

WRAITH THE OBLIVION



[C] HOLGER BUCKER
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This isn't Heaven.

This isn't Hell.

This isn't anything you could have imagined.

Death wasn't the end.

Death wasn't the answer.

Death was just the beginning.

So what do you do?

*Do you listen to the voice inside your head
telling you just to let go?*

*Or do you still fight, still love, still feel the
passion that won't let you rest?*

Oblivion's the easy way out.

Life after death is hard.

Choose.

You have Eternity to weigh the consequences.



Introduction

Terms

WoD 5 includes at the time of writing this document **Vampire (V5)**, **Hunter (H5)** and **Werewolf (W5)**.

WtO20: Wraith the Oblivion 20th Anniversary Edition

All pages refer to PDF pages.

Creator: Yogarpq

Version: 1.6

Conversion

ATTRIBUTES: When any ability, skill, Arcanos, etc. in **WtO20** references Appearance, substitute with Charisma. When any of those same abilities refer to Perception, substitute with Wits or Resolve.

SKILLS: Substitute the following Skills from **WtO20** to **WtO5**: Alertness for Awareness, Empathy for Insight, Expression for Leadership, Meditation for Insight, Bureaucracy for Academics, Computer for Technology, Enigmas for Investigation.

OTHERS: For tests of Corpus use actual Corpus and Willpower use unspent Willpower.

Difficulty for rolls that do not require extra successes:

WtO20	WtO5
Dif. up to 6	Dif. 1
Dif. 7	Dif. 2
Dif. 8	Dif. 3
Dif. 9	Dif. 4
Dif. 10	Dif. 5

Modifiers for rolls that requires extra successes:

WtO20	WtO5
Dif. 3	+3
Dif. 4	+2
Dif. 5	+1
Dif. 6	+0
Dif. 7	-1
Dif. 8	-2
Dif. 9	-3
Dif. 10	-5*

* If -5 reduces Dice Pool to 0, only will be a

Success rolling a 10

The Passion and the Horror

Shadow

The Shadow is the hidden half of a wraith, the version of her personality where the worst of her impulses and cruelty reside. No matter how vicious or kind she was in life, those dark aspects were present, a part of who she was. Once she died, however, those impulses and urges became something else — something powerful, self-aware, and dangerous. Every wraith has a Shadow, and every Shadow is simultaneously similar to others and yet terrifyingly unique. It is the dark secret every one of the Restless shares, and it is the enemy that each of them must ultimately face alone. And it is with the wraith, urging her to self-destruction, always.

At its core, a Shadow is everything in us we were taught to hate and fear about ourselves, and it has a direct pipeline to a wraith's attention because it lives inside his head. Dwelling in the wraith's subconscious, it knows the wraith better than the wraith knows himself. It knows the weak spots, the secret shames and hidden sparks of resentment that can be fanned into flame, and it is neither shy or ashamed of putting this information to use. It is the refined product of each wraith's inner darkness, given agency and a voice, and most terribly, a goal: Drag the wraith down to Oblivion. For more information, see **WtO20** page 221.

Shadow Dice

Shadow Dice replace dice in all non-tracker dice pools up to the maximum dice pool possible, like in **V5**.

SHADOW DICE

	Failure, Mocking Failure if the test fails (1)
	Failure (2-5)
	Success (6-9)
	Success, Shadow Dominance if part of a critical win (10)

Shadow Dice can never be rerolled using Willpower.

GAINING SHADOW DICE

- **Extra Dices:** In critical situations, a wraith's Shadow can offer her Psyche extra dice to increase the chances of successfully accomplishing some action. The character will gain a total of extra dices equal to the current Shadow +1, after that the Shadow dice will increase by 1.
- **Dark Passions:** When the Shadow indulges its own Passions, a character's Shadow Dice may increase. When the wraith indulges in an emotion that matches the core of a Dark Passion, the Shadowguide can roll that Dark Passion rating. If the result is a Shadow Dominance or a Mocking Failure, the Shadow Dice will be increased by 1. For example, if Morgan's Shadow has the Dark Passion "Acquire as many relics as possible (Greed)" and Morgan looks a little too enviously at his friend Sascha's relic knife, Morgan's Shadowguide would be free to make a Dark Passion roll. Note that in this case, however, Morgan is acting greedily of his own volition, and not because the Shadow forced him to. The Shadow may also attempt to evoke in someone else an emotion that powers one of its own Dark Passions, in this case consider half of that Dark Passion rating rounded up. If Morgan's Shadow pestered him into ogling Sascha's knife against his better judgment, then this sort of Dark Passion roll could be made instead.
- **Storyteller Discretion:** Some traumatic events such as Harrowing can increase Shadow Dice.

LOSING SHADOW DICE

- **Shameful Failure when the Shadow is dominant:** Shadows hates failures. A Shameful Failure on any roll made by a Shadow-dominated character results in the loss of one Shadow Dice (consequently on an increase of one Psyche Dice).
- **Pathos:** A wraith can spend Pathos to reduce Shadow Dice and it can only be done after feeling one of your Passions or coming into contact with a Fetter. The cost is described below:

Shadow Dice	Pathos Cost
5 to 4	8
4 to 3	6
3 to 2	4
2 to 1	2

SHADOW DOMINANCE

The following are good results from a Shadow Dominance:

- The character gains Angst equals to her Shadow Dice from being dominate by Shadow (see page 7).
- The character loses one dot from an Advantage, for mentally or physically harming them.

MOCKING FAILURE

The following are good results from a Mocking Failure:

- **Catharsis Roll:** The Shadowguide and the Character make a Catharsis Test (Shadowguide rolls the number of Oblivion vs Character actual Willpower), see more about Catharsis in WtO20 page 236.
- The character suffers one or more points of Aggravated Corpus damage. This result works well for Mocking Failures on resistance rolls.
- If no-one in the troupe can come up with a good idea, the Shadow increases by one. If this result would take their Shadow above 5, the character immediately rolls a Catharsis Test (with a bonus +3 for the Shadowguide).

Psyche

The brighter side of a wraith's personality, capable of looking beyond self-destruction. In Spectres, it serves the same role as the Shadow.

