**FORCE**

When you employ force, roll +force and choose options.

- On a 12+, three. On a 10 or 11, two. On a 7-9, one.
- You inflict great harm.
- You suffer little harm in return.
- You drive them back, seize something, or create an opportunity.

**FINESSE**

When you employ finesse, roll +finesse and choose options.

- On a 12+, three. On a 10 or 11, two. On a 7-9, one.
- You do it quickly.
- You avoid trouble, compromise or cost.
- You do it impressively, stylishly or to greater effect.

**INSIGHT**

When you employ insight, roll +insight and choose options.

When you have downtime off work, choose one:

- Hit the pub. Heal trauma (if above 6 o'clock, heal to 6. If 6 or below, heal all).
- Visit the physicker. Heal harm (if above 9, heal to 9. If at 9, heal to 6. If 6 or below, heal all).
- Work a side job. Choose: bouncer, courier, craft, crematorium, crime, distillery, docks, forge, leviathan-hunting, slaughterhouse, stables, trade. Collect 2-stash or 1-favor.

**Assist**

For every move above (force, finesse, insight), you may also spend one of your choices on these:

- You assist someone, they take +1 to their roll.
- You interfere with someone, they take -2.
- You suffer little harm in return.
- You do it quickly.
- You avoid trouble, compromise or cost.
- You do it impressively, stylishly or to greater effect.

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<table>
<thead>
<tr>
<th>Badge</th>
<th>Name</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ROLE</strong></td>
<td><strong>Homeland</strong></td>
<td><strong>Level</strong></td>
</tr>
<tr>
<td>Book, Spider, Owl, Anchor</td>
<td>Skovlan</td>
<td>Apprentice</td>
</tr>
<tr>
<td></td>
<td>Skovlan</td>
<td>Journeyman</td>
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<td></td>
<td>Skovlan</td>
<td>Master</td>
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<td></td>
<td>Sevoros</td>
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<td>Journeyman</td>
</tr>
<tr>
<td></td>
<td>Sevoros</td>
<td>Master</td>
</tr>
</tbody>
</table>

**Gear**

- Heavy gloves, encounter suit, cloak, breather-mask, air-tank, goggles, cable and clamps, lightning-hook, magnetic boots, spirit-flares, lightning-oil canister (4 uses), and choose one:
- Loadout, at right:
  - Magnetic boots, spirit-flares, lightning-oil canister (4 uses).
  - Rook: Heavy encounter-suit (1-armor, electro-field).
  - Owl: Spirit-goggles, spare lighting-oil canister (4 uses).
  - Anchor: Lightening-web thrower, handbolier of spirit bottles (4).
  - Spider: Lightning-web thrower, bandolier of spirit bottles (4).

**Lightning-Oil**

- 0 o 0 o

**Steel**

When you steel yourself against injury, duress, or supernatural horrors, choose an action below that you hope you don’t do, and roll +steel.

- Freeze up, leave myself wide open.
- Panic, disengage, flee.
- Collapse, let go, give up.
- Rage, lose control, do unintended harm.
- Suffer more trauma or harm.

---

**Chits**

- Stash
- Favors

**Down Time**

When you have downtime off work, choose one:

- Hit the pub. Heal trauma (if above 6 o’clock, heal to 6. If 6 or below, heal all).
- Visit the physicker. Heal harm (if above 9, heal to 9. If at 9, heal to 6. If 6 or below, heal all).
- Work a side job. Choose: bouncer, courier, craft, crematorium, crime, distillery, docks, forge, leviathan-hunting, slaughterhouse, stables, trade. Collect 2-stash or 1-favor.

You may choose additional options by spending chits, 1-for-1. You may choose the same option twice.

**Note:** when you are instructed to roll, sum two six-sided dice and apply the indicated modifier.
When you lead the bulls against a ghost, the GM will ask you questions:

- Have you completed your apprenticeship? If so, take +1.
- Have you completed your journeymanship? If so, take +1.
- Are you a master line bull? If so, take +1.
- Do you have the support of another gang? If so, take +1.
- Did you hold an anchor lottery? If there’s no Anchor, take -1.
- Do you have a bull in every other role: Rook, Spider, and Owl? If not, take -1.
- Do the other bulls swear to follow your orders without hesitation? If not, take -1.
- Have you worked this line/area before? If not, take -1.

Then roll and choose options. On a 12+, all three. On a 10 or 11, two. On a 7-9, one.

You seize the initiative.

You maintain an orderly disposition; the bulls are deployed where you want them and are ready for action.

You seize a particular opportunity or advantage; bulls take +1 ongoing while exploiting that advantage.

