so causes one point of lethal damage or structure loss to the host.

Living hosts require more time for the ghost to gain full control and always use their own Attributes. The ghost may read the host's mind with a Finesse Roll at a –4 die penalty, use the host's Physical Skills at a –3 penalty, and the host's Social and Mental Skills at –4. These penalties are all reduced by one die per day that the ghost has been Fettered to the host. Most possessing entities Fetter themselves to their intended hosts and use the Possess Manifestation Effect to take full control only in emergencies.

To possess a host, the ghost must remain in Twilight, superimposed over the host. This means that if the host touches the ghost's Bane or is injured by a weapon made of the Bane, the ghost will suffer wounds to its Corpus.

Causing the Condition: This Condition is created by a ghost using the Possess Manifestation Effect. The object or victim must be under the Open Condition, tagged to the ghost.

Ending the Condition: The possession lasts for a single scene, unless the ghost abandons it early or the host is killed or destroyed.

Underworld Gate

The location has an open gateway between the Underworld and living world, which ghosts may freely use to cross between worlds. All ghosts on the living world side lose 1 Essence per scene that they are in the gateway's presence.

Causing the Condition: This Condition can be created by using the Avernian Gateway Manifestation Effect on an Open Condition. Existing Avernian Gates may be opened by anyone utilizing the proper Key (p. XX).

Ending the Condition: At the end of the scene, the Condition fades.

Urged

This animal or human host has been used as a Fetter by an ephemeral being. The ghost may read the subject's thoughts with a successful Power + Finesse roll, contested by Resolve + Supernatural Tolerance. Success reveals surface thoughts. The ghost may urge the host to take a specified action with a successful Power + Finesse roll contested by Resolve + Composure with an extra die. If the ghost wins, the urge is created. Following it rewards the host with a Beat.

Causing the Condition: This Condition is created by a ghost using the Fetter Manifestation Effect.

Ending the Condition: The Urged Condition ends whenever the linked Fetter ends.

Haunt Conditions & Tilts

Actor

You have become part of a Memoria, taking on the persona and actions of someone involved in the events. Your character doesn't gain any knowledge of who their persona was or what they were thinking, but nonetheless your character finds themselves compelled to do what their persona did and say what they said during the Echo.

Effects:

- Your actions are dictated by the Echo in which you are participating.
- If an action the character is compelled to take would be a breaking point (or a crisis point, or equivalent), or if you suffer lethal damage, you may attempt to break the spell with a reflexive Resolve + Composure roll. Being reminded of your true identity by someone not involved in the Echo also allows an attempt to break the spell.
- While you have this Condition, the phantasmal memories *are* real and solid to you. You can walk up the image of a staircase that collapsed 80 years ago, pick up an illusionary gun, and be injured by phantom bullets.

Possible Sources: Some Haunts, the influence of some ghosts or haunted places

Resolution:

- The illusion plays out to completion.
- The character succeeds at a roll to break the spell.

- The character fails a breaking point roll caused by her persona's actions.
- You are confronted by the Ban or Bane of the inflicting Sin-Eater's geist.
- When this Condition resolves, the Sin-Eater who created it also takes a Beat.

Boneyard

Environmental

Description: The Bound's consciousness suffuses the haunted landscape. The walls imperceptibly shudder and shake as if they were breathing. Plasm in the environment seeps into inanimate objects, infusing them with a small amount of the Sin-Eater's awareness and allowing them to move with a life of their own. Pianos play as if automated, lights flicker to life, and doors fling themselves open or lock tight of their own accord. The animated objects are too clumsy and single minded to directly harm someone in the Boneyard, but in some locations, such as old factories or warehouses just the illusion of life can be hazardous enough to harm an unwary trespasser.

Effect:

- The Sin-Eater has perfect awareness of the layout and architectural details of the area they control.
- Characters within the Boneyard cannot hide their presence or location from the Sin-Eater. Supernatural beings attempting to use magic to hide themselves must make a Clash of Wills against the Bound.
- The Sin-Eater may create minor, cosmetic poltergeist effects within the Boneyard, such as flickering lights, slamming doors, or strange sounds as reflexive actions. These effects can't be used to attack, but if someone sticks their hand into a garbage disposal or industrial press, that can inflict damage.
- The area of the Boneyard gains the Open Condition for all ghosts.

Causing the Tilt:

- Using the Boneyard Haunt.

Ending the Tilt:

- Creator leaving the area of the Boneyard, falling unconscious, or dying.
- Creator is confronted with her geist's Ban or Bane.