When a character is dominated by the Shadow, whether by Catharsis or another method, the Shadow Dice becomes Psyche Dice, and its value is the number of white dots left in your Shadow rating. Ex: A character with 2 Shadow Dices, when in Catharsis will be with 3 Psyche Dices.

Psyche Dice replace dice in all non-tracker dice pools up to the maximum dice pool possible, like in V5.

PSYCHE DICE

- | | |
|--|--|
| | Failure, Shameful Failure if the test fails (1) |
| | Failure (2-5) |
| | Success (6-9) |
| | Success, Psyche Dominance if part of a critical win (10) |

Psyche Dice can never be rerolled using Angst.

Catharsis

In order for the Shadow to take control of a character, the Shadow and the Psyche face off against one another.

While the Shadow is dominant, it may pursue any of its own ends without interference from its Psyche. The Shadow may seek to fulfill its Dark Passions, making use of its Psyche's Arcanoi in addition to its own Thorns. Its actions will not result in gaining Pathos for its Psyche, although it must use the Psyche's Pathos to power any

Arcanoi it uses. Any art that normally would cause the wraith to gain Angst instead subtracts it during Catharsis, and the same goes if the result is a failure or a Shameful Failure. Furthermore, the Shadow cannot expend Willpower, nor may it reduce the character's Pathos below 1.

SYSTEM: The Shadow spends a point of Angst and rolls her Oblivion. The Psyche may resist by rolling her unspent Willpower. The side with the higher number of successes gains (or, in the case of tie the Psyche, retains) control of the character, on a tie, the Psyche retains the control. If the Shadow succeeds in seizing control, it dominates the wraith's actions for the entire scene following the takeover attempt. Afterward, control of the wraith reverts to the Psyche.

See more on *WtO2o* page 236.

Pathos

All wraiths possess a pool of emotional energy with which they power their Arcanoi and heal their ectoplasmic Corpus.

Pathos is not a tracker, you can accumulate until 10 Pathos and if you reach zero Pathos, your character goes into Impairment.

GAINING PATHOS

- A wraith can roll one of their Passion ratings at a time that Passion has been explored (full Dice Pool if the wraith is experiencing the Passion and half of Dice Pool rounded up when observing others experiencing the Passion), with each success granting one point of Pathos.
- Memoriam allows the wraith to access extra Pathos. By invoking the feelings of the living have for her, once per session a wraith can roll her Memoriam rating, with each success granting one point of Pathos. If a Mocking Failure is rolled, one point of Memoriam is permanently lost, as the inevitable process of forgetfulness and myth (helped by your own Shadow) obscures memories of the wraith.

LOSING PATHOS

- Most Arcanoi require the expenditure of Pathos for activation (see the individual Arcanoi for cost requirements).
- Pathos can also be used to fuel some Artifacts, making them duplicate function as well as form.
- One point of Pathos can be spent to change direction in the Tempest.
- By spending one point of Pathos, a wraith regains two Superficial Corpus Damage (one point per turn may be spent in this way).
- By Slumbering or meditating for eight hours and spending three points of Pathos, a wraith regains one Aggravated Corpus Damage.
- The loss of a Fetter or Passion can cause damage to the emotional energy of Pathos. Roll

the Fetter or Passion rating, for each failure the character loses 1 Pathos (min. 1). If you already have zero, or get to zero during this loss, your Shadow accumulate what's left of Angst instead.

IMPAIRMENT: Pathos impaired characters lose two dice for all rolls Shadow-related, the Shadow of this character gains two dice instead.

Angst

Angst embodies the inner torment of unfulfilled passions, self-doubt, guilt, and unfinished business — all the things that result in the formation of a wraith. It is the nightmare that hovers on the edge of dreams, the devouring worm of defeat that eats away at hopes and desires, the unimaginable doom that lurks just around the corner. In short, Angst is the mind's own bogeyman, always ready to spoil the party. It is the negative energy that drives a soul toward self-destruction. And the Shadow needs it to power its ambitions. Without Angst, the Shadow is just a voice crying out. With Angst to draw upon, it can act.

GAINING ANGST

- **Shadow Dominance:** The character gains Angst equals to her Shadow Dice from being dominate by Shadow.
- **Dark Passions:** See Gaining Shadow Dice on page 3, but for every success on the roll result in the addition of one point of Angst.
- **Other Actions:** The following actions may lead to the accumulation of Angst by a wraith character. In some cases, performing certain activities automatically results in increasing a wraith's Angst. In others, a roll determines whether or not Angst is gained.
 - Being forced into an action that contradicts a personal code of morality or honor.
 - Experiencing a situation that arouses a state of inner turmoil or external helplessness.
 - Failure to succeed in accomplishing a vital task.
 - Inaction due to indecision at a critical moment.
 - Involuntary destruction of a Fetter.
 - Loss of a Passion through neglect.
 - Making a decision that later proves to be disastrous.
 - Using Arcanoi that cause an increase in Angst.
- **Storyteller Discretion:** The Angst rating of a character should also reflect the ongoing struggle to deal with the external and internal torment of wraithly existence in ways that are not as clearly defined by a system of rules.

Roleplaying scenes in which a character confronts doubts, fears, or external dangers may warrant “awarding” a point of Angst to the character by the Storyteller. The player must agree that such an increase in Angst is appropriate to the situation, since such a decision is not determined by the result of a roll but is, instead, achieved through mutual consent.

