



Wraith Players Kit

*Crossing alone the nighted ferry
With the one coin for fee,
Whom, on the wharf of Lethe waiting,
Count you to find? Not me.*

*The brisk fond lackey to fetch and carry,
The true, sick-hearted slave,
Expect him not in the just city
And free land of the grave.
—"Crossing Alone the Nighted Ferry", A.E. Housman*

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Wraith Character Generation Clarification

How long til my soul gets it right?
— Indigo Girls, "Galileo"

Traits

Fetters and Haunts



Fetters are people, places and things that continue to link a wraith to the world of the living. When a character is at a Fetter, the difficulty to use an Arcanos is reduced. The player rolls versus the applicable Fetter rating; each success reduces the difficulty of all Arcanos for that scene by 1. The minimum possible

difficulty is 4, including all modifiers. Fetters can include the grave or body of the wraith, people who were important to the wraith in life (lovers, relatives, enemies or anyone else to whom the character had a particularly strong emotional attachment), things that were important to her (the gun of a cop or gangster, the laptop computer of a writer or the shot glass of an alcoholic) or areas (such as the place where she died). Note that a place cannot be both a Fetter and a Haunt, but a Haunt can contain a Fetter.

For example, Joey's Haunt is the pool hall (a Level 1 Haunt) he visited every Tuesday night, right up to the night a gang fight resulted in his death and the death of his five of his friends. The pool hall closed as the result of the deaths and has since become Joey's Haunt. If his girlfriend Vanessa (a two-point Fetter) walked into the abandoned pool hall, his difficulty to use Arcanos could be reduced up to three levels (one for the Haunt level, two for the level of the Fetter). If Vanessa wasn't there, the difficulty would generally be reduced by only one.

Fetters can be destroyed. If a Fetter is completely destroyed, it no longer functions. For example, it is impossible to start out

with a Fetter of "destroyed body: 4" if you were cremated and your ashes were scattered across the Atlantic Ocean. While you might not immediately know what all of your Fetters are, you can find them by using Lifeweb or simply tracking them down. If all of a character's Fetters are destroyed, he will be unable to return to the Shadowlands should he ever leave. Relics are made from destroyed items; therefore, relics cannot be Fetters. It's difficult for a wraith to carry his Fetters with him if he's not materialized.

Note that Fetters can range from one to five points; a five-point Fetter is tremendously powerful and has an extreme emotional value. Few people in this cynical day and age have anything that they care that deeply about, which is why most Fetters are ranked from one to three points. Four-point Fetters are unusual, and five-point Fetters are extremely rare. Similarly, there are only a few level five Haunts in the world. Most wraiths will have one- or two-point Haunts.

Passions

Passions are the "reasons to live" that each wraith has. They are vital to a wraith's continued existence, for without Passions, it is difficult to regain Pathos, and without Pathos, it is impossible for wraiths to use any of their Arcanos. While it is tricky to work out just the right Passions for a given character, they can help you to define who the character is better than any other trait. You must justify why your character continues to defy death. The three parts of any Passion are the purpose ("Protect Vanessa"), the focusing emotion ("Love") and the rating (3). By combining these parts, you define what is important to that character. For example, the Passion above would be listed as "Protect Vanessa (Love) 3".

To regain Pathos, the player rolls a number of dice equal to the rating of the Passion (in this case, 3). The difficulty depends on how specifically the character is following that Passion. For

example, if Joey, a wraith with the Passion "Protect Vanessa (Love) 3", used his Embody Arcanos to warn Vanessa that a fire had started in the basement of her apartment building, the Storyteller might rule that, because a purpose has been specifically addressed, the difficulty would be 6. On the other hand, if Joey used the Castigate Arcanos to drive out a Spectre who was skinriding someone on a street near Vanessa's house, the difficulty would be 7, as Vanessa was not in any immediate danger.