Caul

You have invited your geist inside of yourself, merging flesh and Plasm into one horrific being of malleable, protean flesh controlled by a single gestalt mind.

Effects:

Caul has a number of charges determined when it is placed upon you. Spend a charge for one of the following effects. (Other Haunts may add additional options to this list.)

- Gain an exceptional success on three successes instead of five when your viscous body would aid you (e.g. grappling, squeezing through tight spaces, intimidating the living).
- Ignore wound penalties for one turn.
- Substitute one of your geist's Attributes for yours in the same category for an action. Power may substitute for Strength, Intelligence, or Presence; Finesse for Dexterity, Wits, or Manipulation; and Resistance for Stamina, Resolve, or Composure.

The Condition ends, without resolving, when all charges have been spent.

Possible Sources: The Caul Haunt

Resolution:

- The character dies or is otherwise rendered unconscious.
- The geist is dismissed from their body either willingly or unwillingly.
- The geist suffers a crisis point.
- You are confronted with your geist's Ban or Bane.

Curse

A Sin-Eater has lain a Curse on you, and the universe is out to get you because of it. Bad luck is out to get you at the best of times.

Effects:

- The Curse has a number of charges determined when it is placed upon you. Each charge can inflict the following effect, as a reflexive action by the Sin-Eater who cursed you. Only one effect can be applied per turn. (Other Haunts may add additional options to this list.)
- Impose a -2 penalty on one roll.

This Condition ends (without resolving) when it runs out of charges.

Possible Sources: The Curse Haunt

Resolution:

- Another Sin-Eater counters the Curse (p. XX).
- The Curse mark comes into contact with the Ban or Bane of the creating Sin-Eater's geist.
- When this Condition resolves, the Sin-Eater who created it also takes a Beat.

Dirge

You have been caught by the siren song of a Sin-Eater's Dirge.

Effects:

- You are compelled to listen to the Sin-Eater's song, and you understand what emotion or action the Dirge is meant to evoke.
- If you act in concert with the intent of the song, you get a +2 bonus on all rolls.

- Acting in opposition to the song's intent costs 1 Willpower per action.
- This Condition ends (without resolving) when the Sin-Eater stops singing.

Possible Sources:

- The Dirge Haunt.

Resolution:

- You suffer damage or a breaking point.
- A character without the Dirge Condition uses an instant action to shake you out of it.
- You are confronted with the Ban or Bane of the inflicting Sin-Eater's geist.
- When this Condition resolves, the Sin-Eater who created it also takes a Beat.

Marionette

A Sin-Eater has tangled you with Plasmic strings and can manipulate you according to her whim.

Effects:

- Your actions are under the control of the Sin-Eater who inflicted this Condition on you. Any time the Sin-Eater makes you take an action, you lose your next turn.
- If you are conscious and capable of thought, you may contest puppeteered actions by rolling Strength + Stamina vs. Synergy + Marionette.
- This Condition ends (without resolving) at the end of the scene.

Possible Sources:

- The Marionette Haunt

Resolution:

- Come into contact with the Ban or Bane of the inflicting Sin-Eater's geist.
- Suffer lethal damage or a breaking point due to a command given by the Sin-Eater. Inanimate objects (including corpses) ignore this.
- Break line of sight with the Sin-Eater who created this Condition.
- When this Condition resolves, the Sin-Eater who created it also takes a Beat.

Memoria

Your character is haunted by visions of the past at every turn. While the Condition persists, the character experiences hallucinations of the past, replaying again and again.

Effect: Memoria has a number of charges determined when it is placed upon you. Spend a charge for one of the following effects. (Other Haunts may add additional options to this list.)

- The character gains 8-again on one roll related to investigating the event or working to resolve the unfinished trauma, using the revelation of the past as insight into how to put things right.
- You learn something from the memory that could be used as soft leverage in a Social Maneuver. When you use this leverage, remove one Door in addition to improving the impression level.

Events in the vision can trigger crisis points or Remembrance tableaux as though they were really happening.

This Condition ends (without resolving) when all charges are spent.

Possible Sources:

- The Memoria Haunt

Resolution:

- You are confronted with your geist's Ban or Bane.
- You fail to intercede in a crisis point caused by the memory.

Oracle

Your body has died — mostly — allowing your ghost to range far and wide and answer questions put to it.

