

The Mortal Coil

Playing a Medium in Lost Souls

By Joe Williams

Some material inspired by
Body and Souls
By Sean McCluskey

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Chapter 1

Creating a Medium

Acknowledgements

The 1992 edition of *Lost Souls* included a chapter on mediums, those mortals who can communicate with the dead and are determined to assist the spirits of the departed. Although mediums were omitted from the online edition, the idea was resurrected by Sean McCluskey in *Body and Souls*, his rules for incorporating a variety of mortals into *Lost Souls*.

The rules presented here combine the original rules for mediums, the ideas of Mr. McCluskey, and material from the unpublished *Charnel Knowledge* supplement. The rules are experimental. Feel free to use what works and change what doesn't. As always, your comments and suggestions are welcome at the HauntedAttic.org forum.

About Mediums

No discussion of the afterlife would be complete without mention of those mortals endowed with an awareness of the unseen world. Known variously as psychics, sensitives, ghost whisperers or nutcases, mediums are living people who can see and hear incorporeal beings.

Like other living people, mediums are fully material. They can be injured by material weapons, they must rest, and they are subject to the ravages of disease. But unlike other mortals, mediums are acutely attuned to the spiritual manifestations around them and they are armed with an assortment of supernatural powers to help them confront incorporeal beings.

The inclusion of mediums allows a player to take on the role of a mortal able to interact with both the material world and ethereal companions. Using these rules, you can create a group of characters consisting of lost souls, mediums, or a mix of the two.

Outline of Character Creation

Roll or choose a profession
Roll attributes
Fill in eight specialties for profession
Roll Attunement/Credibility
Note starting Karma
Note starting funds
Roll or choose six free specialties (interests)
Fill in non-specialties
Calculate Defense
Calculate Will to Live
Calculate Carrying Capacity
Choose supernatural powers for profession
Roll or choose an appearance
Roll or choose two traits
Roll six times on Lifeline table
Name the character
Purchase starting equipment

You are now ready to play!

Creating a Medium

With the narrator's consent, a player may choose to play either a lost soul or a medium.

Players creating a medium must use the modified character sheet included with these rules.

Type

A medium's character type is always Mortal Medium.

Consistency

All mediums are material. A rare individual who achieves complete attunement with the unseen may become semi-material, but this only happens after long exposure to the supernatural and seclusion from the mundane world.

Most mediums can hear and see ectoplasmic entities and objects, but like other mortals, cannot touch or otherwise physically interact with the etheric plane except through the use of Supernatural Powers.

Mindset

Mediums begin the game Convinced of the reality of the unseen world. Personal experience has proven to them that there are disembodied intelligences surrounding the living, and although they may not understand the true nature of these forces, they know they exist. As Convinced mortals, mediums are able to use supernatural powers.

Players seeking a challenge could start the game as Unconvinced. Because they are Aware (see Attunement, below), they can see and hear ghosts but may dismiss them as hallucinations or otherwise rationalize or ignore them. Many people in this situation are too embarrassed or afraid to mention their visions to others. Such people live lonely, often dysfunctional lives enduring bizarre experiences they dare not confess to another living soul for fear of ridicule or institutionalization. To make matters worse, Unconvinced characters do not have any supernatural powers to defend themselves.

Typically if a player chooses an unconvinced medium, it will be up to the lost souls in the party to convince the mortal of the truth of what they are seeing and thus awaken their untapped powers. See Sean McCluskey's *Body and Souls* for more

information on Mindset and how to convince an unconvinced character.

Profession

Roll or choose a profession on the Medium Profession table listed nearby. A medium's profession provides a template for the character's attributes, abilities and personality. Professions are described in detail later in these rules.

Medium Profession

d100	Profession
01-08	Channeler
09-15	Cryptozoologist
16-22	Curator
24-29	Fairy Friend
30-36	Ghost Hunter
37-43	Investigative Reporter
44-50	Mad Scientist
51-57	Pagan
58-64	Parapsychologist
65-71	Preacher
72-79	Psychic
80-86	Soothsayer
87-93	Spiritualist
94-00	Ufologist

Attributes

To determine the starting attribute scores for a medium, add the roll of a six-sided die to each of the base scores listed for the character's profession in **Chapter 3: Medium Professions**.

Specialties

Each profession includes a list of eight specialties that characters in that role receive innately. A specialty equals the attribute listed above it on the character sheet.

Attunement

Attunement is a new ability unique to mediums. It represents how connected the medium is to the non-material planes of existence. High Attunement allows the medium to effectively

interact with the ethereal realm. As with any ability, attunement improves through practice and exposure to the supernatural.

Starting Attunement is determined by a roll on the Starting Attunement & Credibility table, or you may simply select any value between 1 and 19. Your starting Credibility always equals 20 minus your starting Attunement, so choosing high Attunement will require your character to have low Credibility.

Starting Attunement & Credibility

d100	Attunement	Credibility
01-05	1	19
06-10	2	18
11-15	3	17
16-20	4	16
21-25	5	15
26-30	6	14
31-35	7	13
36-40	8	12
41-45	9	11
46-55	10	10
56-60	11	9
61-65	12	8
66-70	13	7
71-75	14	6
76-80	15	5
81-85	16	4
86-90	17	3
91-95	18	2
96-00	19	1

Using Attunement

Mediums may make ability rolls against Attunement to sense etheric phenomena.

Attunement dictates how many powers a medium possesses, as shown on the Attunement table and as printed on the medium's character sheet.

Attunement

Attunement	Powers	Name of Power
0	0	No longer a medium
1-2	1	Speak with Dead
3-4	2	Power for profession
5-6	3	Ghost Vision
7-8	4	Power for profession
9-10	5	Power for profession
11-12	6	Power for profession
13-14	7	Astral Projection
15-16	8	Any medium power
17-18	9	Any medium power
19-20	10	Any medium power
21-22	11	Any medium power
23-24	12	Any medium power
25	13	Ghost Walk

Powers

Mediums start the game with one or more supernatural powers, as shown on the Attunement table and on the medium's character sheet. Note your character's powers on the top line of the Supernatural Powers section of your character sheet, along with the number of times per day you can use them. Each time you use a power, you must check off one of its uses.

Mediums gain additional powers between adventures by increasing Attunement. The first power all mediums gain is Speak with Dead, which gives them the ability to hear lost souls.

At 3 or more Attunement, the player must select the medium's second power from the list for that medium's profession.

The next power the medium gains is Ghost Vision, the ability to see incorporeal beings and objects.

The player must select the next three powers the medium receives from the list for that medium's profession. The player chooses the order that these powers are gained.

The seventh power is always Astral Projection, the ability to send one's etheric body into the unseen world as something of a living ghost.

After that, any additional powers may be selected (or rolled) from the powers available to all mediums.

At Attunement 25 the medium becomes so connected to the unseen world that they become semi-material and can fully interact with both incorporeal and material beings. This is called the

Ghost Walk power, and is frequently mistaken as extreme mental illness by the unenlightened masses.

Attunement on Gameplay

High Attunement is not without its dangers. People with high Attunement serve as magnets for the supernatural. They are prone to bizarre, inexplicable and oftentimes dangerous events. People with high Attunement are haunted by their particular obsessions. For instance, a Ufologist might see the hand of alien intruders behind every incident, while a Preacher would perceive the influence of angels and demons in everyday events.

Low Attunement, while safer, can be especially difficult for a medium. Low Attunement confers fewer powers. At an Attunement of 0 a medium loses all supernatural powers, including the ability to see and hear ghosts, and becomes a mundane mortal oblivious to the unseen world. The character reverts to the Unconvinced mindset, and may even be rendered unplayable. While Attunement cannot drop to 0 during normal play, it could conceivably happen under special circumstances.

The idea of Attunement was introduced by Sean McCluskey in *Body and Souls* and has been expanded in these rules into an ability. Those using the *Body & Souls* rules should consider 0 Attunement as Oblivious, 25 as Connected, and everything in between as degrees of Aware.

Credibility

A medium's starting Credibility equals 20 minus Attunement. Credibility is a new ability unique to mediums. For those keeping track, Credibility replaces the Lifestyle skill created by Sean McCluskey in *Body and Souls*, but with several distinctions.

Credibility rates how deeply the medium is rooted in the material world and the shared reality of the primary senses. As such, it is an important measure of the character's acceptance by mainstream society. It represents the character's ability to function on a daily basis in the world of the living.

The more credible a character, the easier it will be for them to make a living, acquire expensive gear, convince the police of a supernatural threat or otherwise interact with mundane people.

High Credibility also increases resistance to supernatural powers. Intense focus on the material, everyday world desensitizes a character to the workings of the higher planes, making the character more oblivious to supernatural manifestations.

While high Credibility grants a certain immunity to the supernatural, such a character risks becoming so entrenched in the mundane that the supernatural becomes pure fantasy. A high Credibility character is liable to forsake their passion for the unknown to enroll in a bookkeeping class.

Shopping

A medium may not purchase any item that has a Karma cost greater than the medium's Credibility. This limit applies to starting equipment, all gear acquired between adventures, and items purchased while on an adventure. It does not apply to gear obtained in other ways while adventuring.

A medium with Credibility greater than 20 has increased purchasing power as shown on the Buying Gear table. For example, a medium with 23 Credibility could purchase items with a Karma cost of 40 or less.

Similar to lost souls, mediums must also expend Karma to acquire material goods. The rules aren't quite the same, and are explained later under Karma.

Buying Gear

Credibility	Maximum Karma Cost of Item
Under 20	Equals Credibility
20	20
21	25
22	30
23	40
24	50
25	No Limit

Other Expenses

Many expenses in the material world do not have a Karma cost. When an expense does not have

a Karma cost, the narrator may require a Credibility roll to determine whether a medium can afford it.

Examples include taking a date to a fancy restaurant (Inferior RR), buying a bus ticket (Poor RR), buying a plane ticket (Passable to Great RR), posting bail (Good to Superior RR), paying rent (Passable to Superior RR), or paying for any service.