In addition, the bull who leads the team makes the opening move against the ghost(s):

- **Anchor:** secure the ghost’s attention and draw it into contact with you (Steel).
- **Spider:** use a lightning-web (Finesse) to tether the ghost to a spirit-bottle.
- **Rook:** use a lightning hook (Force) to tear the ghost loose from the train and/or weaken it.
- **Owl:** Study the ghost and situation with your spirit-goggles (Insight) to determine the best gambit.

Character Creation

Choose a badge and name (below). Choose a homeland and two gifts. Assign points to Force, Finesse, Insight, and Steel so they total +2 (max +3, min. -1). So you might choose [+1, 0, 0, +1], for example. Or [+2, 0, 0, 0]. Or [0, +3, -1, 0].

Names

Your badge has a name on it, chosen from the registry of the Purified, as tradition demands:

Brogan, Tyrconnell, Dunvil, Comber, Millar, Slane, Strangford, Nevis, Dalmore, Ebrad, Lomond, Clelland, Arran, Sapa, Kindaith, Coleburn, Penalen, Strathmill, Haig, Morriston, Penderyn, Danfield, Hellyers, Wasmund, Templeton, Michter, Boxman, Prichard, McKeel, Wathen, Clermont, Rowan, Booker

You also have a personal name:


Impose Your Will

When you impose your will to get your way, roll.

- If your steel is greater, take +1.
- If your level is greater, take +1.
- If you are a Noble of Akoros, take +1.
- If you threaten bodily harm, and your force is greater, take +1.

On a 12+, they are so overwhelmed they do what you say without another thought. On a 10 or 11, they choose: either do what you say, or take 2-trauma. On a 7-9, it’s 1-trauma. If you threatened bodily harm, they can force your hand and take the threatened harm instead of trauma.

Harm & Trauma

Harm severity, by no. of clock sections:

1. Punches, wrestling, indirect electricity, choking
dearthland fog.
2. Vicious beating, lightning hook jolt, manifestation attack by ghost.
3. Deadly weapons, lightning hook surge, major manifestation attack from a ghost.
4. Electrocuton, explosion, major fall/impact.
5. Fall from moving train, set on fire.

Trauma severity, by no. of clock sections:

1. See a teammate hurt, encounter a ghost, assault a person.
2. See a friend hurt, teammate badly hurt, mild supernatural weirdness, approach a ghost, assault a person with deadly force.
3. Direct contact with a ghost, friend badly hurt, teammate killed, commit murder.
4. Psychic assault from ghost, friend killed.
5. Assault from major supernatural power.

When you take harm to 12 o’clock, you die. When you take trauma to 12 o’clock, your mind shatters.

You can avoid an instance of harm or trauma by choosing to mark a Scar or Horror, respectively. Instead, Scars and horror are permanent. Fill them in clockwise.

Levels

You start at Level 0. When you level up, choose another gift from your homeland, or from a land in which you have worked any combination of 4 lines/jobs. When you become a master, add +1 to a stat (max +3).
on the ghost Lines

It is the year 891 of the Imperium that united the shattered isles of the cataclysm under one rule—all glory to his majesty the Immortal Emperor.

You work the ghost lines—the electro-railroad that passes through the ink-dark deadlands between cities. Spirits of the dead—free to roam the world since the gates of death were broken in the cataclysm—often get entangled in the powerful electrical field generated by the trains. LINE BULLS like you walk the length of the cars, magnetized boots clanking and breather-mask hissing, to clear the offending spirits with your lightning-hooks before they do too much damage.

Each city of the Imperium is encircled by crackling electrical barriers that spirits cannot penetrate. By law, all corpses are incinerated with lightning-oil (to destroy the spirit essence within) but wealthy citizens, heretics of the spirit cults, or the criminal element often arrange for a ghost to escape destruction at the crematorium. So called “rogue spirits” are also dealt with by bulls like you. For a fee, of course.

When the frontier scouts of the Imperium (the HOUNDS) find a spirit-well in the deadlands, they sometimes call in an experienced gang of bulls to help clear it out. This is the most dangerous work—far from the relative safety of the electro-rail and the possibility of a quick escape on the line. But the pay is substantial, and a bull that clears a spirit-well and survives might just scrape together enough of a stash to retire in style someday.

**events on the line**

1. **The train has to stop.** Need repairs, damaged track, loss of power, demands of an important passenger (a natural philosopher, noble), imperial orders, spirit-well spotted, weather.
2. **The train can’t stop.** Engineer incapacitated, throttle damaged, demands of an important passenger, imperial orders, impending weather.
3. **Supernatural event.** Time slows/speeds up, landscape shifts, mass delusions/hysteria, amnesia, strange weather (fire rain, black wind).
4. **Ghost.** Does anyone recognize them?
5. **Ghosts, several.** Whose name do they call?
6. **Ghost, major.** Not necessarily a human spirit. Worth 5-clears.