Effects:

- This Condition comes into play with a number of charges equal to Plasm spent on Consulting the Oracle.
- When someone asks you a question from the list below, expend one charge. The Storyteller will answer it truthfully, along with the suggestive imagery that provided the answer.
- When you gain this Condition, you may specify a number of characters up to your dots in the Oracle who are permitted to ask questions, or you may allow anyone to ask.
- While you have this Condition, you are insensate and can take no actions except to answer questions asked of you.
- This Condition ends without resolving when all charges are spent.

Possible Sources:

- The Oracle Haunt.

Resolution:

- You suffer damage.
- You are confronted with your geist's Ban or Bane.

List of Questions

Other Haunts may add additional options to this list.

- What here is most touched by death? *Thick, red blood dripping from the hands of a person present. The sound of furious scratching and writing coming from an old journal.*

- What here most feels the Underworld's pull? *Illusory chains constricting the body of another ghost present. The ancient groaning of a building in Twilight as it begins to collapse under its own weight.*
- Who here will help me get what we desire? *The sound of fluttering bird wings and the cooing of birds around an easy mark. A glowing aura and the sound of church bells around the target.*
- What here is most treasured by someone? *An item glowing or becoming as new before the Sin-Eater's eyes. Ephemeral chains tying someone present in the room to the object.*
- What here has gone unseen? *The frenzied clawing and screaming from under the floors that follows the Mayor's son. The untanned line on the ghost's finger where once a wedding ring rested.*

Rage

Your unnatural fury is released in the form of terrifying spectral weapons conjured by your geist.

Effects:

- Your unarmed attacks gain a weapon damage rating equal to Plasm spent on Vent the Rage. Ghosts suffer lethal damage from these attacks.
- You may substitute your Rage dots for Brawl when making unarmed attacks. If you have no dots in Brawl, you don't suffer the untrained penalty.
- This Condition ends without resolving at the end of the scene.

Possible Sources:

- The Rage Haunt

Resolution:

- You are confronted with your geist's Ban or Bane.

Servant

Your actions are not your own; an engine of Plasm controls your body.

Effects:

- You obey any command the Sin-Eater who controls you gives, but are otherwise free to act and speak as you wish. Corpses and objects with this Condition either repeat their last command indefinitely or stand inert when not being ordered.
- Servants retain their own minds and emotions, if they have any to begin with.
- Servants use their own Attributes and Skills, if applicable, or the Sin-Eater's Synergy + Marionette for inanimate objects. Corpses use the Physical Attributes and Skills they had in life, but suffer a cumulative -1 penalty to all actions per month since death, and can only be ordered to take Physical actions.
- This Condition ends (without resolving) at the end of the scene.

Possible Sources:

- The Marionette Haunt.

Resolution:

- Suffer lethal damage or a breaking point due to a command given by the Sin-Eater. Inanimate objects (including corpses) ignore this.
- Come into contact with the Ban or Bane of the inflicting Sin-Eater's geist.
- When this Condition resolves, the Sin-Eater who created it also takes a Beat.

Shroud

Wrapped within a cocoon of Plasm and infused with the power of your geist, you become more like a ghost.

Effects:

You do not need to eat, sleep, or breathe. You cannot be blinded or deafened by non-supernatural means.

This Condition also has a number of charges equal to the Plasm spent when activating the Shroud. Spend one charge for the following effect. (Other Haunts may add additional options to this list.)

- Enter Twilight for a number of turns equal to your Shroud rating.

This Condition ends without resolving when all charges are spent.

Possible Sources: The Shroud Haunt

Resolution:

- You are confronted with your geist's Ban or Bane.
- You do something to draw significant attention to yourself (e.g. attack someone, scream loudly, use another Haunt).

Tomb

Memory and Plasm have woven form out of nothingness, creating a facsimile of what was lost.

Effects:

- The piece or symbolic representation of the object becomes a precise replica of the original at whatever point in its history the Sin-Eater desires. This includes any contaminants, fingerprints, or similar — if the Sin-Eater recreates a knife at the moment it was used in a murder, it has the victim's actual blood, and possibly the killer's actual fingerprints, on it.
- People or animals created by this Condition appear as freshly deceased corpses at whatever age the Sin-Eater desires.
- Objects created by this Condition are equally tangible to the living and ghosts.
- This Condition ends (without resolving) after a number of days equal to the Sin-Eater's Tomb dots. The Sin-Eater may extend this duration by spending Plasm equal to the Plasmic object's Size.

Possible Sources: The Tomb Haunt.

Resolution:

- The object comes into contact with the Ban of the creating Sin-Eater's geist.
- When this Condition resolves, the Sin-Eater who created it also takes a Beat.