Social Acceptance

During play, Credibility serves as a maximum to your abilities when communicating with the living. Whenever the narrator asks you to make an ability roll to socially interact with a living person, you must roll your ability or your Credibility, whichever is lower.

Example: You have Credibility 9 and Charm 16. You try to Charm a mortal policeman. You would roll 9 instead of 16 because of your low credibility.

Resisting Supernatural Powers

Credibility is also used to resist harmful supernatural powers. When rolling to resist a supernatural power, you may choose to roll your Credibility or the skill required by the power, whichever is higher.

Example: You have Credibility 14 and Willpower 5. You have to roll your Willpower to resist a supernatural power. You would roll 14 instead of 5 because of your Credibility.

Balancing Attunement and Credibility

It is impossible to have high scores in both Attunement and Credibility. As a medium's involvement with the unseen world grows, by necessity their attachment to the material world diminishes. To simulate this, a medium's Credibility + Attunement may never exceed 26. Whenever Credibility or Attunement increases so that their sum exceeds 26, the other ability must be reduced by an equal amount to keep their total at 26.

Since neither Attunement nor Credibility can exceed 25, this formula cannot reduce a medium's Attunement to less than 1. This prevents a medium from inadvertently becoming Oblivious and Unconvinced through an unavoidable increase in Credibility.

Karma

All mediums start with 20 Karma. Mediums can expend Karma during play to gain column shifts or information from the narrator as described in the *Lost Souls* rules. They must also expend Karma to acquire material items in much the same way that lost souls expend Karma to buy etheric gear, but with the exception explained below.

Karma Cost of Gear

Mediums must expend Karma to acquire material items. Karma costs are listed in the *Lost Souls* manual. The cost is deducted from the medium's Karma at the time the item is purchased. Objects acquired during an adventure that were not specifically purchased are paid for at the end of the adventure. Thus, equipment that is stolen, found, or received as a gift can be used until the end of the adventure without expending Karma. The player must pay the Karma cost only if they decide to continue using the item on the next adventure.

Negative Karma

Karma isn't quite as important to mediums as it is to lost souls. The number of powers a medium possesses is based on Attunement, not Karma, and mediums may have negative Karma without becoming an evil entity. The player retains control of the medium even though it has negative Karma.

At 0 Karma a medium can no longer expend Karma to gain a column shift or information from the narrator.

At -60 Karma a medium can no longer purchase any more items.

While at negative Karma, a medium may tend to exhibit selfish attitudes and may become greedy and heartless.

A medium who is killed while at negative Karma will become an evil spirit rather than a lost soul, or will be reincarnated as an evil creature. As with all evil beings, the narrator assumes control of the evil spirit and the player will have to create a new character.

Gaining Karma

Mediums cannot make ghostly vows to accrue Karma. Instead, Mediums gain (and lose) Karma due to their actions during an adventure, as shown on the **Gaining Karma** table. Good deeds result in an increase to Karma, while deliberately evil acts cause a decrease. The narrator tells the players how many Karma points they gain or lose. All changes in Karma are recorded immediately.

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

Gaining Karma

Karma	Action
+1 to +3	Perform a good deed. The narrator is the judge of what constitutes a good deed, and the Karma value of the act.
-1 to -3	Deliberately act in an evil manner. The narrator decides what constitutes an evil act, and the penalty for it.
+0 to +4	Bonus Karma given by the narrator at the end of an adventure as a reward for good role playing. The amount is based on the difficulty of the adventure.
+0 to +3	Destroy an evil being. The challenge provided by the being determines the Karma awarded for destroying it.
+1	Prevent the destruction of a good being.
+2	Prevent the destruction of two to ten good beings.
+3	Prevent the destruction of more than ten good beings at one time.
-1	Witness the destruction of a good being without attempting to stop it.
-1	Destroy a neutral being.
-3	Destroy (whether intentionally or not) a good being.
-1	Allow an evil being to continue its existence, without attempting to destroy it.

Other Attributes

Free Specialties

To round out your character, you receive an additional **six free specialties** that you may apply to any skills that are not already specialties.

Non-Specialties

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

Defense

A medium's Defense equals the average of their Agility and Stamina, rounded down.

Will to Live

A medium's Will to Live (WTL) equals their Stamina + Fate.

Will to Live is the driving force in all living creatures. It helps them survive against all odds, keeps them from succumbing to the ravages of disease and gives them the strength to endure injury. Without the Will to Live, a person will be incapacitated, rendered unconscious, or killed. Death can result in an afterlife as a lost soul or immediate reincarnation.

Carrying Capacity

Carrying Capacity equals Strength divided by four, rounded down.

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

more than twice the number of items allowable by their Strength.

Appearance

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

A character's appearance consists of:

Sex: These rules make no distinction between males and females.

Age: This is the starting age of your character.

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

Weight: The average male weighs between 135 to 170 pounds. The average female weighs from 108 to 138 pounds.

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

Hair style: This is a matter of personal choice. You are free to change hair style as you desire.

Values: This is a quality or characteristic that your character admires or wishes to emulate. Your character may be known for their values.

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

Traits: Characters have two traits to help define their emotional outlook. Personality traits serve as a guideline for role playing, but they should never prevent you from doing what you want. Often, the specific situation will determine a character's behavior more than their traits. First born children may be domineering to their siblings, but acquiescent to their bosses. A seemingly shy person may be gregarious at home. Never underestimate the importance of context.

Lifeline

The Lifeline table is used instead of the Life & Death table to determine what has happened to your character in the past. Your Lifeline will reveal people your character has met, people who could be a help or hindrance in the future.

Roll d100 on the Lifeline table six times, and write the results on the back of your character sheet. If a result is written in ALL CAPITALS, go to that sub-table and roll d100 again for more details.

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

Starting Gear

Before you run out and start exploring the unseen world, you will need to equip your medium. Good equipment will augment your natural skills. A character with a machine gun will be a better fighter (and more liable to be arrested) than someone with a stick, just as a character with a lock pick will be a better thief than someone with a hair pin.

Unlike lost souls, mediums cannot create items out of ectoplasm. The only equipment they have is that which they acquire in the world of the living. All mediums are assumed to start with clothes appropriate to their profession. Other starting gear will have to be purchased with Karma.

Not only must mediums pay the standard Karma cost listed in the *Lost Souls* rulebook, they can only obtain those items with a Karma cost no more than the limit imposed by their Credibility. For example, a medium with a credibility of 13 can buy items with a Karma cost of 13 or less, but could not buy an item with a cost of 14.

A player may choose to keep buying things until they reach -60 Karma. While this allows a player to amass more material goods, it does have its risks, as described earlier under Karma.

The acquisition of money should not be the sole goal of a character's life. It's nice to have, and it should be easy enough to come by for the character

to survive. But money won't buy the character higher skills or greater abilities. Nor will the accumulation of imaginary wealth please a player as much as winning a real-life lottery.

Since this is not a game about accumulating material wealth, there is no need for mediums to track their finances or balance their checkbooks. Mediums are assumed to have enough money or resources to afford anything they have the Karma and Credibility to buy.

Write the equipment you acquire on your character sheet in the Gear section. Each item fills a slot in the location where it is carried. Be sure to record everything you think will be important. Most narrators follow this rule: if it's not written

down on your character sheet, your character doesn't have it.

You may drop by the store to buy more or better equipment either between or during an adventure. Of course, you won't be able to buy anything if you're in the middle of a graveyard far from civilization. Before you write down any equipment, make sure your narrator knows what you are buying. The narrator may require a Credibility roll to decide whether a medium can locate and purchase a rare or illegal material item. If your narrator says it's not available, then you cannot list it on your character sheet even if you have the required Karma and Credibility.

Sex

d100	Sex
01-50	Male
51-00	Female

Age

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

Height

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

Weight

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

Eye Color

d100	Eye Color
01-15	Light blue
16-20	Black
21-30	Gray
31-40	Green
41-50	Hazel
51-60	Violet
61-70	Dark blue
71-80	Light brown
81-95	Dark brown
96-97	Amber
98	Silver
99	Golden
00	Roll once for each eye

Hair Color

d100	Hair Color
01-10	Dark brown
11-20	Light brown
21-30	Sandy
31-40	Black
41-50	Golden
51-55	Red
56-60	Strawberry blond
61-70	Auburn
71-75	Gray
76-80	White
81-95	Blond
96-00	Bald

Hair Style

d100	Hair Style
01	Mohawk
02	Spiked
03-04	Shaved
05	Dreadlocks
06-10	Braided
11-16	Crew Cut
17-22	Long & flowing
23-28	Long & ratty
29-37	Short & wavy
38-46	Long & wavy
47-55	Short & straight
56-64	Long & straight
65-73	Short & frizzy
74-82	Long & frizzy
83-91	Short & curly
92-00	Long & curly

Values

d100	Type
01-10	Wealth
11-15	Vengeance
16-25	Status
26-30	Glory
31-35	Honor
36-40	Knowledge
41-50	Normalcy
46-50	Love
51-60	Friendship
61-70	Respect
71-80	Control
81-90	Power
91-00	Attunement

Key Feature

d100	Feature
01-02	Sunglasses
03-05	Distinctive scar
06-07	Tattoo
08-09	Buck teeth
10-12	Pierced nose or ear
13-15	Odd hat
16-18	Cane or walking stick
19-20	Disfigurement
21-22	Long fingernails
23	Eye patch 50% chance of either eye
24-26	Wears one color
27-28	Neon sneakers
29-31	Birthmark
32-35	Facial hair
36-38	Bad breath
39-40	Wrinkles
41-42	Warts
43-44	Nasal voice
45-46	Leather boots
47-48	Unusual voice
49-51	Strong accent
52-61	Left-handed
62	Ambidextrous
63	Extra digit (50% hand, 50% foot)
64-65	Flashy scarf
66	Color blind
67	Double-jointed
68-69	Large nose
70-71	Small chin
72-73	Dimpled chin
74-76	Freckles
77-78	Missing teeth
79-80	Body odor
81	Speech impediment
82-83	Deep voice
84-85	Squeaky voice
86-87	Wears braces
88-89	Missing digit (50% hand, 50% foot)
90-91	Acne
92-93	Dimpled cheeks
94-95	Wears jewelry
96-97	Facial tic
98-99	Big feet
00	Albino