The Storyteller may allow a Pathos roll if the situation in the scene is similar to the Passion. The difficulty is still 7. For instance, Joey might be allowed a Pathos roll if he was protecting someone else's girlfriend or just helping Vanessa (as long as the scene was suitably dramatic). Storytellers who feel uncomfortable with this option or who are petitioned too often for this type of Pathos roll may, of course, disregard it. The Storyteller calls for Pathos rolls, not the player.

A wraith can also regain Pathos by drawing upon the emotion underlying a Passion. The wraith must either evoke that emotion from someone in the real world or witness a real manifestation of that feeling. The difficulty for this roll is 8. For instance, the Passion "Protect Vanessa (Love)" is motivated by love. If Joey had a scene in which he was able to help Vanessa remember the love she felt for him, the player could then roll for Pathos. If he later witnessed a love scene between two mortals, he would be able to gain Pathos from that scene as well. The Storyteller must judge whether the scene is sincere (going to a screening of *Romeo and Juliet* won't cut it).

Finally, the Arcanos: Keening can evoke certain emotions from mortals. The difficulty for gaining Pathos via this method is 9. Feigned or insincere emotions will not give Pathos. If another character in Joey's Circle pretends to really, really love the pizza he's eating, it still won't give Joey Pathos.

Type of Scene	Difficulty
Scene specifically addressing a purpose	6
Scene generally addressing a purpose	7
Evoking or witnessing an underlying passion	8
Evoking emotion with the Arcanos: Keening	9

The Storyteller can reject Passions that are trivial or ridiculous. Above all, use this mechanism as a way to reward roleplayers for ingenious and impassioned roleplaying.

Acceptable Passions

- "Protect my daughter (Love) 3"
- "Get revenge for my death (Hatred) 4"
- "Collect every rare Jyhad card ever made (Greed) 1"

Unacceptable Passions

- "Hates being dead (Resentment) 5"
- "Likes the color blue (Love) 4"
- "Find hatred (Hate) 4"
- "Avoid Oblivion (Fear) 4"

Some emotions make for very bad Passions. A character driven by "boredom" or "apathy" will be in for a rather dull

time. When designing Passions, remember that the game is as serious as the players want to make it.

Shadow Passions

Like Psyche Passions, the Shadow's Passions are made up of a Purpose, a focusing emotion and a level. These do not have to be mirror images of the Psyche's passions, although that's usually a good place to start. The motivations of the Shadow usually run contrary to the goals of the Psyche and are usually self-destructive.

The Shadow must inflict the Shadow Passion on someone else. The Shadow has to work harder to achieve Shadow Passions; this is easiest when the Shadow is dominant over the Psyche. Each success on a Shadow Passion roll will give the character one point of Angst. Use these rolls to add a bitter-sweet feeling of loss and self-destruction when a character fails.

Type of Scene	Difficulty
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The Shadow achieves a purpose of a Shadow Passion (The Storyteller judges whether the Shadow succeeds)	7
The Shadow inflicts the passion of a Shadow Passion	9

Example Shadow Passions

- "Hurt my family (Pain)"
- "Ruin my former business partner (Envy)"
- "Corrupt the innocent (Lust)"
- "Keep my loved ones away from my old home (Fear)"
- "Kill my parents (Regret)"

Pathos


Pathos is a score that ranges from one to ten in normal wraiths. This trait represents sympathy with the real world and the ability to passionately defy death. It is conceivably possible that Malfeans and very ancient wraiths can go above this, but this is extremely rare. If a wraith falls to zero Pathos, she is unable to perform any Arcanos requiring Pathos until she can regain at least one point.

Willpower



Willpower measures a character's strength of will and his capacity to overcome the urges and desires that tempt him. The character's Willpower Pool (the squares) can never be greater than his Willpower rating (the circles). When you use a point of Willpower, you remove it from your character's temporary Willpower Pool, not from the permanent Willpower rating. The rating stays constant, while the Pool is depleted during the story.