LOSING ANGST

- **Castigation:** Largely the exclusive province of the Pardoners’ Guild, this Arcanos is specifically geared toward the reduction of Angst. Unless a wraith possesses Castigate (Defiance), however, she may not use this Arcanos on herself, but must seek out another character to perform the appropriate rituals or actions necessary to rid her Shadow of some of its Angst.
- Even in the Shadowlands, confession really is good for the soul.
- **Shadow-dominated use of certain Arcanoi:** Some Arcanoi automatically increase a character’s Angst. Use of the Arcanoi when the Shadow is dominant, however, causes the amount of Angst that would normally be gained to be lost instead. Similarly, when a Shadow-dominated character roll a failure or a shameful failure involving any Arcanoi, Angst is lost rather than gained. **Note:** Losing Angst in this fashion should never be intentional. It is up to the Storyteller to monitor carefully those situations in which a Shadow-controlled character seeks to use an Arcanos in order to make certain that the action is not primarily directed toward the possible reduction of Angst.
- **Surviving a Harrowing:** A wraith who survives a Destruction Harrowing may receive a reduction in Angst as a reward for good roleplaying or clever handling of her situation. This reflects the increased confidence and sense of relief experienced by emerging victorious from a situation which threatens the character’s very existence. Because a wraith rarely goes looking for an opportunity to experience a Harrowing, it should not be considered as a natural way to lose Angst.
- **Storyteller Discretion:** When a character is making a serious effort to rid herself of unwanted Angst, the Storyteller may decide to reduce the character’s Angst rating as a reward for good roleplaying. This kind of bonus should be used sparingly, so as not to devalue the difficulty of losing Angst. As usual in situations that do not involve dice rolls, this should be a mutual agreement between player and Storyteller.

Oblivion

Game wise, it works like a mix of loss of Humanity from V5 and permanent Angst from WtO2o. As your Shadow’s Angst grows, the Wraith’s Psyche gets weaker. Every time the Shadow reaches the tenth Angst point, it resets and receives a point of Oblivion, a taint on the Wraith. If the Oblivion reach 10, the Wraith is consumed by her Shadow and Oblivion becoming a Spectre, no longer a playable character.

When the Wraith gains a point of Oblivion the Shadow gains a boost of strength and a Catharsis Test is made, in this case Shadow gain a dice bonus in Catharsis Test equals actual Shadow Dice.

A wraith’s Oblivion always starts less than or equal to her permanent Willpower score. To determine these, roll a number of dice equivalent to the wraith’s Willpower. The number of successes indicates the number of Oblivion the wraith starts play with.

Every wraith must start play with at least one Oblivion. Wraiths without Oblivion have a shortcut on the road to Transcendence, potentially leading to a very short chronicle.

Transcendence

Legends abound concerning the nature of Transcendence and how to attain it, many of them as contradictory in their “truths” as the religions of the Quick are about the nature of the afterlife itself. Some seek it in austere denial of the living world, while others argue that embracing the life they once had is the only way to peace. Others urge the utter repudiation of the Shadow, while a dangerous few seek synthesis with their dark side as a means of escaping their current divided state. Indeed, scholars of the phenomenon assert that trying to define exactly what Transcendence is a bit like trying to precisely qualify a notion like zen — it is a state that cannot be described, simply experienced.

Game-wise there is no right way to lower Oblivion, but the Storyteller can allow an Oblivion to be removed for great epic, arduous, or penitent feats, as well as overcoming of a Harrowing or letting go a great Passion or Fetter.

Corpus

Corporal States

CORPOREAL: The default state of a wraith in the Shadowlands, a Corporeal wraith interacts normally with other wraiths, but can also suffer damage through the Shroud due to the behavior of objects in the Skinlands.

INCORPOREAL: If a Corporeal wraith collides with a Skinlands object — whether it’s a thrown bottle, a passing car, or a bullet — and that collision would normally cause damage to a living person, the wraith

instead takes a single Corpus level of superficial damage and becomes Incorporeal for her Stamina rating in turns. This happens automatically; the wraith cannot choose not to become Incorporeal in response to such impacts.

It's important to note that this state can only be caused by an object that would harm a mortal — a curtain fluttering through the wraith as she passes won't cause her to become Incorporeal, nor will rain or a casually discarded paper plate full of food. Even a person accidentally passing through part of them at a walking pace might not cause them to become Incorporeal, though a person running certainly would, and the wraith would also become Incorporeal if they deliberately placed themselves in someone's path.

Wraiths can choose to become Incorporeal voluntarily by walking through a wall or a door. This inflicts one Corpus level of superficial damage and renders the wraith Incorporeal for the normal amount of time, and is the basis for how wraiths are known to pass through such barriers in countless legends. Note that this only functions with respect to objects and barriers in the Skinlands; Shadowlands items damage and impede a wraith normally, and do not trigger the Incorporeal state. By way of example, a bullet fired in the Skinlands would inflict only a single Corpus level superficial damage and cause the wraith to become Incorporeal, but a ghostly bullet fired in the Shadowlands would inflict normal damage, and the wraith would remain Corporeal.

As described above, a wraith that is Corporeal but passes through a Skinlands barrier or suffers a collision with a harmful Skinlands object briefly becomes Incorporeal. As far as observers are concerned, her Corpus becomes hazy and transparent, though not to the point where she becomes difficult to see. While a wraith is Incorporeal, she is effectively immune to damage from the Skinlands. Once this state is triggered, she simply cannot be harmed by collisions with Skinlands objects or attacks. However, she is still vulnerable to Shadowlands attacks.

WAVERING (IMPAIRMENT): A wraith whose temporary Corpus levels have been filled with superficial damage (see below) becomes Wavering. Their form is translucent and flickering, like a candle flame in a strong wind. A wraith in this state is treated like a Corporeal wraith, except that she now suffers two superficial levels each time she becomes Incorporeal, as it is increasingly difficult to keep her Corpus together. In addition, a Wavering wraith is considered to have zero Corpus levels available for Arcanoi expenditures or other purposes, and is exceedingly vulnerable to suffering even a single point of aggravated damage.

The normal -2 penalty on physical rolls are applied as well.

A wraith does not have to remain Wavering. Instead, they may choose to accept the Shadow's offer and succumb to a Harrowing at any time. Choosing to succumb gives the Shadow 1 point of Angst, but it goes into effect immediately, even if an enemy is in midswing.

This is an exception to the normal rules about acting out of turn.