Personality Traits (roll 2)

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

Lifeline (roll 5 times)

d100	Event
01	A near death experience changes you.
02	Acquitted of murdering ENEMY.
03	Acquitted of murdering LOVER.
04	Amnesia for d6 years.
05	Associated with a criminal group.
06	Associated with a disfavored political party.
07	Associated with a military group.
08	Associated with a religious group.
09	Associated with a secret society.
10	ENEMY hates your family.
11	ENEMY is a co-worker.
12	ENEMY is a cult leader.
13	ENEMY is a former boss.
14	ENEMY is a former FRIEND.
15	ENEMY is a former LOVER.
16	ENEMY is a RELATIVE.
17	ENEMY is an escaped convict.
18	ENEMY is deceased.
19	ENEMY tried to kill you.
20	ENEMY works for the government.
21	Family killed when you were baby.
22	FRIEND and you have a common ENEMY.
23	FRIEND got you badly injured.
24	FRIEND and you have common interests.
25	FRIEND idolizes you.
26	FRIEND killed by unknown parties.
27	FRIEND married ENEMY, you fear for her life.
28	FRIEND mysteriously vanished.
29	FRIEND needs your financial support.
30	FRIEND needs your protection.
31	FRIEND owes you a favor.
32	FRIEND provides financial support.
33	FRIEND saved your life.
34	FRIEND wants to protect you.
35	FRIEND. Former LOVER.
36	HABIT.
37	Haunted by a dark secret from the past.
38	Helped a criminal FRIEND.
39	Hunted by a powerful individual.
40	Hunted by a religious group.
41	Hunted by a secret sect.
42	Hunted by a society.
43	Hunted by outlaws.
44	Hunted by the law.
45	IDOLIZE someone.
46	Imprisoned for murder for d6 years.
47	Imprisoned for theft for d6 years.
48	Pet accompanies you wherever you go.
49	Inherit special TREASURE.
50	Known for a personality trait.
51	Known for highest attribute.
52	Known for what you value.
53	LOVER and you are divorced.
54	LOVER and you are separated.
55	LOVER and you have common ENEMY.
56	LOVER and you just got back together.
57	LOVER and you lived together.
58	LOVER and you married.
59	LOVER and you were co-workers.
60	LOVER and you were engaged.
61	LOVER dated your friend.
62	LOVER dated your sibling.
63	LOVER had common interests.
64	LOVER needs your financial support.
65	LOVER tried to kill you.
66	Made ENEMY on an adventure.
67	MENTAL ILLNESS.
68	Met LOVER at a party.
69	Met LOVER at a religious meeting.
70	Met LOVER during a crisis.
71	Employer fired you unjustly.
72	PHOBIA.
73	A stranger is following you.
74	RELATIVE and you have a common ENEMY.
75	RELATIVE died in horrible accident.
76	RELATIVE hid a fortune in family home.
77	RELATIVE idolizes you.
78	RELATIVE mentally ill; claims to see ghosts.
79	RELATIVE murdered by your ENEMY.
80	RELATIVE mysteriously vanished.
81	RELATIVE needs your financial support.
82	RELATIVE owes you a favor.
83	RELATIVE provides financial support.
84	RELATIVE treats you like a child.
85	Responsible for death of a FRIEND.
86	Responsible for death of a RELATIVE.
87	Responsible for death of an ENEMY.
88	Responsible for death of LOVER.
89	Scandal caused family to be snubbed.
90	STRANGE BELIEF.
91	Suffer flashbacks of a traumatic experience.
92	TREASURE an item.
93	Worked for a RELATIVE for d6 years.
94	You have a twin separated at birth.
95	You owe a FRIEND a favor.
96	You owe a FRIEND d6 x \$10,000.
97	You owe a RELATIVE a favor.
98	You owe a RELATIVE d6 x \$10,000.
99	You saved FRIEND's life.
00	You saved LOVER's life.

Lover

d100	Lover
01-02	Lover died of illness.
03-04	Lover died giving birth to a CHILD.
05-06	Lover committed suicide.
07-08	Lover betrothed to another.
09-10	You killed lover by accident.
11-12	Lover died in an accident.
13-14	Lover murdered by ENEMY.
15-16	Lover's family drove you apart.
17-18	Your family drove lover away.
19-20	You were two-timing.
21-22	Lover was two-timing.
23-24	You argued constantly.
25-26	Lover vanished without a trace.
27-28	Lover was kidnapped.
29-30	Lover went insane.
31-32	Your habits drove lover away.
33-34	Split apart by personal goal.
35-36	Love was unrequited.
37-38	Rival stole lover's affections.
39-40	Lover imprisoned.
41-42	Your work drove you apart.
43-44	Lover's work drove you apart.
45-46	Lover's habits drove you away.
47-50	Lover injured you badly.
51-55	Grew apart, parted friends.
56-57	Driven apart by money problems.
58-60	You moved away.
61-63	Lover moved away.
64-65	Driven apart by sexual problems.
66-67	Lover got you fired.
68-69	Gave everything to lover before they dumped you.
70-71	Lover declared celibacy.
72-73	Lover switched sexual orientation.
74-75	Lover has MENTAL ILLNESS.
76-79	A happy relationship.
80-89	Have a son (CHILD).
90-99	Have a daughter (CHILD).
00	Have twins (CHILD).

Child

d100	Child (Age = 2d6-1)
01-04	Child adopted.
05-08	Child born with birth defect.
09-12	Child sees dead people.
13-16	Child suffers from MENTAL ILLNESS.
17-20	Child from partner's previous relationship.
21-25	Child was especially close to you.
26-29	Child has genius IQ.
30-33	Child normal.
34-37	Child deathly ill.
38-41	Child kidnapped as infant; never found.
42-45	Child murdered.
46-50	Child died in accident.
51-54	Child is actually relative's offspring.
55-58	Child given up for adoption at birth.
59-62	Child was possessed by an evil entity.
63-66	Child was abused by a RELATIVE.

67-70	Child saw you two-timing partner; blames self.
71-75	Child is developmentally disabled.
76-79	Child ran away and never returned.
80-83	Child spoiled by your family.
84-87	Child spoiled by partner's family.
88-91	Child believes you are a sibling, not parent.
92-95	Child is estranged from you.
96-00	You believe child is spawn of evil.

Mental Illness

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

Relative

d100	Relationship
01-15	Father
16-30	Mother
31-32	Sister-in-Law
33-34	Brother-in-Law
35-36	Niece
37-38	Nephew
39-40	Uncle
41-42	Aunt
43-44	Great Uncle
45-46	Great Aunt
47-48	Grandfather
49-50	Grandmother
51-60	Cousin
61-70	Younger Sister
71-80	Younger Brother
81-90	Older Sister
91-00	Older Brother

Phobia

d100	Phobia
01-07	Being alone
08-14	Animals
15-21	Theft
22-29	Fire
30-36	Water
37-43	Open Spaces
44-50	Heights
51-57	Darkness
58-64	Insects/Spiders
65-71	Rats/Mice
72-79	Snakes
80-86	Enclosed Places
87-93	Filth
94-00	Children

Enemy

d100	Enemy
01-05	You humiliated enemy.
06-10	Enemy humiliated you.
11-15	You stole enemy's lover.
16-20	Enemy stole your lover.
21-25	You betrayed enemy.
26-30	Enemy betrayed you.
31-35	You spurned enemy.
36-40	Enemy spurned you.
41-45	You caused enemy's imprisonment.
46-50	Enemy caused your imprisonment.
51-55	You injured enemy.
56-60	Enemy injured you.
61-65	You stole from enemy.
66-70	Enemy stole from you.
71-75	Enemy killed your loved one.
76-80	You killed enemy's loved one.
81-85	You owe enemy d6 x \$10,000.
86-90	Enemy owes you d6 x \$10,000.
91-95	Enemy got you fired.
96-00	You are professional rivals.

Habit

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

Strange Belief

d100	Strange Belief
01-10	You think you are an alien.
11-20	You think you're dead.
21-30	You think all life is a dream.
31-40	You believe small animals are evil.
41-50	You think you're always right.
51-60	You think you're a the reincarnation of a famous person.
61-70	You think angels are telling you what to do.
71-80	You're positive all members of the opposite sex are attracted to you.
81-90	You are highly superstitious.
91-00	You think strange men follow you everywhere you go.

Idolize

d100	Idolize
01-13	Idolize a craftsman.
14-25	Idolize a criminal.
26-38	Idolize a FRIEND.
39-50	Idolize a movie star.

51-63	Idolize a musician.
64-75	Idolize a politician.
76-88	Idolize a RELATIVE.
89-00	Idolize a teacher.

Treasure

d100	Treasure
01-10	Treasure a book.
11-20	Treasure a family heirloom.
21-30	Treasure a garment.
31-40	Treasure a letter.
41-50	Treasure a lucky piece.
51-60	Treasure a musical instrument.
61-70	Treasure a picture.
71-80	Treasure a piece of jewelry.
81-90	Treasure a place.
91-00	Treasure a weapon.

Friend

d100	Friend
01-03	Arcane Scholar
04-05	Artist
06-08	Athlete
09-10	Average Joe or Josie
11-13	Blue Collar Worker
14-15	Channeler
16-18	Civil Servant
19-20	Commando
21-23	Cop
24-25	Cryptozoologist
26-28	Curator
29-30	Doctor
31-33	Eccentric
34-35	Explorer
36-38	Fairy Friend
39-40	Gangster
41-43	Ghost Hunter
44-45	Guinea Pig
46-48	Hunter
49-50	Inventor
51-53	Investigative Reporter
54-55	Journalist
56-58	Mad Scientist
59-60	Musician
61-63	Pagan
64-65	Parapsychologist
66-68	Performer
69-70	Pilot
71-73	Preacher
74-75	Private Eye
76-78	Psychic
79-80	Scientist
81-83	Skeptic
84-85	Soothsayer
86-88	Spiritualist
89-90	Spy
91-93	Thief
94-95	Tourist
96-98	Transient
99-00	Ufologist

Chapter 2

Playing a Medium

Hazards

As material beings, mediums are subject to many forms of injury that lost souls are immune to. Mediums are affected by material weapons, but are unharmed by ectoplasmic weapons. They are subject to disease and poisons, and of course they must sleep and rest.

