

THE PLAYBOOKS

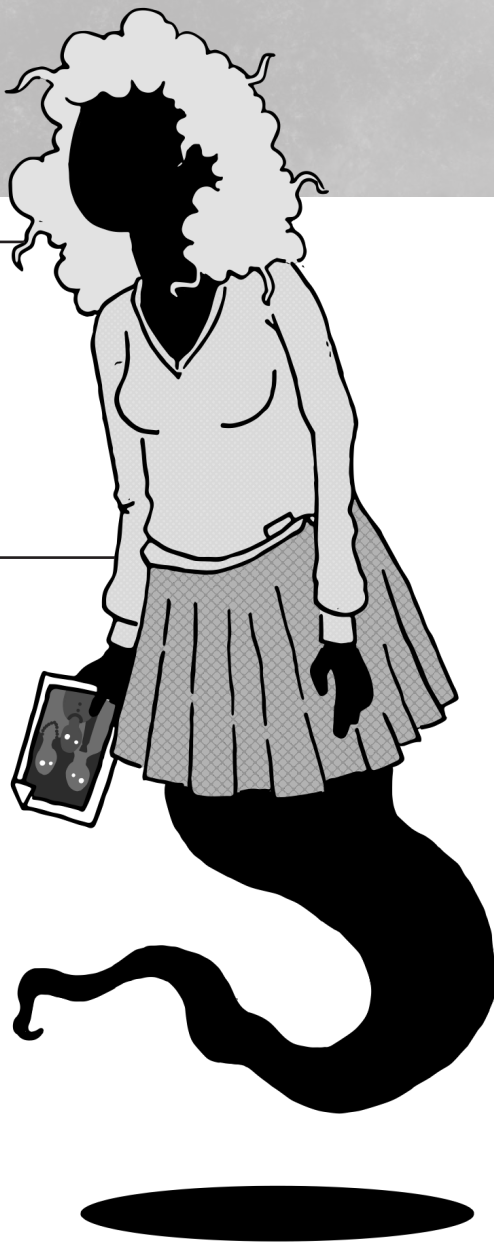
THE GHOST

Possesses Things

An ethereal blob floats through a room. It passes through people, floats objects, and sighs loudly when no one pays any attention to it. "I should have found a different group of Investigators to hang out with. You folks have lost the joy of the haunt!"

Occasionally our community of ghosts gets defectors. These are spirits who seem to prefer the company of the living to the dead. It's not enough for them to haunt or try to reconnect with family. No, it's as if they want to be fully integrated back into living society. Remember, the best friends you'll ever have are other ghosts.

- Handbook of the Recently Deceased, Chapter 2



NAME _____

PRONOUNS _____

SCIENCE

WITS

VIGOUR

INTUITION

Vibe

Choose one (or more) or make up your own:

nonplussed, desperate, lonely, absent-minded, joyous, pious, exasperated, ineffable

Moves

Choose 2 of the following options:

- ☐ **Filled with Regret:** When you have a ghostly encounter, you may allow yourself to be possessed by the other ghost. Narrate a regretful memory for the ghost's past. Then, mark a Personal Haunting to discover a Clue.
- ☐ **Body Swap:** The effects of your last possession linger. You gain 1 additional Special Investigator Move that you must choose from a playbook that is currently not in play.
- ☐ **Ghostly Visage:** You can change your appearance as necessary. If you are in a situation where this is a benefit, roll with advantage.

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Backpack

Conditions

Personal Hauntings

When you mark a Personal Haunting, do so in any order you wish, then do as instructed.

- ☐ **Memories of Death.** Visions of your own death haunt you. Narrate a flashback of your own death and reduce your Wits by 1.
- ☐ **Hijacked.** Narrate a flashback of the first time you possessed a person without their consent.
- ☐ **Absorb Memories.** Touch an item in your Location. Narrate a Scene that happened in the presence of that item. Increase your Intuition by +1.
- ☐ **Friends on the Other Side.** Narrate a flashback of you hanging out with other ghosts. How is it different than the time you spend with the other Investigators?
- ☐ **Familial Haunting.** Narrate a Scene of your attempts to communicate with your loved ones when you returned as a Ghost. You gain the condition “lonely.” This condition cannot be removed.