MATERIAL: A wraith can only assume this state through the use of the Embody Arcanos, though some whisper that other supernatural creatures possess their own ways of granting versions of it. Speaking only for the Embody Arcanos, however, this means a wraith is fully physical in the Skinlands, able to interact with it like one of the living. As a being of solidified emotional energy, the wraith does not suffer health impairment, but can be injured by attacks, same as the living. While Material, he does not turn Incorporeal in response to Skinlands threats. While in this state, wraiths are still subject to attacks and damage from the Shadowlands, but a Materialized wraith treat damage coming from Skinlands as you normally would from Shadowlands.

HARROWED: A wraith whose temporary Corpus levels are filled with aggravated damage, or who suffers a level of aggravated damage while in the Wavering state, can no longer resist the pull of Oblivion and immediately descends into the deeper Underworld. Upon arrival, she undergoes a nightmarish experience known as a Harrowing, where her Shadow will attempt to assert control and draw her ever closer to Oblivion. (Full rules for Harrowings are presented on page 8 or **WtOzo** page 240). Assuming she "survives" the ordeal, her Corpus will re-form near one of her Fetters, typically one that was involved in the Harrowing.

A wraith who survives a Harrowing that was caused due to Corpus loss re-forms healing a number of Corpus levels equal to her Stamina rating or her Corpus rating, whichever is lower. Note that she has no particular protection after she re-forms, and can easily be driven into another Harrowing if she is unlucky enough to encounter more enemies while in this condition.

Types of Damage

Unless otherwise stated, divide Superficial Corpus and Willpower damage in half (rounded up) before applying it to the tracker.

SUPERFICIAL DAMAGE: standard weapons do Superficial damage to Wraiths.

AGGRAVATED DAMAGE: is a particularly horrifying form of damage, one that poses an immediate threat to a wraith's very existence. Aggravated damage reflects injuries from sources so severe that they cannot be easily repaired, as they represent damage to the very essence of the wraith's soul. Fortunately, there are relatively few ready sources of aggravated damage: weapons forged from Stygian steel; barrow-flame, the fire of the Shadowlands; the crystallized Pathos called soulfire; certain Arcanoi, such as Outrage and Usury; Spectres with certain Shade powers; and the natural weaponry of vampires, werewolves, and other supernatural creatures, assuming they find a way into the Shadowlands.

If a wraith ever loses her last Corpus level to aggravated damage, regardless of any other types of

damage she has recorded, she immediately plunges into the Labyrinth to face a Destruction Harrowing. She also enters a Destruction Harrowing if she suffers a single Corpus level of aggravated damage while in the Wavering state.

Healing

Recovery of superficial or aggravated damage is only made through Pathos.

Arcanoi

Learning Arcanoi

Each Arcanos art has a rating of one to five dots, with higher-rated arts being costlier and more potent. Each Arcanos dot grants an associated common art, a widely-recognized manifestation of that Arcanos that is in widespread use throughout the Underworld. For example, upon learning Argos ••, a wraith can use the Weather Eye and Phantom Wings arts. When she acquires Argos •••, she gains access to the Flicker art as well.

Many different narrative paths can lead to a new dot in an Arcanos. The normal experience-point costs for Arcanoi reflect self-taught acquisition or ordinary tutelage from another Arcanos user. Mechanically, the player justifies the purchase to the Storyteller and pays the experience-point cost for the new dot.

Each Arcanoi have two powers (arts) associated. When the character gains a level of Arcanos, she learns the Common Art or if she's from the Arcanos Ggild, she can learn the Initiate Art if she found a teacher from the guild. Either power counts as a dot in the Arcanos for rules purposes, but having both powers doesn't grant any additional bonus. Nor does learning more than one initiate art at a given rating, if the Storyteller decides to create additional initiate arts.

See more information in **WtO2o** page 167.

Spontaneous Manifestation

Wraiths are creatures of passion. Strong emotion can alter their metaphysical being. Sometimes, this results in a character summoning a hitherto-unknown Arcanos art in moments of desperation.

SYSTEM: A player can spend experience points during a scene to buy a new Arcanos dot. With Storyteller approval, the player spends Willpower equal to the art's rating, then pays the full experience cost for the new dot. The wraith immediately gains the associated art — even an initiate art, if it's appropriate to the character and the circumstances. This is best allowed sparingly, during

climactic scenes, and at moments when the new art can tip the balance in the group's favor.

Arcanos System

Core Arcanos Roll: Attribute + Arcanos + Modifiers (see Conversion page 3).

Difficulty: Difficulty is 1 and achieves the basic success, Margin is used to buy additional degrees from **WtO2o** art description. If the difficulty is the Shroud Rating in **WtO2o**, consider it 6 and convert it to +0 normally, then apply the Shroud Rating modifier afterwards. No modifier or effect may ever reduce an art's dice pool below 1.

Using an art involves pairing its rating with an Attribute's. For example, an art's dice pool may be Perception + Lifeweb or Strength + Inhabit. Most arts also require the wraith to expend Pathos, and a few exact an additional toll of Corpus or Willpower (superficial damage). Some arts, particularly those that coerce or destroy, also allow the user's Shadow to batten on Angst. Each art's rules give its specific dice pool and costs.

The local environment affects most Arcanoi. The Shroud, the barrier between the local Skinlands and Shadowlands, impedes wraithly power. Even when a manifestation is confined to the Underworld, a strong local Shroud still impedes any attempt to change reality. For many arts, the bonus or penalties of rolls to invoke effects across the Shroud is equal to the local Shroud rating. Unless the specific rules for an Arcanos or art state otherwise, this is the default modifier to use any art. See below for typical Shroud ratings in different locales.

SHROUD RATING

Density	Possible Cause	Effect
Thicker	No deaths took place here, consecrated land	-3
Thick	Long ago a death took place here, a place of joy	+0
Thin	A death recently took place here, melancholic mortals often pass through this place	+1
Frayed	A series of deaths took place here, necromancers often enact Ceremonies or Magick here	+2
Absent	A vampire necromancer used Split the Shroud here, spectres regularly pass through this part of the Shroud	+2 *

*Wraiths can freely pass to and from the Shadowlands, mortals suffer two Superficial Health damage in this area that cannot be healed until they depart

Wraith Abilities

See description in WtO20 page 126.

Basic Abilities

LIFESIGHT: Roll Resolve + Insight.