Falling

The damage a medium takes from a fall depends on the distance fallen, as shown on the Falling Damage table.

Falling Damage

Distance	Damage
10'	(Defense vs Passable) x 2 damage
20'	(Defense vs Good) x 2 damage
30'	(Defense vs Great) x 2 damage
40'	(Defense vs Superior) x 2 damage
50'	(Defense vs Awesome) x 2 damage
60'	(Defense vs Awesome) x 3 damage
70'+	(Defense vs Awesome) x 4 damage

Taking Damage

Mediums take damage to their WTL in the same way as lost souls do. A medium who takes 15 or more points of damage from one attack falls down. Once a medium's WTL is gone, the player must roll on the Zero Will to Live table. A medium who runs out of WTL may be incapacitated, knocked unconscious, killed or reincarnated. Mediums can never have less than zero WTL.

Zero Will to Live

Stamina Roll	Result
Awesome to Great	The medium is incapacitated until regaining at least 1 WTL. If wounded again before being healed, they are knocked unconscious. An incapacitated character cannot perform any action that requires a die roll.
Good to Passable	The medium is knocked unconscious until regaining at least 1 WTL. Unconscious characters who are wounded again before being healed are killed and become lost souls or evil spirits.
Poor to Feeble	The character dies and becomes a lost soul or evil spirit.
Pathetic to Catastrophic	The character is reincarnated.

Healing

As a living being, an injured medium must be treated with the Medical skill and not the Faith Heal skill, as explained in the *Lost Souls* rulebook.

A medium may heal fully by checking into a hospital. A character who checks into a hospital is effectively removed from the rest of the adventure. Mediums always recover all lost WTL between adventures.

Death of a Medium

Mediums who lose all their WTL and fail their Stamina rolls are dead. The player will have to create a new character or else convert the dead medium into a lost soul. Either way, the process

will take time. The player should not expect to rejoin the current gaming session, but should plan to spend the remaining time preparing their character.

The new or converted character can reenter the game as soon as the narrator can reasonably work it into the adventure. Typically this will be at the start of the next session, although in some cases, the player may have to wait until the start of the next adventure. The narrator will have to devise a way to reintroduce the character to the group.

Reincarnation

Reincarnated characters are removed from the game. The deceased character's Karma determines what new form they will take, as shown on the Reincarnation table from the *Lost Souls* manual.

A reincarnated character is gone and may never be played again. There is much sorrow at seeing a character reincarnated, but don't think of it as losing a character. Think of it as an opportunity to create a new and different character!

Becoming an Evil Spirit

A medium who lived a materialistic existence of selfishness, greed and cruelty who dies while at negative Karma becomes an evil spirit. As with a reincarnated character, the evil spirit can no longer be played, although it may appear later as a narrator controlled NPC. The player will have to create a new character.

Becoming a Lost Soul

A medium who dies with zero or more Karma becomes a lost soul. The player follows these steps to convert a mortal medium into a lost soul.

- Transfer attributes and skills to a *Lost Souls* character sheet.
- Lose the Credibility and Attunement abilities.
- Retain the medium's profession and the talent for your profession.
- Lose all mediumistic powers.
- **Your attributes dictate which lost soul type you can be. Do not recalculate attributes.**

- Gain the powers for your ghost type.
- **Do not** take the two specialties for your type.
- All the gear the medium had on him at the time of his death is duplicated in ectoplasm.
- Items that have not been paid for (i.e. Karma cost has not been paid) are not duplicated in ectoplasm.
- Karma is what you had when you died.
- Calculate how many powers you start with based on your Karma.

Converted characters retain all memories of their former lives.

The Coil

When Hamlet pondered shuffling off this mortal coil in his To Be or Not to Be soliloquy, he used "coil" in its now archaic meaning of trouble and woes. Life is full of worries and bother. Might not death be a liberation from those mortal cares?

To the modern reader, coil brings to mind springs and spirals. It has a mechanical ring not unlike the bad news of a repairman: "Yer better off getting a new one once yer mortal coil's burned out."

In *Lost Souls*, the coil is the mechanical part of the person, that physical manifestation that obeys Newton's classical laws. Underlying all material things is an ethereal reality that follows oftentimes inscrutable rules. Mortals are enmeshed in the illusion of the coil to varying degrees. Those with high Attunement can subtly influence the probability field that manifests as the coil, thereby manipulating the classical laws of the material world.

The Quick & The Dead

Playing a game that combines material and incorporeal characters is challenging. The veil of darkness that separates the living from the dead is almost impenetrable.

The Attunement ability and the powers it confers allows mediums to innately overcome the communication problem. However, they can easily

become the hands of their incorporeal companions, opening doors for them, questioning living NPCs at their behest, and in other ways serving as their flesh puppets. While it's possible to play individual adventures in this way, it can become tedious for a campaign.

The most effective way for mediums and lost souls to play in the same adventure is for the living characters to become incorporeal. This puts all the characters on equal footing. There are three main ways for mediums to become incorporeal: Window Areas, Outer Planes and Out of Body Experiences (OBEs).

Window Areas

There are places where the unseen world impinges closely with the mortal realm. In such window areas, flesh and blood mortals may, for a time, become semi-material or completely incorporeal. The Bermuda Triangle is one such region where mortals may find themselves permanently drawn into the unseen world.

Some window areas work in reverse, allowing incorporeal beings to become semi-material for a time. The woods of the Pacific Northwest has such spots, and in these regions the shaggy Bigfoot are sometimes glimpsed.

Another kind of window area are the realms created by powerful lost souls. One effect of such a realm may be to transform mortals who approach it into semi-material matter, allowing them to see and enter the realm. In such eerie places, the living can see and interact fully with the dead, even without the Ghost Vision or Speak with Dead powers.

Window areas are not stationary or permanent. Most are open at only certain times, and can close unexpectedly—possibly trapping forever those foolhardy enough to enter them.

Outer Planes

An Outer Plane has no physical connection with the material world. The only way to get to an Outer Plane is through a gate created by a spell, a magic item or a technological device. A few gates occur naturally.

In most Outer Planes, matter is made semi-material or ectoplasmic, allowing incorporeal and

material beings to interact freely. See the *Lost Souls* rules for more information on Outer Planes.

Out of Body Experiences

The dreams of mediums are dangerous places. At night, when sleeping, a medium may be pulled into the unseen world by their own obsessive dreams. An Out of Body Experience can even occur while the medium is simply sitting and resting, sending the medium into an unexpected and uncontrolled trance.

During an OBE, the medium's subconscious mind creates an ectoplasmic body and transfers their life force to it. The ectoplasmic body is just like a ghost. While inhabiting this incorporeal shell, the medium can see and hear ectoplasmic beings and can interact freely with them, but not with material beings.

Intelligent etheric creatures who look closely will be able to tell that the medium is a living being. A medium's etheric body retains more of its color when compared to the faded grays of a lost soul, and they are warm to the touch of a lost soul.

At the start of an OBE, a medium's ectoplasmic body doesn't have to appear in the vicinity of the medium's body. It may form near a person or place of emotional importance anywhere on earth, an outer plane, or even Limbo. Additionally, the etheric bodies of mediums can travel any distance at all from their physical body. In this way, mediums can join their ghostly companions in adventures anywhere in the cosmos. The exact location of where the etheric body appears is up to the narrator.

Unlike a lost soul, mediums cannot enter Limbo voluntarily, but must be summoned there by a Mentor. Mediums do not benefit by entering Limbo; that is, they do not heal nor can they create new objects or increase skills.

While mediums are astrally traveling, their bodies are left behind in a death-like coma and are at the mercy of their surroundings. A house could burn down around the medium's body and the medium wouldn't know it until they tried to return and found they couldn't.

If a medium's material body is destroyed, the medium can never return to it. The medium is converted into a lost soul as described earlier in this chapter.

Ending an OBE

Mediums experiencing an involuntary OBE can return to their body in one of two ways:

- The narrator can send the medium back to their body, usually at the end of the adventure.
- The medium can physically locate their body and attempt to rejoin with it. The medium's ectoplasmic body must touch their material body. The player must then make a Good Will roll; if made, the medium reenters their body and their ectoplasmic form vanishes. But if they fail their Will roll, they must wait one hour for every column by which they fail before trying again.
- Other methods of returning may be available depending on the adventure. For example, a powerful NPC may be able to send the medium back to their body.

OBE and Gear

When a medium has an Out of Body Experience, they create temporary ectoplasmic copies of whatever they are carrying. The originals are left behind on their body. Mediums can bring into the Afterworld anything they can carry; a bicycle would be acceptable, but a car would not.

Mediums do not duplicate semi-material, unnatural or dual items.

While in etheric form, mediums cannot expend Karma to make ectoplasmic items, but are stuck with the gear they had on when they went incorporeal.

Ectoplasmic items acquired in the afterlife cannot be brought back to the physical world.

Since a medium's etheric gear is temporary, it vanishes if it is taken away from the medium, or if the medium returns to their body or is reincarnated. Ethereal mediums can give their gear to a lost soul, but it won't stay with them for long.

Dual Items

Dual items, as explained in the *Lost Souls* rulebook, can shift between being material or ectoplasmic. A living medium can take dual items with them into the afterlife. When the medium is material, the item is material, and when the medium has an OBE, the items turns incorporeal with them.

Unlike ordinary objects, a dual item is not duplicated in ectoplasm. If a medium gives a dual amulet away while incorporeal, they would be giving away the original. There would not be another waiting back on the medium's body.

Chapter 3

Medium Professions

Channeler

Channelers believe spirits can enter their bodies and use them as hosts for short periods of time. Generally, the spirits simply want to chat, but on occasion, they'll pass on arcane messages or information to interested parties. Many Channelers make their livings granting audiences to people who want to meet a personality from the past.

