

# 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**

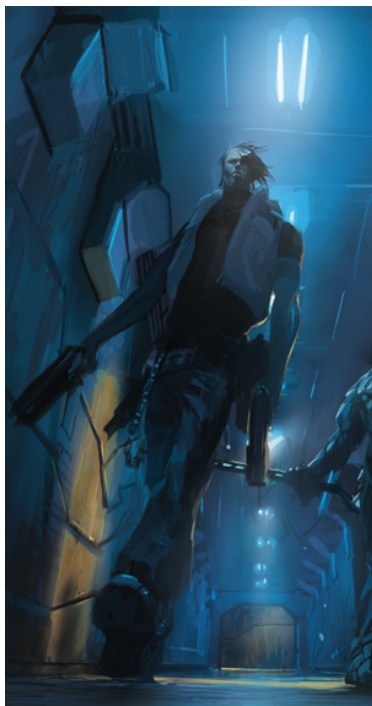
.THE WATCHTOWER  
.UNDERCROSS  
.THE RUINS  
.GRAND CENTRAL  
.ECHO PARK  
.THE RAILYARD  
.THE NIGHT CARNIVAL  
.THE CANALS  
.CHALK STREET BRIDGE  
.THE NAIL AND BOTTLE  
.CANDLE STREET  
.HEARTBREAK SQUARE  
.THE SIX ARMS  
.ANVILWERKS  
.THE BLACK CIRCLE  
.CATHEDRAL HILL  
.THE FACTORY  
.BELLTOWN

**/WRAITHS**

.DOGS  
.VIPERS  
.HAWKS  
.SPIDERS

**/LOOT**

.STONES  
.PAPER  
.METAL



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.RAZER **/ABOUT.**THIS GAME IS INCOMPLETE. IT NEEDS YOU TO FILL IN THE BLANKS.

# SEC.01

# GHOST/ECHO

# GHOST



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## /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

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//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.

- + WHEN YOU'RE ESPECIALLY WELL-PREPARED FOR THE ACTION AT HAND, ROLL AN EXTRA DIE.

## /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.

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//WHEN A DANGER REMAINS, WRITE IT ON A CARD AND PUT IT IN FRONT OF YOU. DURING ANY FUTURE DICE ROLL, YOU OR THE GM CAN ADD THAT DANGER TO THE ROLL (INSTEAD OF THE DANGER YOU WOULD NORMALLY HAVE THE OPPORTUNITY TO ADD).

## /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 MAY CREATE A SECOND DANGER.
- + YOU MAY CREATE AN ADDITIONAL DANGER AND ROLL AN ADDITIONAL DIE.

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//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.**

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//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.**

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//WHEN YOU SUFFER HARM, YOU CAN RESIST SERIOUS INJURY, FIGHT YOUR WAY THROUGH THE PAIN, OR IMPRESS WITH YOUR TOUGHNESS.

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

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

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

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//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.**

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//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.**

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//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 POWERS AND TALENTS DOES YOUR PARTICULAR CREW MEMBER POSSESS? .WHAT IS THE GHOST WORLD LIKE? .WHAT IS THE REAL WORLD LIKE? .WHAT ARE ECHOES? .WHAT ARE WRAITHS?

# SEC.02