**spectrology**

- Soul. A living body with its own spirit.
- Possessed. A living body w/ 2 or more spirits.
- Hollow. A living body without a spirit.
- Undead. A dead body with a spirit.
- Ghost. A spirit without a body.
- Spirit-Well. A rift in reality where ghosts and other supernatural beings congregate to draw energy.
- Electroplasm. The energetic residue that remains when a ghost is “silenced” (destroyed). Handle with extreme caution.
- Witch. A person who is sensitive to spirits. May be able to summon and communicate with ghosts, but most people don’t believe in such powers.

**chits, stash, favors**

When you work a line, you get paid in CHITS: stamped lead slugs you can redeem for food, housing, and sundries from the Imperial Rail Office.
- Line rating x Level = CHITS earned.
- You also get 1-Level hazard pay for being the Anchor, and +1 chit for each ghost cleared.

You can spend chits during downtime to recover from your harm and trauma, work a side job, etc. Your STASH is the loot you’ve hidden away for your retirement. The bigger your stash, the better off you’ll be. Your stash is like your score in the game.
- Stash 0: Lost soul. You die alone in the gutter.
- Stash 1-10: Desperate beggar. You die on the street, cold and forgotten.
- Stash 11-20: Poor soul. You die in a reeking flophouse, awash in booze and misery.
- Stash 21-30: Meager. You die in a tiny (but warm) hovel that you can call your own.
- Stash 31-40: Modest. You die in a simple home or apartment, with some small comforts.
- Stash 41-50: Fine. You die in a well-appointed home or apartment, claiming a few luxuries.

FAVORS can be earned by working a side job. You can spend favors on the following:
- 1 Favor: +2 ghosts cleared, different line assignment, request specialty gear.
- 2 Favor: +1 line worked
- 3 Favor: +1 role worked, request custom gear.
- 4 Favor: Get secret information, make a powerful contact, make a major request.

**side jobs**

When you work a side job, roll 1d6.
- **On a 1**, there’s a complication. The GM will say how you make an enemy, get put in a bad spot, or are on the hook for a favor.
- **On a 2, 3, or 4**, you work the job and also hear a rumor about ghosts (see tables on following page).
- **On a 5**, you work the job and also choose: you earn +2 stash, or get a solid lead on ghost work (see tables on following page).
- **On a 6**, you work the job and also choose: you earn +2 stash, or +1 favor, or get offered a job doing ghost work by someone who can pay well (GM will give you the details).

**gear & oil**

Ghost-clearing gear runs on Leviathan oil (aka “lightning-oil”). One use will power up an item. The GM may charge further oil uses depending on circumstances and the outcome of rolls.

**Specialty Gear:**
- **Crimson Elixir.** A small vial of reddish fluid. Heals 1-harm instantly upon imbibing.
- **Violet Remedy.** A small vial of purple fluid. Heals 1-trauma instantly upon imbibing.
- **Lightning Cage.** A set of portable rods, cables, and generator that can produce an electrical barrier that spirits cannot pass.
**RUMORS / LEADS**

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<tr>
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<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Someone is making hollows to provide cheap labor.</td>
<td>Someone is selling a &quot;cure&quot; for hollows.</td>
<td>Someone is running a gang made up of hollows.</td>
<td>A Bull was hollowed for daring to touch a royal during a job.</td>
<td>Someone saw hollows gather at the old relic in the square.</td>
</tr>
<tr>
<td>2</td>
<td>The Church of the Ecstasy of the Flesh will buy inhabited spirit bottles.</td>
<td>Someone is buying and selling inhabited spirit bottles at a bar under the docks.</td>
<td>An explorer claims to have a map showing every spirit well in the deathlands.</td>
<td>The &quot;abandoned&quot; northern rail line is used to ship spirit bottles... somewhere.</td>
<td>There are secret doors in the city that only witches/ghosts/undead/possessed can see.</td>
</tr>
<tr>
<td>3</td>
<td>The night market is run by undead.</td>
<td>A highly-placed Imperial official is possessed.</td>
<td>Some wealthy citizens are throwing &quot;possession parties.&quot;</td>
<td>Witches have powers because they have a demon bloodline.</td>
<td>Someone is trying to organize a union for line Bulls.</td>
</tr>
<tr>
<td>4</td>
<td>A non-human spirit has been seen around the docks.</td>
<td>Someone is running a ghost-animal menagerie.</td>
<td>People live on an island off the coast, with no electro-barrier.</td>
<td>An inventor has built a &quot;spirit-locator&quot; and needs testers.</td>
<td>There is a witch who can call ghosts from your bloodline.</td>
</tr>
<tr>
<td>5</td>
<td>Someone at the university will trade for electroplasm.</td>
<td>Someone is refining electroplasm into a drug.</td>
<td>A tattooist has been mixing her ink with electroplasm.</td>
<td>Violet Remedy is made from electroplasm!</td>
<td>A &quot;ghost ship&quot; has been spotted off the coast.</td>
</tr>
<tr>
<td>6</td>
<td>There's a spirit-well somewhere inside the city.</td>
<td>There's a Hound that takes bribes to keep spirits hidden.</td>
<td>Several key Church officials are spirit cultists.</td>
<td>A spirit cult meets in an ancient temple under the city.</td>
<td>Demons from myths are real, and are behind the spirit cults.</td>
</tr>
</tbody>
</table>