Most Channelers claim they do not remember being possessed, though they always remember to ask for money from their clients. Some Channelers also tell fortunes on the side, using tarot cards or crystals as tools of the trade.

Though most Channelers are marvelous showmen who love the limelight, a few are quiet, private people who feel nervous and invaded by their special talent. These Channelers sometimes volunteer for scientific or medical testing, hoping to rid themselves of the unwelcome intrusions. An unfortunate few find themselves institutionalized against their will, diagnosed as suffering from multiple personality disorders.

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

Specialties: Memory, Languages, Entertain, Persuade, Mimic, Conceal, Will, Customs

Available Powers:

Automatic Writing
Channeling
Contact Higher Being
Regression
Trance

Personal history highlights:

- Announced your past incarnation as Catherine the Great, and demanded the return of your Russian kingdom. Briefly institutionalized.
- Attila the Hun invades your body at your sister's wedding. Family disowns you.
- JFK ran for Governor of California using your body as a host. You did well in the polls until a sex scandal hit the press.
- Your spirit guide, Aman Ra, becomes a popular guest on late night talk shows.
- Teach history at a community college.
- Go on tour as the Ultimate Elvis impersonator.
- Insist that Casper the Friendly Ghost is based on a personal friend.
- Possessed by all three stooges. Put on suicide watch.
- Helped Charles Dickens' finish his last book, The Mystery of Edwin Drood. Published it under your own name. Mr. Dickens no longer speaks to you.

Cryptozoologist

These animal lovers are positive that strange creatures lurk on the unexplored fringes of civilization. Discoveries such as the prehistoric fish, the coelacanth, are seen as proof that Bigfoot and Nessie could also out there—and the Cryptozoologist is just the person to bring ‘em back alive!

Many Cryptozoologists have a great deal of knowledge about animals, their needs and how to track them. Most of them have a special fondness or fascination with one type of creature, such as hairy hominoids or lake creatures. Cryptozoologists may be funded by television shows or magazines; others are amateur hunters who have become obsessed with their prey. At any rate, most Cryptozoologists have a love of nature, and find it difficult to live in a city environment.

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

Specialties: Quickness, Stealth, Science, Listen, Track, Traps, Animals, Tame

Available Powers:

Crypto zoology
Life Detection
Speak with Animals
Sixth Sense
Tongues

Personal history highlights:

- Caught with paper mache Loch Ness monster; your photo is branded a fake.
- Develop an unhealthy attachment to the chimp, Rita. Dismissed from your post at the primate research center.
- Believe that you were raised by a Bigfoot family from the ages of 1 to 3. Parents deny memory, and patiently explain that your baby pictures were lost in a fire.
- Your paper, “Dolphins and their Superior Intelligence” is ridiculed when it is revealed that Flipper was your childhood hero.
- Spend 10 years searching for sea serpents in a lake near your home town.
- Brought back footprint of African dinosaur.
- Publish blurry photos of supposed mermaids.
- Invest life’s savings in fruitless search for pumas in England.
- Snowstorm wipes out yeti expedition. You are the sole survivor.
- Filmed hairy hominoid while on vacation in Siberia.

Curator

Curators manage a museum, library or private collection of paintings, coins, ancient manuscripts or similar arcane items. They generally work for an institution, government agency or a private patron. They are extremely knowledgeable in their field of expertise, but have little interest in outside subjects. For this reason, some people might find Curators a little dull.

Curators are mostly quiet, shy people except sharing their passion for their collection. Their knowledge and dedication to their work is admirable. They will gladly travel to the vast arctic tundra or to unexplored rain forests if they believe the perfect addition to their collection may be found there. Curators pore over old maps and manuscripts in an effort to discover clues to the whereabouts of hidden treasures. They usually can read and write ancient scripts, and have a good memory for ancient myths.

Oftentimes Curators value objects over people. They often wear or carry favorite items, many of which instill them with powers they may not even be aware of. A Curator will do anything to prevent the destruction or misuse of a revered item.

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

Specialties: Search, Folklore, Languages, Bargain, Repair, Direction, Unlock, Occult

Available Powers:

Bind
Identify Object
Imprison Lost Soul
Object Reading
Shatter

Personal history highlights:

- Your collection of ancient curios turns out to be a cardboard box full of bottle caps.
- Boasted to TV crew that you discovered the famed "Lost Burro" mine; led them to armadillo lair.
- Accidentally used Blackbeard the Pirate's treasure map as toilet paper while on a dig.
- Sunk every dime you had into excavation of King Arthur's tomb; nothing uncovered.
- Invited to lecture at the Smithsonian.
- The finger bones from Christ you bought mail order turn out to be fake.
- Find employment as a page in the science fiction section of the local library.
- Trade your car for a collection of ancient Peruvian wheels.
- The pebble you swiped from Stonehenge has unusual properties.

Fairy Friend

Fairy Friends are gentle souls who live in a constant state of wonder and appreciation for nature. They shun cities, finding solace only in the countryside or small villages. They can often be found walking along mountain trails or pedaling slowly along an obscure bike path, their eyes constantly on the lookout for the wee folk.

Fairy Friends yearn for a gentler time, when magic existed on the earth, and fairy tales came true. They may believe that fairies and similar creatures faded from view as humanity grew more evil, or that people simply forgot how to see them. Whatever their personal theory for the general lack of fairies in the world, they are determined to make contact themselves.

Fairy Friends are very traditional. They often follow obscure customs in order to curry the favor of the wee folk; it is not unusual to see a Fairy Friend setting out a bowl of milk each night or wearing underwear on the outside of their clothing to invite contact. They are well-versed in fables, superstitions and stories pertaining to the medieval age and fairies in particular.

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

Specialties: Quickness, Stealth, Empathy, Search, Track, Folklore, Conceal, Traps

Available Powers:

Circle of Protection
Empathy
Healing Hands
Invisible Friend
Speak with Animals

Personal history highlights:

- Wear Victorian clothing--or nothing at all.
- Carry a rabbit's foot everywhere. It's attached to your pet bunny.
- Believe there is a pot of gold at the end of every rainbow.
- Teach "Folklore in our Midst" at a small community college.
- Author book of fairy sites throughout England, along with recommended pubs and inns. A best-seller with tourists.
- The gold coins in your pot have a delicious, chocolate center.
- Mistake a paper doll for a fairy. The press gleefully points out your error.
- Convinced pixies are haunting your home. Barricade windows and annoy police with urgent calls for help.
- Gather mushrooms from fairy rings. Busted by the DEA.
- Head expedition into Wales in search of the friendly wee folk. When rescued, refuse to explain why you are the only survivor.

Ghost Hunter

Ghost Hunters are keenly interested in the possibility of life-after-death and are especially concerned about lost souls who haunt the earth, aimlessly searching for the entrance to the afterlife. Ghost Hunters investigate alleged sightings, determine the validity of the claim and advise the living on how to live with their ethereal houseguests.

Ghost Hunters often have a knack for self promotion. They earnestly write books and appear on talk shows in an effort to tell people that “ghosts are people just like you and me, only without bodies, and there’s nothing to fear.”

Ghost Hunters take pride in the fact that their belief in ghosts is based on hard evidence; namely, eyewitness testimony. Some of them have developed elaborate devices for measuring temperature changes or recording ghostly whispers.

Some Ghost Hunters have never encountered a ghost; rather, their mission is to uncover the frauds and fakes that exploit true believers.

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

Specialties: Traps, Repair, Electronics, Caves, Run, Will, Sanity, Science

Available Powers:

Banish
Expose
Ghost Catcher
Spirit Photography
Spirit Recording

Personal history highlights:

- After declaring a house haunted by a poltergeist, it is discovered that two children have concocted the whole event. Comrades denounce you as gullible fool.
- Mistook steam from YMCA shower for shade of Elvis. Laughed out of Tennessee.
- Hired as technical advisor for PBS miniseries.
- Photograph of war memorial shows faint, translucent figure in uniform standing behind tomb. Experts declare photo untouched.
- Caught wearing a sheet in hopes of attracting a ghost.
- Squander family fortune visiting haunted houses throughout Europe.
- Arrested for breaking into what you claim was a haunted house. It turns out to be the home of a local pastor.
- Your photo of a ghostly monk turn out to be a janitor.
- While in the audience of a TV talk show, bolt to feet and denounce guest medium as a fraud. Dragged forcibly from studio.

Investigative Reporter

The Investigative Reporter freelances for sleazy little tabloids that specialize in scandals and horror stories guaranteed to tantalize and shock readers at the supermarket checkout stand. The Investigative Reporter will go to any lengths and talk to anyone to uncover a bizarre story, often scraping together their own money to reach the most remote and uninhabited corners of the world, places such as Bar Nun, Wyoming, just to interrogate witnesses who saw such questionable events as the face of Jesus appearing on a pancake or a woman giving birth to a monkey.

An Investigative Reporter is always willing to work with others if it helps uncover a story, as long as they get the byline. Generally cynical with a low regard for their readers, the Investigative Reporter has seen enough strange events to know there's a true basis for even the most outlandish tale.

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

Specialties: Interrogate, Persuade, Disguise, Lie, Filch, Forgery, Artistry, Stealth

Available Powers:

Cloud Minds
Confidant
Judge Character
Spirit Photography
Twisted Logic

Personal history highlights:

- Fended off monster with camera flash. Photos were fuzzy.
- Discovered Rat Boy living in a sewer. Gain brief celebrity when story is turned into a musical that quickly flops.
- Your groundbreaking story on the Haunted Mirror of Dublin is killed when an art dealer announces a painting hidden behind the silvered glass.

Mad Scientist

Mad Scientists explore the fringes of medicine and science in search of answers to endless questions. Perhaps the scientist is trying to find the secret of the afterlife, or the mysterious formula which will turn base metals to gold. Whatever the quest, Mad Scientists believe that they have finally exhausted all rational avenues, and are now willing to travel down unorthodox paths in order to find answers.