DEATHSIGHT: Roll Resolve + Awareness. A weak spot identified through Deathsight, be it on a building or a person, offers a +1 on hit.

HEIGHTENED SENSES: Roll Wits + Awareness.

Thorns

Thorns are certain, unique powers the Shadow has at its disposal. These range from minor tricks to potent abilities that can threaten a wraith's very existence, and their use is entirely up to the Shadowguide. The Shadow can also use Thorns (when applicable) during Catharsis.

You can buy Thorns with Shadow Experience Points for your Shadowguide. See WtO20 page 231 for a list of Thorns.

Guilds

Most Wraiths in the post-Sixth Maelstrom era are part of a guild, and with the fall of Charon's authoritarian reign in the west, guilds have established themselves as rulers. Forming a council of eight guilds in most necropoli, these eight being the most important in the economy of the local necropolis. They each command one of the ancient Stygian Legions, now used on behalf of the guild to enforce the law.

Guildmarks

Practicing each Arcanos causes the wraith's Corpus to manifest *guildmarks*: permanent changes to their appearance or behavior that stem from use of those arts. As with the Arcanoi themselves, guildmarks once were badges of Guild membership. The spread of common arts means many wraiths on a citadel's streets now bear at least superficial guildmarks. The Arcanos itself, not any sort of Guild affiliation or initiation, is what creates these marks.

Typically, a wraith begins to manifest guildmarks when she learns the second dot of an Arcanos, and fully develops them at the third or fourth dot. A wraith with

such proficiency in multiple Arcanoi displays all their guildmarks. If two guildmarks conflict, the Arcanos the wraith uses more often tends to dominate, though evidence of the less-favored Arcanos appears as well. For example, a Harbinger with some knowledge of Intimation has the jet-black eyes associated with Argos, though Intimation's green glitter dances in her left eye's inky depths.

Guilds

The following bonuses are acquired by being part of a guild:

Arcanos: 1 point in Guild's Arcanos

Allied Guilds: When seeking Guild instruction in an allied Guild's Arcanos, a wraith's can buy Arcanoi with experience equals: *New Level x 6*. With at least 3 Status in your own guild, they can buy Initiate arts from Allied Guilds too.

Specialties: Choose one Guild's related specialty.

HARBINGERS

- **Arcanos:** Argos.
- **Allied Guilds:** Artificers and Oracles.

PARDONERS

- **Arcanos:** Castigate.
- **Allied Guilds:** Artificers and Oracles.

PROCTORS

- **Arcanos:** Embody.
- **Allied Guilds:** Alchemists and Chanteurs.

ORACLES

- **Arcanos:** Fatalism.
- **Allied Guilds:** Harbingers and Usurers.

ALCHEMISTS

- **Arcanos:** Flux.
- **Allied Guilds:** Artificers and Proctors.

ARTIFICERS

- **Arcanos:** Inhabit.
- **Allied Guilds:** Harbingers and Alchemists.

SOLICITORS

- **Arcanos:** Intimation.
- **Allied Guilds:** Pardoners and Monitors.

CHANTEURS

- **Arcanos:** Keening.
- **Allied Guilds:** Sandmen and Proctors.

MONITORS

- **Arcanos:** Lifeweb.
- **Allied Guilds:** Puppeteers and Solicitors.

MNEMOI

- **Arcanos:** Mnemosynis.
- **Allied Guilds:** Pardoners and Haunters.

MASQUERS

- **Arcanos:** Moliate.
- **Allied Guilds:** Usurers and Sandmen.

SPOOKS

- **Arcanos:** Outrage.
- **Allied Guilds:** Haunters and Puppeteers.

HAUNTERS

- **Arcanos:** Pandemonium.
- **Allied Guilds:** Spooks and Mnemoi.

SANDMEN

- **Arcanos:** Phantasm.
- **Allied Guilds:** Chanteurs and Masquers.

PUPPETEERS

- **Arcanos:** Puppetry.
- **Allied Guilds:** Monitors and Spooks.

USURERS

- **Arcanos:** Usury.
- **Allied Guilds:** Masquers and Oracles.

NONE GUILD

- **Arcanos:** Any.
- **Allied Guilds:** None.

Legions

WIP

Relics and Artifacts

WIP

Passions and Fetters

Passions and Fetters work identically to **WtO2o**. Passion and Fetter rolls don't use Shadow/Psyche Dice.

Advantages

WIP

Harrowing

See about Harrowing in **WtO2o** page 240.

GETTING OUT

The surest way to get out of a Harrowing is to solve the puzzle and roleplay a solution. Note that while the Storyteller and Shadowguide should agree on a solution to the Harrowing before play starts, a player who comes up with a sufficiently clever and appropriate alternate solution should not be penalized. The Storyteller has the leeway to award success for an alternate approach if she deems it worthwhile and dramatically satisfying, though this approach should not be overused.

Alternately, at the end of a Harrowing the victim has not successfully roleplayed her way out of, the Storyteller has the option of offer a dice roll that determines whether the Harrowed character succeeds or fails. It is important to remember that the roll determining success or failure is not just a random toss of the dice, but rather is a roll made after the character undergoes the Harrowing itself and has a chance to react to it.

As noted previously, all Harrowings have some sort of dilemma or test for the wraith at their heart. If the Harrowed wraith roleplays well and makes intelligent choices, thus finding and solving the core dilemma she is been presented with, there's no need for a dice roll. The wraith has earned victory — and escape — on her own merits, and does not need to resort to the dice for a second chance.

On the other hand, not every wraith will be able to solve his Harrowing through roleplaying alone. Sometimes it's luck, sometimes they can't figure it out, and sometimes the pressure of the Harrowing makes it impossible to find a way out. If that's the case, after a reasonable amount of time (10 minutes is a good baseline) passes and it becomes clear the wraith's not making any progress on the Harrowing, then the Storyteller should step in and move things along. The action of the Harrowing comes to an end, the sets crash down, and the player must make a roll (unspent Willpower, difficulty 4) to see if his character was somehow able to triumph in spite of it all. A success grant victory and get the wraith out, intact. At Storyteller discretion, good roleplaying — even if it doesn't find the solution — during the Harrowing can reduce the difficulty of the roll, though it should never be made easy to escape a Harrowing. The Shadow cannot

offer additional dice for this roll. To do so would run counter to the actual mission of the Harrowing.