**FREELANCE PATRONS**

<table>
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<tr>
<th>1</th>
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<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Collector</td>
<td>Banker</td>
<td>Refugee</td>
<td>Hound</td>
<td>Drug Dealer</td>
</tr>
<tr>
<td>2</td>
<td>Natural Philosopher</td>
<td>Explorer</td>
<td>Tradesman</td>
<td>Sailor</td>
<td>Mercenary</td>
</tr>
<tr>
<td>3</td>
<td>Detective</td>
<td>Official</td>
<td>Scholar</td>
<td>Spy</td>
<td>Courier</td>
</tr>
<tr>
<td>4</td>
<td>Guard</td>
<td>Merchant</td>
<td>Judge</td>
<td>Ship Captain</td>
<td>Shopkeeper</td>
</tr>
<tr>
<td>5</td>
<td>Clerk</td>
<td>Journalist</td>
<td>Smuggler</td>
<td>Revolutionary</td>
<td>Clergy</td>
</tr>
<tr>
<td>6</td>
<td>Assassin</td>
<td>Thief</td>
<td>Witch</td>
<td>Pimp or Madame</td>
<td>Artist</td>
</tr>
</tbody>
</table>

**GHOST QUALITIES**

Add +1 to roll for each decade of ghost existence.

1. Jealous, desperate, violent, hysterical, skittish, fleeting.
2. Curious, cunning, deceptive, clever, probing, knowledgeable.
3. Prophetic, insightful, true, revelatory, guiding, instructive.
4. Reactive, territorial, dominant, insistent, bold, demanding.
5. Angry, unpredictable, aggressive, wild, savage, vengeful.
6. Mad, chaotic, vengeful, bizarre, destructive, insane.

**NPC FEATURES**

1. Patient, kind, forgiving, gentle.
2. Wild, uncouth, savage, rough.
3. Suspicious, calculating, sly.
4. Honorable, direct, dependable.
5. Weird, spooky, secretive.

**CITY EVENTS**

<table>
<thead>
<tr>
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<th>2</th>
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<th>4</th>
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</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Plague</td>
<td>Festival</td>
<td>Raids</td>
<td>Revolution</td>
<td>Accident</td>
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<tr>
<td>2</td>
<td>Refugees</td>
<td>Political Trouble</td>
<td>Prohibition</td>
<td>Construction</td>
<td>Supernatural Weather</td>
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<tr>
<td>3</td>
<td>Demolition</td>
<td>Election</td>
<td>Scandal</td>
<td>Martial Law</td>
<td>Conspiration</td>
</tr>
<tr>
<td>4</td>
<td>Shortage</td>
<td>Excess</td>
<td>Discovery</td>
<td>Paranoia</td>
<td>Assassination</td>
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<tr>
<td>5</td>
<td>Parade</td>
<td>Celebrity</td>
<td>Holiday</td>
<td>Riots</td>
<td>Lockdown</td>
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<tr>
<td>6</td>
<td>Charity</td>
<td>Strike</td>
<td>Prison Break</td>
<td>Diplomacy</td>
<td>Siege</td>
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</tbody>
</table>

**CREDITS**

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**WRITING & DESIGN:** John Harper.

**ART:** Bob Basset (gas masks), James Paick (train).

**PLAYTESTERS:** Allison Arth, Suzanne Asprea, Keith Anderson, Jonathan Walton, Mike Standish, Judd Karlman, Jim DelRosso, Charlotte Williams.

**Inspired by:** Apocalypse World by V. Baker; Dishonored by Arkane Studios; Ghostbusters by D. Aykroyd, H. Ramis, I. Reitman; Final Fantasy: The Spirits Within by A. Reintert & J. Vintar; Planarch Codex by J. Walton; MicroTraveller by C. Bennett.

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