Though driven, Mad Scientists can be genial and learned companions. They will be particularly friendly to anyone who shares their passions and has knowledge to impart. But, being paranoid and afraid of ridicule, they tend to be suspicious of anyone who inquires casually into their secret work. They can be extremely jealous of their discoveries and the fame and fortune they expect it will bring them. They may even resort to dire measures to protect their secrets from prying eyes, favoring hidden laboratories and encrypted notes.

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

Specialties: Medical, Science, Empathy, Electronics, Repair, Will, Bully, Persuade

Available Powers:

Electrical Interference
Genius
Ghost Catcher
Second Sight
Animate the Dead

Personal history highlights:

- Believes human reproduction can be achieved through green beans.
- Has a real Chia Pet. Wants to make a Chia Person.
- Wants to bring a dead older sibling back to life.

Pagan

Pagans have rejected traditional religious teachings in favor of ancient or so-called primitive belief systems. Pagans may live in small, private communities, though many can be found in pastoral settings and picturesque tourist towns. Pagans generally believe in the sacredness of nature and the oneness of all living things. They may strive to increase their spiritual awareness through meditation or sacred breathing techniques. Some Pagans are strict traditionalists, and perform rituals on specific days in order to celebrate the harvest or pacify evil spirits. Other Pagans dabble in magic, and may call themselves witches or wizards.

Some Pagans believe they are guided by a specific animal or totem; others worship the Goddess, Great Hunter, or a manifestation of Nature.

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

Specialties: Will, Languages, Occult, Folklore, Medical, Customs, Conceal, Lie, Tame, Animals

Available Powers:

Divination
Evil Eye
Fire Walking
Inner Guidance
Mental Link

Personal history highlights:

- All your Pagan friends got cool animal totems during their vision quests. You got a cockroach.
- The evening news shows you dancing skyclad during the Summer Solstice festival. The next day you are fired from your job at the local preschool. The principal swears the two events are not related.
- Your tarot card reading for a celebrity tourist leads to a horrible marriage, a nasty divorce, and a stint in rehab. Not your finest performance.

Parapsychologist

Parapsychologists are an odd mix of gullibility and common sense. On the one hand, they rely on measurable evidence of psychic phenomena as proof of its existence; on the other hand, they may be easily fooled into accepting sloppy data in their eagerness to prove their theories.

All of their life, parapsychologists have explored such esoteric subjects as telepathy, prophetic dreams and astrology, only to be mocked or shunned by the scientific community. Some parapsychologists resent this treatment; others merely ignore it and go about their work.

Parapsychologists like to design dubious tests to measure supernatural abilities. If one test fails, they will happily come up with another. They tend to be academics, working as college professors and living off grants to fund their investigations.

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

Specialties: Repair, Science, Occult, Electronics, Traps, Drive, Unlock, Search, Memory, Danger Sense

Available Powers:

Clairvoyance
Hypnotism
Locate
Telekinesis
Thoughtography

Personal history highlights:

- Bend spoons on late night TV.
- During your only successful dreamwalking experiment, you entered your mother's dreams only to find her in bed with the clown from your third grade birthday party. The trauma has yet to heal.
- With much concentration, you were able to move a pencil during a lab test. Unfortunately your brother's eye got in the way.
- Hypnotized a co-ed into quacking like a duck. Still working on snapping them out of it.

Preacher

Preachers are dedicated to a specific religion or faith. The religion could be traditional, such as a Catholic priest or Buddhist nun, or unusual, such as a Druid. Preachers try to act at all times according to their religious tenets and moral codes.

Preachers often rationalize their special abilities in solely religious terms. They might not even be aware of their mediumistic talents. Some Preachers fear their supernatural powers and try to deny or suppress them. Others view them as a blessing, and strive to comfort survivors with messages from their beloved dead.

Preachers are usually genial folks who are interested in helping others. They not only want to free the living from the unwanted presence of the dead, they walso ant to guide ghosts into the comfort of the light and release them from their haunts. These good-intentioned efforts can be especially annoying to lost souls with unfinished business. Fortunately, Preachers are perfectly willing to assist their disembodied brethren if it helps them to move on.

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

Specialties: Religion, Customs, Empathy, Folklore, Faith Heal, Sanity, Will, Listen, Persuade, Languages

Available Powers:

Confession
Exorcism
Fear of God
Miracle
Tongues

Personal history highlights:

- Idaho sanctuary raided. Wounded in gun battle with Satan's army (AKA federal agents); currently on probation.
- Caught faking stigmata on Church statuary. Demoted to altar boy.
- Saw an awe inspiring vision of St. George the dragon slayer.
- TV Evangelist program canceled when sex scandal hits the paper. Gave up all possessions and became a beggar. Wealthy family tries to have you committed.
- Became a vegetarian for religious reasons.
- Preach on short-wave ham radio.

Psychic

The telepathic powers possessed by Psychics extend not just to the living, but to those who have passed beyond the mortal coil. Their astonishing powers of the mind make them especially talented at finding missing persons or lost objects. Some even make a living as psychic detectives.

There are two types of Psychics: those that are aware of their powers and use them knowingly, and those who are unaware of their abilities and use them unwittingly in times of stress. Psychics who are unaware of their abilities may dream of a future event, never realizing that they've been in contact with a spirit guide. Other times they'll be overwhelmed with a sense of happiness or foreboding, not realizing that they've just walked through a lost soul. They have no idea that they are in constant communication with the dead, and may even be a little frightened if presented with this fact.

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

Specialties: Danger Sense, Empathy, Persuade, Interrogate, Artistry, Entertain, Bargain, Quickness

Available Powers:

Link Senses
Locate
Object Reading
Read Mind
Send Thoughts

Personal history highlights:

- Help local law enforcement find missing children.

Soothsayer

Soothsayers are country folk who make their living as farmers, herbalists or midwives. They take great pride in their families and communities and usually stick close to home. A few are forced to move from their hometowns due to drought or dire economic need. Even if they take up residence in a city, Soothsayers will retain their love for the country, and will not give up their traditional lifestyle.

Soothsayers learn their mystic powers from a grandparent or local elder. Many of their beliefs and practices are centuries old, finding roots in American Indian ceremonies and European peasant superstitions. Soothsayers often use diving rods to find water or treasure. They are generally closed-mouthed and suspicious of strangers. They have a healthy respect for the dangers of the afterlife.

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

Specialties: Animals, Tame, Direction, Ride, Listen, Track, Faith Heal, Folklore, Athletics

Available Powers:

Foretell
Divination
Premonition
Speak with Animals
Second Sight

Personal history highlights:

- You have persistent visions of the death of a loved one that you hope to prevent.

Spiritualist

Spiritualists are afterlife philosophers. They enjoy exploring the process of death and rebirth, trying to determine the cosmic rules that govern the province of Limbo and other planes. This type of spiritualist finds the afterlife utterly fascinating, and explores it every chance he gets. Sometimes he is gathering material for a book or searching for information on a long-dead hero, but mostly his studies are for his own personal enjoyment and reflection. Such spiritualists are often scholars, and may belong to clubs or pseudo-religious groups dedicated to the studies of the afterlife.

Another type of spiritualist is much less intellectual. This spiritualist also explores the afterlife, but she is interested in exploiting its resources for her own ends. This type of spiritualist earns a living by putting survivors in touch with their dead loved ones. Cynical and scarred by life, she finds nothing wrong with manipulating the emotions of her patrons in order to earn a few bucks. This type of spiritualist often teeters on the brink of earning negative karma, but is usually kept on the straight and narrow by her ghostly comrades. More than any other eccentric, the spiritualist is likely to fake results.

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

Specialties: Medical, Interrogate, Faith Heal, Mimic, Folklore, Occult, Sanity, Lie, Empathy, Tame

Available Powers:

Apport
Aura Sight
Command the Dead
Séance
Speak with Dead

Personal history highlights:

- Caught by famed debunker with cheesecloth in your pants.

Ufologist

The Ufologist fervently believes that we are not alone! In fact, we are visited frequently by beings from another world who like to scope out our planet, run a few tests on some unsuspecting farmers and then zip away in their spaceships to hide out in the great cosmos. Ufologists are determined to make contact and learn more about our shy visitors. They compile volumes of notes on sightings, which they share with other aficionados. They also hang out in places thought to be favored by aliens, such as New Mexico and Oklahoma (though a few believe that California will soon be graced). Some are sure that the aliens are actually among us, and they work to make contact with these few.

Ufologists are possibly the most gullible and least scientific of all explorers into the unknown. Their desire to make contact with other beings often overwhelms their common sense. On the other hand, Ufologists are the most accepting of unusual phenomena. The fact that they view lost souls as aliens is of little consequence.

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

Specialties: Listen, Search, Track, Interrogate, Science, Electronics

Available Powers:

Contact Higher Being
Invisible Friend
Levitate
Steal memory
Twisted Logic

Personal history highlights:

- Caught with pie plates and camera.
- Imprisoned for two years for trying to break into government warehouse to prove UFO cover-up.
- Refuse to fly over the Bermuda Triangle.
- Meet a UFO contactee whose nasal passages contain bits of metal of "unknown origin."
- Your book on ancient astronauts becomes a popular fad.

Chapter 4

Medium Powers

Powers

Mediums have an assortment of powers to help them in their investigation of the unseen world. The power descriptions have this format:

Name: This is the title of the power.

Uses per Day: Each power may be used a certain number of times per day. Players keep track on their character sheets how many times they try to use their powers. Every attempt counts as a use, even if it has no effect. When a character is out of uses for a power, he cannot use it again that day. At midnight, all expended uses are regained.

Duration: This is how long the power lasts per use.

Range: Unless otherwise specified, powers can be used only on visible targets within range.

Effects: This is a description of what the power does. The narrator may interpret these definitions as befits the adventure.

Using Powers

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

Most powers work automatically, they do not normally require a die roll. Powers that affect an unwilling target require a contest of abilities. The die roll, if any, is specified in the description of the power. Even if the power has no affect, it counts as a use.

Powers are not limited by the one roll rule, which states that a character can try to do a certain action only once with any chance of success. A player can attempt to use a power repeatedly in the

same situation; each attempt counts as a use and takes one action.