Character Creation Summary

CORE CONCEPT

What was your character's name? What did they do? Where and when were they Died? Where are they now? Choose your Ambition and Desire. Write your character's name on the Relationship Map.

DEATH CONCEPT

How did you die? Write your cause of Death. Why are you still here? Write your Regret.

ATTRIBUTES

Take one Attribute at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1.

Corpus = Stamina + 3; Willpower = Composure + Resolve.

SKILLS

Pick one Skill distribution.

- Jack of all trades: One Skill at 3; eight Skills at 2; ten Skills at 1
- Balanced: Three Skills at 3; five Skills at 2; seven Skills at 1
- Specialist: One Skill at 4; three Skills at 3; three Skills at 2; three Skills at 1

Add free specialties to Academics, Craft, Performance, and Science Skills. Take one more free specialty.

ARCANOI

Allocate 5 points between any number of Arcanos, although none should start at more than 3.

ADVANTAGES

Spend 7 points on Advantages, and take 2 points of Flaws. Add any new supporting cast from Advantages and Flaws to the Relationship Map.

PASSIONS AND FETTERS

Your Passions are inextricably linked to who you are and why you became a wraith, so you gain 10 points to divide between them however you choose and more 10 points to allocate to your Fetters, with ratings ranging from one to five. More important Passions and Fetters are rated more highly. Passions and Fetters can easily be linked together. If your Passion were "Protect My Son" (Fear) 4, your Fetter could be My Son: 5.

Together with the Storyteller and other players you choose Chronicle Tenets (see V5 page 174). Add all of your Fetters to the Relationship Map.

Set your initial Pathos equal 5 + Memoriam (Background).

SHADOW CONCEPT

Choose your Shadow Archetype (WtO20 page 227 and WoO20 Book of Oblivion page 9), roll for Oblivion (see page 5), choose your Dark Passions (7 points) and spends 10 experience points for your Shadowguide.

SEA OF TIME

Together with the Storyteller and other players, decide if your circle are:

- ENFANT:
 - Shadow Dice 0
 - Choose only 3 dots on Arcanoi
- WRAITH:
 - Shadow Dice 1
 - Each player spends 15 experience points
 - +5 experience points for Shadowguide

Due to the lack of something similar to Predator Types, the character gets an extra Specialty and +1 Arcanos.

TRAIT COSTS: EXPERIENCE

TRAIT	EXPERIENCE
Increase Attribute	New Level x 5
Increase Skill	New Level x 3
New Specialty	3
Arcanos	New Level x 7
Arcanos (Guild Instruction)	New Level x 5
Advantages	3 per point
Passion*	New Level x 3
Fetter**	3 per point

* Special conditions

** This must be paid all at once, not built up slowly over time

TRAIT COSTS: SHADOW EXPERIENCE

TRAIT	EXPERIENCE
Thorns*	Original Thorn cost
Angst	New Level x 1
Dark Passion**	New Level x 2

* See WtO20 page 231 and WtO20 Book of Oblivion page 12 for a list of Thorns

** Special conditions

A Shadow receives experience points at a set rate: one point for every three points gained by the Psyche, rounded up.

WRAITH: THE OBLIVION

Summary Sheet

ATTRIBUTES

- **Strength:** Exertion of force by the muscles (Physical)
- **Dexterity:** Agility, grace, eye-hand coordination (Physical)
- **Stamina:** Toughness, resilience, endurance (Physical)
- **Charisma:** Charm, magnetism, strength of personality (Social)
- **Manipulation:** Getting others to do what you want (Social)
- **Composure:** Self-control, cool, calm head (Social)
- **Intelligence:** Memory, reasoning, intellect (Mental)
- **Wits:** Cleverness, intuition, spur-of-the-moment decision-making (Mental)
- **Resolve:** Focus, concentration, attention (Mental)

SKILLS

- **Academics:** Humanities and liberal arts, book learning (Mental)
- **Animal Ken:** Animal handling and communication (Social)
- **Athletics:** Running, jumping, climbing (Physical)
- **Awareness:** Senses, being aware of your surroundings, spotting threats (Mental)
- **Brawl:** Unarmed combat of all types (Physical)
- **Craft:** Crafting, building, shaping (Physical)
- **Drive:** Operating vehicles (Physical)
- **Etiquette:** Politeness in social settings (Social)
- **Finance:** Handling, moving, and making money (Mental)
- **Firearms:** Using ranged weapons, such as guns and bows (Physical)
- **Insight:** Determining states of mind and motives (Social)
- **Intimidation:** Getting another person to back down (Social)
- **Larceny:** Breaking and entering, guarding against that (Physical)
- **Leadership:** Directing and inspiring others (Social)
- **Medicine:** Healing injuries, diagnosing disease (Mental)
- **Melee:** Armed hand-to-hand combat (Physical)
- **Occult:** Secret lore, both real and unreal (Mental)
- **Performance:** Expressing art in person to an audience (Social)
- **Persuasion:** Convincing others (Social)
- **Politics:** Handling, moving, and making government (Mental)

- **Science:** Knowledge and theory of the physical world (Mental)
- **Stealth:** Not being seen, heard, or recognized (Physical)
- **Streetwise:** Understanding the ins and outs of criminal and urban society (Social)
- **Subterfuge:** Tricking others into doing your will (Social)
- **Survival:** Remaining alive in adverse surroundings (Physical)
- **Technology:** Understanding and using modern technology, computers, and online activity (Mental)

ARCANOI (WT020 PAGE 146)

