



GHOST CLUB



You see dead people... well, their spirits, their ghosts. You and your companions are the few individuals that can see these lost spirits, and you've banded together to do what you can to help these wayward wisp'o wills move on to their final reward. Some will welcome the help, and others... well, that's why you have that holy water or cross. You are playing 10-13 year olds, who've formed a group you call Ghost Club. The club's goal is to help out those who may not know they are dead. Because adults don't believe in ghosts, you must remember the first rule of Ghost Club:

Don't talk about Ghost Club.

CHARACTERS

Your character has three Traits:

Body: Your physical strength, health, overall agility and dexterity, and how fast you can move.

Brains: Your intellect, learning, training, and general knowledge.

Heart: Your social skills, charisma, and how well you play with others. Also your ability to see other people as people.

You get **12 points** to spend on these three Traits. **Minimum is 2 points and maximum is 6 points.** You can also spend 1 Trait point to improve your Club House.

You also have a **Fear** Trait. Ghosts are scary, and you never get used to seeing them. The **Fear** Trait is equal to the average of you **Brains** and **Heart** trait rounded up. You'll use this to make **Fear tests**.

Besides your Traits, you've met a ghost before joining Ghost Club. Write down that encounter and how you reacted to your first encounter with a ghost. It probably wouldn't be a pleasant event, but it will inform how you deal with them afterwards.

DOING THINGS

To do stuff, the GM sets the **Difficulty Number**. Then the player picks a Trait that they're going to use and **rolls 2d6 plus the Trait value**. You have to **roll higher than Difficulty Number** to succeed.

Easy: 4, **Simple:** 6, **Average:** 8, **Hard:** 11, **Difficult:** 13, **Challenging:** 15, **Near Impossible:** 17

Other characters can help. They say which Trait they are using. Explain how that can help and then they add half of the Trait's level, rounded down, to the kid making the roll.

If you fail the roll, you might still do what you wanted, but it might take longer than expected. Or you just fail, and the results of any failure just last for one scene. You can try each round to recover from the results.

If you fail a **Body test**, you are **Knocked Silly**, and must make an **Average Body test to recover**. If you fail a **Brains test**, you are **Confused** and must make an **Average Brains test to clear your mind**. If you fail a **Heart test**, you are **Despondent** and must make an **Average Heart test** to recover your composure.

If you fail a **Fear test**, you are panicked and can't get near the ghost. Your companions can try to calm you down and overcome your fear with a **Difficult Heart test**. If they fail, you don't get worse. You can try to **overcome your fear by yourself**, but it's a **Challenging Heart test**.

CLUB HOUSE

You and your companions have a club house that you get together at to plan out your missions to find ghosts. It could be a treehouse built from cast off building materials, a room at school, or someone's basement rec room. This is where you keep all your information on local legends and possible haunted houses.

The club house has a limited number of +1's that can be used during a game session when a club member is in the club house. This represents research material, sites on the Internet, or other items that aid the club members. These bonuses can be spent on any Trait test by anyone when in the club house.

For every player in a game session, the club house has a +1 bonus. If, during character creation, a person spends a Trait point on the Club

House, they can boost one bonus to +2. The player then describes what this bonus represents: Books, videos, or other items to aid the club members.

These bonuses can be used to research a haunting, open locked objects, come up with an excuse for your parents, help a panicked character to overcome their fear, and other things.

HAUNTINGS

To generate a Haunting, use the following tables, roll or choose what you like:

Where: roll 1d6

1. At School, especially if it's an old building.
2. An old, abandoned building.
3. That spooky old house at the end of the cul-de-sac.
4. A store or shop in town, the older the better.
5. The Hotel downtown, the one built in 1910.
6. The house built on the graveyard/Native American holy site.

Why: roll 1d6

1. The spirit has an unfinished task that it must complete.
2. Traumatic death causes the spirit to haunt the location.
3. The spirit doesn't know that it's dead.
4. The spirit wants vengeance on the person that killed it.
5. The spirit is bound to the site as a warning or guard.
6. The spirit can't leave because its loved one is in danger.

Nature of haunting: roll 1d6

1. **Benign:** The spirit doesn't want to involve others, it just wants to accomplish its goal by itself. **Average Fear Test.**
2. **Bothersome:** The spirit creates disturbances and can cause minor property damage. **Hard Fear Test.**
3. **Disruptive:** The spirit has got its mad on. It moves furniture purposefully tries to scare people. **Difficult Fear Test.**
4. **Destructive:** The spirit goes on a rampage, pushing people, stacking furniture, locking doors, and moaning, shrieking, or laughing at odd hours at night. Can be a pain in the butt. **Difficult Fear Test.**
5. **Dangerous:** This spirit isn't above hurting people, by hitting or tripping them. Objects fly at people, which takes a **Hard Body Test** to dodge. **Challenging Fear Test.**
6. **Bad Things Are Going Down:** This is just the first of a series of related hauntings caused by something or someone. Roll again for the nature of this haunting, and reroll 6s. Roll 1d6 times more for the other hauntings, ignoring 6s on this table.

Complications: roll 1d6

1. **Grounded:** One of the club members has been grounded. Explain why you're grounded, and can you sneak out and not get caught?
2. **Homework:** The teachers have loaded up everyone with a ton of homework. Can you get it done in time to get out there to investigate that haunting? Make a **Hard Brains test** to get it done quick. Fail the test and you leave it undone and get grounded.
3. **Relatives:** One or more club members have relatives staying at their house, and they are responsible for their younger cousin. The kid is going to tag along everywhere or he will rat out the club member.
4. **Weather:** Be it a mammoth rainstorm, tornadoes, blizzards, or other weather phenomenon, you still have to get out there to deal with that haunting. The GM sets the difficulty.
5. **Summer Camp:** The setting has changed, and it's now at Camp Crystal Lake and there's a 9PM curfew. GM adjusts the setting.
6. **Halloween:** All Hallows Eve, where spirits and kids all get out and go door to door trick or treating. Which one is the spirit and which one is the kid with a wizard make-up artist for a parent?

To put a spirit to rest, you need to know what's causing it to remain in the mortal world. Once you know why, you can then work out how to help it move on to the afterlife.



Ghost Club by John H. Reiher Jr. is licensed under a [Creative Commons Attribution-NonCommercial 4.0 International License](https://creativecommons.org/licenses/by-nc/4.0/).