Non-believers

The negative energy of non-believers cancels the effects of any power that has an obvious effect. Powers that cannot be used in front of non-believers are so noted in their description. Note that people open to the supernatural, such as other mediums and New Agers do not count as non-believers.

Power Source

Mediums gain their supernatural abilities from one of four different sources. In game terms, all are treated the same.

Magical: The character knows arcane spells that tap an occult power source, producing supernatural effects. New powers are learned by researching ancient grimoires or studying forbidden scrolls.

Mechanical: The character uses items which contain supernatural powers. When a new power is gained, it means the medium has found a new item and spent long hours required to learn its use, or else invented a new item. These devices work only for the medium.

Mental: The character has latent psychic abilities which allow him to directly use supernatural powers. These powers could be hereditary. The seventh child of a seventh child is rumored to possess supernatural powers. Or they could be the result of an accident, a blow to the head that awakened unknown abilities. New

powers are gained as the medium slowly unlocks new areas of their mind.

Spiritual: The character is aided by an unseen higher power, which grants access to supernatural powers.

Medium Powers

Animate the Dead

Uses per day: 1

Duration: 1 hour

Range: Thrown

Effects: You can cause one human corpse to rise up as a zombie. The zombie has an Attack of 15, Damage of x4, Defense of 15, and 20 WTL. As long as the corpse remains in line of sight, you have complete control over it. Otherwise, the zombie must be given a simple series of instructions to follow. This power cannot be used in front of non-believers.

Apport

Uses per day: 2

Duration: 15 minutes

Range: Touch

Effects: You can materialize a small object into your hand. The object must weigh less than a pound and be small enough to conceal in your hand. It will last only 15 minutes before disappearing back to whatever plane it came from. You decide what to summon, though the narrator may choose to substitute something similar. This power cannot be used in front of non-believers, although you can summon the apport when no one is looking.

Astral Projection

Uses per day: One

Duration: As long as the Medium chooses

Range: Self

Effects: You can put yourself into a trance, allowing your astral body to leave your physical body. You can achieve this state in just a few minutes of meditation, although noise or activity

may hinder the process. Your physical body remains in a near lifeless state while you manifest your consciousness in an incorporeal body.

When you create your ectoplasmic body, you also create a copy of your clothes and whatever you are carrying. A bicycle would be acceptable, but a car would not. These ectoplasmic items vanish when you return to your physical body. Ectoplasmic items acquired in the afterlife cannot be brought back to the physical world.

Your spirit is free to leave your body behind and roams the world as a lost soul. You can see other lost souls and can interact freely with them. In this way, you can join your ghostly companions in adventures on other planes.

While using Astral Projection, your body is left behind in a death-like coma. It is at the mercy of its surroundings; a house could burn down around it and you wouldn't know it until you tried to return and found you couldn't. If your material body is destroyed, you can never return to it. You become a lost soul.

Aura Sight

Uses per day: 4

Duration: Instant

Range: Thrown

Effects: You can view the auras of one target. The color of the aura will reveal its owner's personality, but it's up to you to correctly identify the connection. For instance, a red aura may surround an angry, violent or embarrassed person. Whites represent saintly beings and darker tones correspond to those of a more sinister nature.

Automatic Writing

Uses per day: 3

Duration: 5 minutes

Range: Self

Effects: You can allow an unseen entity to write (or draw) through you. Your hand moves on its own according, writing a message that the unseen entity wishes to deliver. The narrator decides the contents of the message. It most often relates your immediate concerns, though it may be totally irrelevant. You may ask questions of the entity or

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stop the writing at any time. The use of this power requires a writing instrument and surface.

Banish

Uses per day: Six

Duration: (victim's Stamina vs user's Knowledge) x 5 minutes

Range: Local Area

Effects: All incorporeal beings within thrown range must leave the local area for the duration. If a lost soul cannot leave, for whatever reason, he suffers Duration/2 damage instead.

Bind

Uses per day: 1

Duration: Until freed

Range: Touch

Effects: You may use this power on any corpse or on the location where a person died. It binds the deceased's soul to either his corpse or the scene of his death (respectively). The bound spirit must remain within thrown range of the site until some condition set is met. Usually, the condition is such that the ghost must rely on someone else fulfilling it. The victim may try to resist this power by rolling his Stamina over your Knowledge.

Channeling

Uses per day: 2

Duration: 10 minutes

Range: Self

Effects: You can allow a lost soul of your choice to enter your body. For the duration of the power, the possessing spirit has complete control of your body. Any skill rolls made during this time should be adjusted based on the possessing spirit's abilities. For example, if you are possessed by a scientist you would receive a +2 column bonus to any Science rolls.

On an Alertness roll of Good or better you will be able to see what is happening and you can communicate back and forth with the possessing spirit. You can even attempt to force the possessing spirit out prematurely by rolling Will over the spirit's Stamina.

At the end of the duration, the possessing lost soul may attempt to retain control for another (spirit's Stamina vs medium's Will) minutes. This may be repeated indefinitely.

Circle of Protection

Uses per day: 2

Duration: 10 minutes

Range: 10 foot radius

Effects: You can create an invisible barrier around yourself in a ten foot radius. The strength of the barrier equals your Knowledge roll. Any supernatural creature that tries to willingly enter the barrier must have a Strength greater than the strength of the barrier. The circle of protection negates any supernatural power that crosses it. The circle is stationary and cannot move. It vanishes the moment you leave its circumference.

Clairaudience

Uses per day: 3

Duration: 5 minutes

Range: Unlimited

Effects: By concentrating on an area you have been before, or on a person you know well, you can hear what is happening there. If you have a personal possession from an unknown person, you can focus in on the owner of the item.

Clairvoyance

Uses per day: 3

Duration: 5 minutes

Range: Unlimited

Effects: By concentrating on an area you have been before, or on a person you know well, you can see what is happening there. If you have a personal possession from an unknown person, you can focus in on the owner of the item.

Cloud Minds

Uses per day: 2

Duration: 5 minutes

Range: Thrown

Effects: You can tell an outrageous lie to one target and be believed, at least temporarily.

Command the Dead

Uses per day: 2
Duration: (victim's Will vs user's Charm) minutes
Range: Thrown
Effects: This power works only on lost souls. The victim must do whatever you command, providing it is not self destructive (in which case the victim is freed from the power).

Confession

Uses per day: 2
Duration: 1 minute
Range: Brawling
Effects: You must be alone with your target to use this power on him. The victim must confess his most guilty secret, whatever he feels most guilty about.

Confidant

Uses per day: 1
Duration: 5 minutes
Range: Brawling
Effects: This power may only be used once per informant. By promising not to reveal your sources, you can get an informant to spill all sorts of secrets. You can ask up to three questions per informant before she'll get nervous and clam up. Whether you keep your promise of confidentiality is up to you. You must be alone with the informant to use this power.

Contact Higher Being

Uses per day: 1
Duration: 5 minutes
Range: Self
Effects: You can ask the narrator three yes/no questions. The narrator must answer truthfully; if the narrator honestly does not know the answer, he must say so. It still counts as a question.

Cryptozoology

Uses per day: 3
Duration: Instant
Range: Missile
Effects: You can deduce the capabilities and weaknesses of any animal--even supernatural creatures--simply by watching the beast for a few minutes. You can also glean detailed information about a beast by examining its tracks. From even a little evidence, you can identify a creature.

Disbelieve

Uses per day: 4
Duration: Instant
Range: Thrown
Effects: With the strength of your disbelief, you can inflict (target's Intelligence vs your Intelligence) x 4 damage upon any supernatural target.

Divination

Uses per day: 3
Duration: Immediate
Range: 300 feet
Effects: You can detect one kind of thing: water, money, hidden doors, etc. It cannot detect a specific item, only a generic class of object. You sense the direction or distance (your choice) of the closest example of the desired object.

Electrical Interference

Uses per day: 2
Duration: 5 minutes
Range: Thrown
Effects: You can create random electromagnetic interference in one electrical device within range. A radio will receive only static, computers will crash, flashlights will black out and other devices will act strangely. This power causes no permanent damage, and at the end of the duration the item will function normally.

Empathy

Uses per day: 4

Duration: Instant

Range: Thrown

Effects: You can sense the strongest emotions currently being felt by the target.

Evil Eye

Uses per day: 3

Duration: 5 minutes

Range: Thrown

Effects: You and your target must be visible to one another. The victim is at -1 columns on all rolls for the duration of the power. Multiple uses of this power on a single target will make it last longer, but will not increase the column penalty.

Exorcism

Uses per day: 1

Duration: 7 days

Range: 1 building or person

Effects: It takes 1 full hour to perform an exorcism. If you are interrupted for 2 full turns, the exorcism is stopped and has no further effect. Once the exorcism is complete all supernatural beings take 1 WTL damage each turn they are in the building being exorcised. If used on a person, this power damages any spirits possessing the person, but not other lost souls in the area.

Expose

Uses per day: 6

Duration: Immediate

Range: Thrown

Effects: While this power is active, you can see through illusions.

Fear of God

Uses per day: 2

Duration: 10 minutes

Range: Thrown

Effects: With your eloquent preaching, you can sway people emotionally. You can convince an individual or group not to do something because it "would be against the will of God."

Fire Walking

Uses per day: 2

Duration: 5 turns

Range: Self

Effects: You are immune to fire and resistant to pain. Ignore all damage from fire, and reduce all other damage you take by 5 points.

Foretell

Uses per day: 2

Duration: Instant

Range: Touch

Effects: You can tell three things about a person's future and/or past just by touching her (for example, reading her palm). You can ask three questions about the person, which the narrator must answer honestly. The narrator may be as vague as he likes.

Genius

Uses per day: 2

Duration: Instant

Range: Touch

Effects: You can deduce the function and operation of any mechanical device.

Ghost Catcher

Uses per day: 2

Duration: Special

Range: Thrown

Effects: The ghost catcher is a battery-powered box the size of a cigarette carton. When activated (and it can only be activated by someone with this power), it draws a single incorporeal being into it. The victim must have a Defense of Good or less, and is trapped for 3 hours or until released. The ghost catcher can contain only one being at a time.

