



## ROLL ON THESE TABLES TO SET UP THE STORY + CHARACTERS:

**KILLERS** - Roll once for the group. GM, ask for more information on their killers.

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- 1: A rival street gang; they came for your stash
- 2: A military unit; they invaded your country
- 3: Burglars; they tried to rob your house
- 4: A serial killer
- 5: The cops, and they got off on self-defence
- 6: The elders in your faith, who sacrificed you to their god

**TOUCHSTONE** - An object that binds you to the material realm; if it's destroyed, you are banished to the spirit world forever, trapped in torment. Each spirit should choose, roll, or make one up:

- 1: Photograph of a loved one
- 2: Your skull
- 3: The weapon that killed you
- 4: A creepy doll that you inhabit
- 5: Your diary, filled with scrawled obsessions
- 6: Your blackened heart

**BAN** - A concept, object or type of person that you cannot stand to interact with. Hunters may or may not know this when the game begins, but they will be keen to discover it. Roll for each spirit:

- 1: Sacred ground
- 2: Direct sunlight
- 3: Orchestral music
- 4: Iron
- 5: Disease
- 6: Alcohol

## UNFINISHED BUSINESS

You were murdered. You are an ephemeral ghost, bound to a physical touchstone; if someone comes close to it, you can attempt to possess them and take control of their body. You have a singular passion: to track down and kill the bastards who murdered you.

### CORE SYSTEM

When you act and the outcome is in doubt, roll 2D8, add stat, and state your desired intention. On 10 or more, you get what you want; less, you don't get what you want, and something bad happens.

Roll **+INVADE** to possess a target that's close to your touchstone. +1 to +3 if they're eager to be possessed, performing a ritual, on drugs, etc. -1 to -3 if they're especially religious, mentally prepared, or strong-willed.

Roll **+PUPPET** to make them do what you want. +1 to +3 if it fits their profession and their body type. -1 to -3 if it doesn't. Minor actions like talking, moving at a normal pace, carrying items, flicking on lights and so on don't require a roll.

Roll **+SUSTAIN** when the target feels pain, falls unconscious, is subject to an exorcism, damages your touchstone, or interacts with your ban; on a fail you are ejected from the host and they are harmed

Roll **+PROTECT** to maintain the integrity of your touchstone if it's threatened or damaged. If it's damaged three times, it is destroyed, and so are you.

When you roll a matched number on the D8s, you generate supernatural phenomena. Consult the table below:

- 1 - Ectoplasm leakage from orifices
- 2 - Spontaneous telekinetic outburst
- 3 - Eerie whispering
- 4 - Sudden temperature drop
- 5 - Small fires start
- 6 - Electronics malfunction
- 7 - Animals and children irrationally terrified
- 8 - Host deforms horrifically

When you generate supernatural phenomena, 1) you gain an Essence point and 2) the host is harmed. (They can also be harmed as part of their actions, especially on a failure.) If a host is harmed a number of times equal to your PROTECT score, they die.

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**ADVERSARIES** - The people hunting you are:

- 1: Carrying unpredictable experimental weaponry
- 2: A well-equipped military operation
- 3: Vengeful and bitter civilians
- 4: Religious, bearing miracles
- 5: Off-duty cops looking for the truth
- 6: Rival spirits looking to steal your essence

### STATS

Rate at +1, +1, +2 and +3:

**INVADE** - Break into people's minds  
**PUPPET** - Get hosts to do what you want  
**SUSTAIN** - Maintain a stable connection  
**PROTECT** - Ensure the survival of your host

### PHANTOM POWERS

You start with 2 essence; gain more when you roll a double. Spend a point of essence to activate your phantom power; precise effects are up to the GM. Roll or pick:

- 1: **FIRESTARTER**: Start fires nearby at will.
- 2: **MANIFEST**: Manifest anywhere within a mile's radius of your touchstone as a visible spirit, and possess people from there if you wish.
- 3: **UNHOLY VIGOUR**: Your hosts are unnaturally strong and fast.
- 4: **NO SECRETS**: You have access to your host's memories.
- 5: **WE ARE LEGION**: You can possess multiple targets at one time, rolling for each as normal.
- 6: **HERD**: Control many animals in a swarm without leaving your host.

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