- **Argos:** The Arcanos of travel. **Guild:** Harbingers
- **Castigation:** Allows wraiths to wrestle with others' Shadows. **Guild:** Pardoners
- **Embody:** Lets a wraith manifest in the Skinlands. **Guild:** Proctors
- **Fatalism:** Allows a wraith a glimpse at Fate. **Guild:** Oracles
- **Flux:** The Arcanos of decay and reconstruction. **Guild:** Alchemists
- **Inhabit:** Lets wraiths possess machinery and computers. **Guild:** Artificers
- **Intimation:** The Arcanos of creating and removing desires. **Guild:** Solicitors
- **Keening:** The songs of the dead. **Guild:** Chanteurs
- **Lifeweb:** The Arcanos of working with Fetters. **Guild:** Monitors
- **Mnemosynis:** The Arcanos of memory. **Guild:** Mnemoi
- **Moliate:** Allows a wraith to reshape plasm. **Guild:** Masquers
- **Outrage:** Permits a wraith to exert force in the lands of the living. **Guild:** Spooks
- **Pandemonium:** Creates all manner of ghastly effects. **Guild:** Haunters
- **Phantasm:** Allows a wraith to work with dreams. **Guild:** Sandmen
- **Puppetry:** The Arcanos of possession. **Guild:** Puppeteers
- **Usury:** Lets a wraith manipulate vital energies. **Guild:** Usurers

DEATH (WT020 PAGE 108):

- **Accident:** Fate is fickle. You were on your sleepy commute to work when the train you were on derailed and crashed, snuffing you out in a welter of tangled metal. It was such a cruel surprise for someone with so much to live for. Bitter, you feel you deserved better. What that is, you'll find out soon.
- **Elements:** You may have considered yourself "green," but nature didn't care. Tornadoes, it turns out, don't play politics. Your death could be philosophized away as

the natural order of things, but that didn't offer much solace as you hit the ground at speed. Now that you're dead, you can actually manipulate the world around you. Maybe not much now, but you've got time for your powers to grow.

■ Illness: Some illnesses are predestined by genetics. Others strike without warning. Your agonizing end put things into perspective, and you'll do everything you can to ensure nobody else goes out that way.

■ Mystery: Death came as a complete shock to you. You don't know what happened to you, and maybe you weren't alone when it occurred. Whenever you seek an explanation, a small part of you warns that maybe it's not such a good idea to pry. A larger part has to know.

■ Old Age: As you got older, you realized death was stalking you. You did everything you could to stave off the inevitable, but it wasn't enough. After all, it never is. Now you've moved on, but somehow you remain. It's time to stop living in fear, and time to start living.

■ Overdose: You were desperate to quit, but only after the next dose. Even now you feel the urge for one more hit. There's a part of you that's forever stuck at that cusp of euphoria. Somewhere in Stygia there has to be someone who can find a way to tip you over the edge one more time.

■ Something Strange...: Not all deaths follow patterns of logic or sense. Being struck by lightning, ingesting mercury thinking it'll convey immortality, tripping over your beard and breaking your neck, getting caught in the gears of a combine — what becomes social media fodder for the living was the way you met your end. Ashamed of the embarrassing way you went out, you simultaneously need to understand it and find a way to move on.

■ Violence: Shot by a jealous ex. Taken out by a gangland hit. Shoved onto train tracks by a thrill-seeking sociopath. Someone else was directly responsible for your end, and you're not going to let that happen to you — or anyone you care about — again.

REGRET (EXAMPLES) (WT020 PAGE 109):

■ Confusion: You weren't the only one to die in that accident, so why are you the only one here?

■ Failure: Whatever it was you were trying to do in life, you failed. Now that you're dead, you may have a chance to finally get it right.

■ Guilt: You did a bad thing. Now, you won't let yourself rest until your burdensome guilt can finally be assuaged.

■ Legacy: There's little more important to you than what you left behind. Your legacy will flourish, no matter what you have to do to ensure that.

■ Love: There is love beyond death, from the lifelong devotion of a married couple to a parent watching over his child to a hopeful lover who never got a chance to say "I love you" before she died. The power of love can give a wraith reason like nothing else.

■ Missed Chances: Regret for all the things you failed to do in life anchors you to the Skinlands. As a wraith, you won't let those chances slip away a second time.

■ Mission Possible: Your mission doesn't stop with your death. You may be dead, but you're still on the case.

■ Need to Understand: You need to know why you died in the way you did, and how you brought yourself to that last inevitable point. Until then, you can't rest.

■ Resentment: The family who moved into your home after you died shouldn't be there. What's yours is yours, even after you're gone, and god help anyone who tries to take it from you.

■ Revenge: Someone put you in the Underworld. You intend to return the favor.

■ Unfulfilled Destiny: This is all part of a bigger plan. You have a grand destiny, and death is just one step along the way to fulfilling it.

■ Unrevealed Truth: You died with secrets untold — the location of the family fortune, or the composition of your secret chemical formula. Now you need to make it right.

SHADOW ARCHETYPES (EXAMPLES) (WT020 PAGE 227):

■ The Delver: Nothing is as simple as it seems, and nothing is worthwhile unless it involves some significant issue. This Shadow plumbs the depths of everything and anything, looking for a subtext even if one doesn't exist. "What are you really thinking?" is her mantra; "Why did you really do that?" The Delver's not satisfied with easy or obvious answers; she has to pick everything apart until she drives you, your friends, and everyone you encounter stark raving mad.

■ The Abuser: Hurt terribly once, this impatient and jealous Shadow exists to inflict his pain on others. He scrutinizes the failures of everyone around him, heaping scorn upon them whenever he can. This is done partially to bolster his self-image, but primarily to make everyone else hurt just as much as he does. The Abuser will often goad you to attempt the impossible, just to watch you fail so that he can dine upon the self-loathing your failure engenders.

■ The Director: Quiet and organized, the Director will take you apart with clockwork precision. Icy in her hatred, she will strip your defenses away layer by layer, taking pleasure in the surgical nature of the torment she inflicts. There's nothing personal in what the Director does; she's just setting the record straight by removing any delusions you might have about your goodness, sanity, or any other worthwhile qualities you might have thought you had. The Director's usual modus operandi is to rifle through the back drawers of your mind, cataloging every weakness, every painful memory, and every personality flaw, no matter how minor. This ammunition isn't randomly flung about, either, but hoarded for special occasions. Should your grasp on

reality start to falter, the Director knows just how much pressure to apply to push you over the edge.