Ghost Vision

Uses per day: Unlimited

Duration: Constant

Range: Self

Effects: Allows the user to see ectoplasmic beings and objects as well as material beings.

Healing Hands

Uses per day: 4

Duration: Instant

Range: Touch

Effects: Heals 5 WTL. This power heals "X" damage as well as "/" damage.

Hypnotism

Uses per day: 3

Duration: 5 minutes

Range: Thrown

Effects: For the duration of the power, the target cannot make any decisions for himself. He may act on the suggestions of others, but is not required to follow their commands. At the time this power is activated, the victim may try to resist it by rolling his Will over your Charm.

Identify Object

Uses per day: 3

Duration: Instant

Range: Thrown

Effects: You can identify the use or purpose of a magical, supernatural or unique item, no matter how worn or ancient it may be. You must be able to see the item to identify it.

Imprison Lost Soul

Uses per day: 1

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

Range: Touch

Effects: Summons a ghost. The lost soul summoned must be known to you, or within the

local area. The lost soul is forced to inhabit an object you are touching. The object could be a pendulum, crystal ball, or an Ouija board planchette. The imprisoned lost soul can cause material changes in the object. For instance, a crystal ball could be made to change colors, a compass to point in the direction desired by the lost soul, or a planchette to move according to the lost soul's bidding (provided it is being touched by at least one person). If the object is smashed, the lost soul is released. You may free the lost soul at any time. The victim may resist this power by rolling his Stamina over your Charm.

Inner Guidance

Uses per day: 3

Duration: 10 minutes

Range: Unlimited

Effects: Using a stick of ash, crystal pendant or similar object, you can determine the direction of any object or person you're searching for.

Invisible Friend

Uses per day: 5

Duration: 5 minutes

Range: Self

Effects: Allows you to speak to an "invisible friend" who only you can see. Your friend can take on any form your narrator desires; talking mongooses and six foot rabbits are not uncommon. Your friend can give you advice and suggestions, but is not infallible and may have a wicked sense of humor. Invisible friends are notoriously jealous of your other companions. An invisible friend cannot scout for you, as they only exist on this plane when in your presence. Where invisible friends come from is a secret they're not prone to revealing.

Judge Character

Uses per day: 4

Duration: Instant

Range: Thrown

Effects: You can use this power to tell whether you get a "good feeling" off an NPC or a "bad feeling." A good feeling indicates that the NPC is

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friendly, helpful, or simply harmless. A bad feeling indicates that the suspect has something to hide, doesn't like you, is mean to animals, or intends someone harm.

Levitate

Uses per day: 1

Duration: 5 minutes

Range: Touch or Self

Effects: You can levitate the target at the rate of 10 feet per turn. It grants vertical movement only. As the power wears off, the target is slowly lowered to the ground at the rate of 10 feet per turn. This power also works on inanimate objects. The target may try to resist this power by rolling his Strength over your Strength. This power does not work in front of non-believers.

Life Detection

Uses per day: 3

Duration: Instant

Range: Missile

Effects: You can sense the number of intelligent beings that are within range. You receive an accurate count of up to 20 individuals, anything over that is revealed as "Many." At the narrator's option, you may also be able to tell the approximate direction and distance of the life sources.

Link Senses

Uses per day: 2

Duration: 10 minutes

Range: Thrown

Effects: This power lets you share the senses of the target. The victim will not know they are under the influence of this power. You can switch between your sense or that of the target, but you cannot receive both at the same time. Contact is maintained even if the target leaves the range.

Locate

Uses per day: 2

Duration: Instant

Range: 10 miles

Effects: You know the direction or distance (your choice) of a specific object or person. You must be familiar with the target, having touched it earlier. If you have no first-hand knowledge of the object, you may try to locate it by concentrating on a drawing, description or small piece of it, but the range is only 1 mile.

Mental Link

Uses per day: 3

Duration: 5 hours

Range: Thrown

Effects: This power is used on another being within thrown range. At any time during the duration, the target may send you a telepathic call for help. No details can be given, just the call for help and a vague sense of the target's direction. Once the connection is made, the target can travel any distance from you without disrupting the link.

Miracle

Uses per day: 3

Duration: Special

Range: Self

Effects: You can pray for help in accomplishing a stated task. For each turn you pray, you gain a +1 column bonus to the roll to perform the action up to a maximum of +3. The task must be attempted soon after the prayer. For instance, if you prayed for 3 turns before swimming a river, you would gain a +3 column bonus to your Aquatics roll.

Object Reading

Uses per day: 2

Duration: 10 minutes

Range: Touch

Effects: By touching an object, you will have a vision regarding who used the item last, where and when it was made, what it was used for and what happened around it that was emotionally important. The narrator decides what information, and how much, is gleaned.

Precognition

Uses per day: 3
Duration: Instant
Range: Self

Effects: You have a flash from the future. You have no control over how far into the future you glimpse. The narrator decides the nature of the vision, and should base it upon what he believes to be the most probable future.

Premonition

Uses per day: 3
Duration: Instant
Range: Self

Effects: You can predict the probable results of a stated action. You will be able to tell if the results are liable to be very good, good, neutral, bad, or very bad.

Read Mind

Uses per day: 3
Duration: 5 minutes
Range: Thrown

Effects: You may read the surface thoughts of the target. If the target becomes aware of what is happening, he may resist by simply blanking his mind or thinking nonsense.

Regression

Uses per day: 4
Duration: 5 minutes
Range: Touch

Effects: Allows the target, who must be willing, to remember past events from his own life with photographic clarity. The target can take a more careful look around. While he is aware of his emotions at the time, he doesn't feel them with the same passion. You may employ this power on yourself.

Retrocognition

Uses per day: 3
Duration: Instant
Range: Self

Effects: You have a flash from the past, but not your own past. You have no control over how far into the past you glimpse. The narrator decides the nature of the vision. It is often related to your current location or situation.

Seance

Uses per day: 1
Duration: 10 minutes
Range: Unlimited

Effects: You can summon the ghost of a specific person. The ghost feels a strange pulling sensation, and may either choose to be teleported to your location for the duration of the power, or else refuse to be teleported. A ghost may not be summoned against his will. You may summon a ghost from anywhere, even across planes. Once the ghost is summoned, you can use Persuade, Interrogate, Bargain or other skills to gain information from the ghost. At the end of the duration, the ghost returns to its original location.

Second Sight

Uses per day: 2
Duration: Instant
Range: Self

Effects: You will know what will happen for the next 5 turns. For instance, a character says that he intends to go through a door, but first he uses Second Sight. The game is then played for a few minutes to show what would happen if the character went through the door. The game then returns to the point where the character used Second Sight, allowing him to make new decisions based on what he has learned.

Send Thoughts

Uses per day: 3
Duration: 10 minutes

Range: Unlimited

Effects: You can transmit your thoughts to a anyone you personally know. The target may think the thoughts are the uncontrolled wanderings of his own mind, and may easily ignore them.

Sense Lie

Uses per day: 4

Duration: 5 minutes

Range: Thrown

Effects: Lets you know if the target is lying, but it won't reveal what the truth is.

Shatter

Uses per day: 2

Duration: Instant

Range: Thrown

Effects: Causes a small inanimate object to shatter. For sturdy items, such as a pistol, the narrator may require a Strength roll to shatter the object. This power cannot be used in front of non-believers.

Sixth Sense

Uses per day: 6

Duration: 10 minutes

Range: Self

Effects: If you are in imminent danger while this power is active, the hair on the back of your neck will stand on end. Occasionally, the narrator may choose to have this power activate on its own.

Speak with Animals

Uses per day: 3

Duration: 5 minutes

Range: Touch

Effects: You can empathically communicate with a living animal. While this power is in effect, you can employ other skills such as Interrogate, Persuade, or Lie to question or manipulate the animal. It does not allow communication in words, but it does allow the conveyance of emotions, feelings and images.

Speak with Dead

Uses per day: Unlimited

Duration: Constant

Range: Self

Effects: You can hear ghosts and other incorporeal creatures. You can communicate verbally with lost souls in your vicinity just as though they were living beings.

Spirit Photography

Uses per day: 6

Duration: Permanent

Range: Thrown

Effects: Using regular camera equipment, this power lets you take a picture of an incorporeal being. The picture will be foggy and indistinct, and will look all the world like a double exposure. Pictures may be taken with a camera or movie film, but not videotape.

Spirit Recording

Uses per day: 6

Duration: 5 minutes

Range: Thrown

Effects: By using an everyday recording device such as a portable tape recorder or digital recorder, you can record the voices of incorporeal beings. The recording can be played back later and listened to by non-mediums.

Steal Memory

Uses per day: 2

Duration: Instant

Range: Thrown

Effects: You can permanently erase a memory from the victim. You must know what memory you are erasing. The victim may resist by rolling his Memory over your Cunning.

Telekinesis

Uses per day: 2

Mediums

Duration: 5 minutes

Range: Thrown

Effects: For the duration, you can move one small object of less than a pound as though you were physically manipulating it. The item must remain in range. This power cannot be used in front of non-believers.

Thoughtography

Uses per day: 6

Duration: Permanent

Range: Thrown

Effects: Allows you to impress an image onto unprocessed film. The image is blurry and unconvincing to non-believers.

Tongues

Uses per day: 3

Duration: 10 minutes

Range: Self

Effects: This power allows you to communicate with beings who do not speak your language. The technical name for the gift of tongues is "glossolalia." The two most useful forms are xenoglossolalia (which lets you speak in the language of the being you are talking to) and

heteroglossolalia (which allows all those who hear you to hear you in their native tongue, no matter what language you speak). You can choose which form to use.

Trance

Uses per day: 3

Duration: 10 minutes

Range: Self

Effects: You can put yourself into a trance. Any lost soul in the local area can attempt to speak through you. You may choose to allow the spirit to speak, or not. Likewise, you may cut off the lost soul at any time. The lost soul sounds as they did in life.

Twisted Logic

Uses per day: 3

Duration: Instant

Range: Self

Effects: You receive inspiration from unseen sources. You may ask the narrator for an inspiration related to a problem you are currently facing. The narrator must give you a hint that will guide you to a solution to the problem.