

GHOST/ECHO

/CREW
.COIL
.DEMON
.HULL
.GRIP
.VIXEN

/OTHERS

.VENOM
.KILO
.WHITE
.SWITCH
.BEAR
.LAKE
.NIX
.CRANE
.BREAKER
.SLEDGE
.AXIS
.CABLE
.WHEEL
.BANNER
.LATCH
.CARRIER
.CHAIN
.WALKER

/PLACES

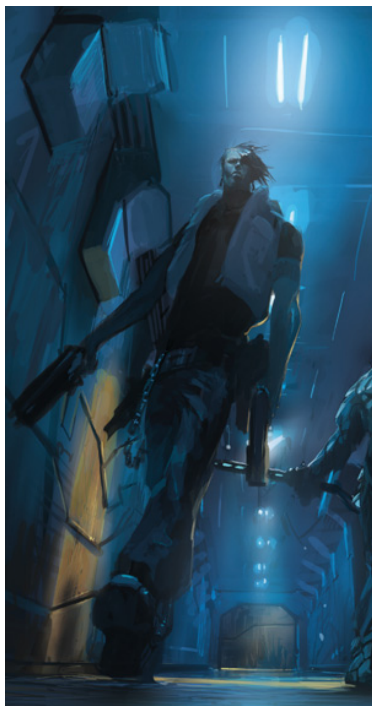
.THE WATCHTOWER
.UNDERCROSS
.THE RUINS
.GRAND CENTRAL
.ECHO PARK
.THE RAILYARD
.THE NIGHT CARNIVAL
.THE CANALS
.BELL STREET BRIDGE
.THE NAIL AND BOTTLE
.CANDLE STREET
.HEARTBREAK SQUARE
.THE SIX ARMS
.ANVILWERKS
.THE BLACK CIRCLE
.CATHEDRAL HILL
.THE FACTORY
.GHOST WORLD

/WRAITHS

.DOGS
.VIPERS
.HAWKS
.SPIDERS

/LOOT

.STONES
.PAPER
.METAL



/BY.JOHN HARPER **//INSPIRTION.**VINCENT BAKER.DAN AYKROYD.WACHOWSKI BROS. JORDAN WEISMAN

/ART.J VANDIJK.P STRAUB
.RAZER **/ABOUT.**THIS GAME IS INCOMPLETE. IT NEEDS YOU TO FILL IN THE BLANKS.

SEC.01

GHOST/ECHO



/ROLL DICE WHEN

- .YOU ACT UNDER PRESSURE
- .YOU INFILTRATE OR STEAL
- .YOU SUFFER HARM
- .YOU COMMIT TO VIOLENCE
- .YOU MANIPULATE OR HOLD STEADFAST
- .YOU CHANNEL THE GHOST FIELD
- .YOU LISTEN FOR ECHOES

//WHEN YOU ROLL DICE, ROLL ONE DIE FOR EACH DANGER AND GOAL AND THEN ASSIGN A DIE RESULT TO EACH TO FIND OUT WHAT HAPPENS.

/DICE RESULTS: GOAL

- .1-2 THE GOAL FAILS AND THE OPPORTUNITY IS LOST (UNTIL CIRCUMSTANCES CHANGE).
- .3-4 THE GOAL IS PARTIALLY ACHIEVED AND THE OPPORTUNITY REMAINS.
- .5-6 THE GOAL IS ACHIEVED.

/DICE RESULTS: DANGER

- .1-2 THE DANGER COMES TRUE.
- .3-4 THE DANGER PARTIALLY COMES TRUE AND THE DANGER REMAINS.
- .5-6 THE DANGER DOES NOT COME TRUE.

/GOALS + DANGERS

GOALS AND DANGERS ARE ALWAYS ROOTED IN THE SPECIFICS OF THE ACTION. YOU DECIDE WHAT YOUR GOAL IS. SOME SAMPLE GOALS FOR EACH ACTION ARE GIVEN BELOW.

- + EACH ACTION HAS A REQUIRED DANGER.
- + THE GM WILL CREATE A SECOND DANGER.
- + YOU MAY CREATE AN ADDITIONAL DANGER AND ROLL AN ADDITIONAL DIE.

//WHEN YOU ACT UNDER PRESSURE, YOU CAN COMPLETE A SIMPLE TASK WHILE YOU'RE HURT OR IN DANGER, MOVE THROUGH A DANGEROUS AREA, OR HELP SOMEONE WHO IS IN DANGER.

- + DANGER: **YOU SUFFER HARM.**

//WHEN YOU INFILTRATE OR STEAL, YOU CAN MOVE UNDETECTED, PLANT AN ITEM, ARRANGE AN AMBUSH, OR DEFEAT SECURITY MEASURES.

- + DANGER: **YOU ARE CAUGHT IN THE ACT.**

//WHEN YOU SUFFER HARM, YOU CAN RESIST SERIOUS INJURY OR IMPRESS WITH YOUR TOUGHNESS.

- + DANGER: **YOU'RE INCAPACITATED.**

//WHEN YOU COMMIT TO VIOLENCE, YOU CAN INFLICT HARM IN A FIGHT, TERRORIZE WITH YOUR SAVAGERY, COMMIT MURDER, OR DEMOLISH SOMETHING.

- + DANGER: **YOU CAUSE UNINTENDED HARM.**

//WHEN YOU MANIPULATE OR HOLD STEADFAST, YOU CAN CARRY OFF A DECEPTION, MAKE A STRONG IMPRESSION, STAND YOUR GROUND, EXTRACT A PROMISE, DISCOVER A HIDDEN TRUTH, OR NEGOTIATE A DEAL TO YOUR BENEFIT.

- + DANGER: **YOU GET PUT IN A BAD POSITION.**

//WHEN YOU CHANNEL THE GHOST FIELD, YOU CAN PERFORM A SUPERNATURAL FEAT, ENTER OR EXIT THE GHOST WORLD, OR COMMUNICATE WITH WRAITHS.

- + DANGER: **YOU SUFFER A HARMFUL PARANORMAL BACKLASH.**

//WHEN YOU LISTEN FOR ECHOES, YOU CAN WITNESS EVENTS FROM THE PAST, SENSE DISTANT EVENTS, OR READ THE LOCAL DATASTREAM.

- + DANGER: **YOU ATTRACT THE ATTENTION OF ONE OR MORE WRAITHS.**

/STARTING SITUATION

WHILE LOOTING IN THE GHOST WORLD, YOUR CREW WAS SOLD OUT. YOU WALK RIGHT INTO AN AMBUSH, WITH HUNGRY WRAITHS ON YOUR HEELS. **GM:** FILL IN THE DETAILS USING /OTHERS AND /PLACES FROM SEC01.

/QUESTIONS YOU WILL ANSWER AS YOU GO

.WHY DOES YOUR CREW NEED LOOT? .WHAT GHOST POWERS DOES YOUR PARTICULAR CREW MEMBER POSSESS? .WHAT IS THE GHOST WORLD? .WHAT ARE ECHOES? .WHAT ARE WRAITHS?

SEC.02