■ **The False Friend:** Cheerful and personable, the False Friend doesn't seem like an enemy. Sure, it's fond of making nasty wisecracks about your associates when they're around, and of course it puts down any course of action you think up with a vicious bon mot, but it's just so darn much fun to be around that you don't mind. The fact that it's slowly poisoning your relationship with everyone you know by filling you with contempt for them just slides on by. Your Shadow makes you feel cool, so what do you need those other losers for? And when it's separated you from your friends, then the False Friend turns around and lets you know exactly what it thinks of you, how easily it fooled you, and how worthless and faithless you really are.

■ **The Parent:** No one else can love you as much, or as well, as the Parent. No one else can take care of you as well, or make you as happy. The Parent even accepts all of your little imperfections, which she'll harp on endlessly in order to prove to you she loves you despite your nearly infinite flaws. She'll protect you from people who don't have your best interests at heart, and only she can decide who those are (usually, it's everyone else you know). You're her darling baby, so naturally she'll help you with the hard decisions, and even make them for you. Mother (or Father) knows best, even if you break her heart by never listening to her and running around with those Renegade hooligans....

■ **The Martyr:** Noble self-sacrifice has its place, but what the Martyr offers is a shallow mockery of it instead. By constantly demanding that you give of yourself because you can take the pain better than anyone else can, the Martyr cheapens your faith and indulges your arrogance. Claiming your sacrifice will bring about a greater good, the Martyr will then take pleasure in demonstrating that your pain didn't do anything at all, and that your suffering was pointless.... Still, that won't keep him from urging you to give up yourself for others every chance it gets. After all, it's just looking for a good excuse to take the easy way out.

■ **The Monster:** Brutally direct, the Monster is all about pain and greed. Whatever it wants, it will command you to take. Whatever it hates, it will demand that you destroy. If you refuse, it will try to destroy you as well, for it cannot stand to be resisted in any way. There's no compromise or subtlety in the Monster, and often it's the most dignified and delicate wraiths who have a Monster lurking behind their eyes. To see the Monster dominant is to see a sneak peek of Spectrehood. It will lay waste to anything in its path, taking what it wants and destroying everything else out of sheer spite. Guttural and vulgar, the Monster rarely has anything to say that isn't an obscenity. Why bother being polite to anyone else when they're nothing more than obstacles to your pleasure?

■ **The Somnambulist:** Life was a blur, unlife more so. The Somnambulist sleepwalks through the afterlife, dripping ennui. Nothing is worthy of her attention

unless it's directly in front of her, and then she won't do anything to remove the obstacle. The Somnambulist downplays the importance of anything and everything, claiming that the details are always irrelevant. It wants the Psyche to slow down and not give it a migraine worrying about what that growing patch of black on the wall might mean down the road. For the moment, the splotch isn't bothering anyone, and that's all the Somnambulist cares about.

■ **The Perfectionist:** Nothing you do will ever be good enough for the Perfectionist. Perform seven impossible things before breakfast, and he'll be screaming at you for not having pulled off eight. Any imperfection can serve as a launching point for a tirade; any flaw will be a magnet for withering sarcasm. By playing up your inevitable errors, the Perfectionist inspires your self-hatred and saps your confidence in your own abilities. Then, once your confidence is shot, he'll be more than happy to step in and show you how to do things right. If you had any sense at all, you'd turn things over to him permanently and make sure that everything got done properly the first time. It's not like you're capable of it, after all.

■ **The Voice of Hope:** You never really died. This is all a mistake. Once you figure out how to reverse this condition, you can return to your old life as if nothing happened. This whole thing is one long bad dream. You will wake up... you have to, sooner or later... right?

■ **The Stormcrow:** Always the bearer of bad news, the Stormcrow is convinced that there's a land mine under every speed bump. She is certain that every wraith harbors ill will, that every action is going to be disastrous, and that every corner houses a lurking Spectre. More to the point, she will detail these worries ad nauseam to the Psyche, reveling in every gruesome detail she can invent. As far as the Stormcrow is concerned, it's not enough that a wraith's actions be doomed to failure. The wraith has to fail spectacularly, and in such a way that the wraith gets the chance to regret the error for a very long time.

ADVANTAGES AND FLAWS

Merits

(V5 page 181)

- Linguistics (All)
- Archaic (All)

Backgrounds

(V5 page 186)

- Allies (All): Human or Wraith associates, usually family or friends
- Contacts (All): The information sources you possess
- Fame (All – named as 'Notoriety'): How well-known you are among the Quick
- Retainer (All): Followers, guards, and servants
- Status (All): Your standing in Wraith society

(H5 page 72)

■ **Mentor** (All): A Wraith who advises and supports you: a mentor, patron, or confederate

(Wt020 page 140)

■ **Artifact:** Commonly fueled by Pathos, Artifacts have certain functions or powers that aid the wraiths (most often the servants of the Hierarchy) who carry them.

■ **Haunt:** It's not an accident that ghost stories refer to the tendency of spirits to inhabit certain buildings, crossroads, or other locations. Wraiths are often tied to a spot in the Shadowlands that corresponds to a place of special import for them in the Skinlands. In these places, the Shroud wears thin and a wraith can establish a Haunt, which serves as home, sanctuary, and refuge.

■ **Legacy:** It might be the desire of every living person to be remembered, but human memories are the very lifeblood of wraiths. Some individuals are remembered by few, some by many (this is covered by the Background Memoriam), but there are cases where a wraith's works are remembered long after her name has been forgotten.

■ **Memoriam:** The essence of the dead is hard to define, but Pathos stems directly from emotion, and the emotion that the living feel for the dead is expressed as memory. After all, memory is the way in which the living interacts with the dead. People have a tendency to remember those who are lost in strange ways, or to project thoughts and feelings onto those who are no longer there to represent themselves.

■ **Relic:** Relics are things that once existed in the Skinlands, and that persisted in the Shadowlands after their destruction. The reasons for this psychic durability vary, but all invoked strong enough emotions while they existed to cross the Shroud on the strength of those memories.