Willpower from the Willpower Pool fluctuates a great deal during a story. It decreases by one each time the player uses a Willpower point to have his character do something extraordi-



nary, such as gaining an automatic success. Eventually, the character will have no Willpower left and will no longer be able to exert himself the way he once did. The character is mentally exhausted and can't rouse himself enough to give a damn — he's expended all his Willpower.

- **Automatic Success:** A Willpower point can be used to obtain one automatic success in an action. Only one point of Willpower can be used this way per turn, but it gives a single guaranteed success. In this fashion, it is possible to succeed automatically in any simple action simply by concentrating. For extended rolls, the extra success can make the critical difference between success and failure. There are some situations in which the Storyteller may not allow such a use of Willpower.

- **Resisting the Shadow:** Willpower represents the strength of the Psyche and the concept of identity. In many instances where the Shadow attempts to overcome the Psyche and control a wraith, the player is allowed to make a resisted roll of Willpower against the Shadow's Angst. The most important example of this is Catharsis— see pg. 183 of the rulebook.

Willpower represents the strength of a character's identity, which is defined by the character's Archetype. When a player roleplays a character's Nature and Demeanor, her wraith gains Willpower points. Characters regain all their temporary Willpower at the end of each story.

Angst

Angst is a score ranging from zero to ten in most wraiths. This trait represents the pain and frustration a wraith feels when she is separated from the real world. Any wraith whose permanent Angst exceeds her permanent Willpower is easily dominated by her Shadow and will almost certainly plunge into Oblivion soon due to the Shadow's powerful urge for self-destruction.

Corpus

Corpus reflects the general "health" of a wraith. It begins at ten levels and diminishes with each wound taken. Unlike other Storyteller characters, wraiths do not suffer penalties if they are at a lower level of Corpus, unless they are Embodied. If a character is using Embody and is wounded, she will suffer the same penalties as other material creatures with regard to wound penalties (see pg. 200 of the rulebook).

Nihils

Nihils are terrifying places. Unlike the relation of Nodes to Chantries (in *Mage*), it is neither necessary nor desirable to have a Nihil in your Haunt. While it does provide an easy means of entering the Tempest, any number of nasty critters could come out of it any moment. Besides, it is foolish to enter the Tempest unless you or one of your companions possesses Argos, and if that is the case, it is a simple matter to use the basic art **Tempest Threshold** to make a temporary opening to the Tempest, which will quickly reseal.

Geography and Metaphysics



The Shadowlands are like a shadow world of death existing as a reality superimposed upon the other reality of the Quick. The Dead can see each other in the Shadowlands and can visualize the Passions of the living. They are also aware of the decay that is everywhere. The Quick can only see the real world. Actions in the Shadowlands will not effect the living world except through the use of Arcanos. If a character breaks into a room in the Shadowlands, the door will still be intact in the real world. However, if the wraith uses Outrage to break down the door in the Living World, the door in the Shadowlands will also open.

The Tempest is a dangerous realm fraught with dangers scarcely imagined by most wraiths. Some have described it as a sort of "hyperspace" realm: it is used by those with Argos as a means of travelling from one place to another quickly, regardless of distance. It should be noted that the Tempest is only reached from the Shadowlands by using a Nihil or by using Argos. The Tempest is not a part of the Shadowlands.

Deep within the Tempest, the realm of Stygia lies like a continent rising from a boiling sea. The Far Realms are also there, existing as a cluster of islands just beyond the horizon from Stygia. The realms of the Ivory Queen, Jade Emperor and Obsidian Emperor are also within the Tempest. Without a guide who knows the precise location, however, these non-Western realms of death are nearly impossible to find.

Anyone who possesses Fetters can only travel to Stygia and the other realms within the Tempest for a limited time. Eventually, the ties that bind the wraith to the living world will draw her back to the Shadowlands. Similarly, those who do not possess Fetters can only visit the Shadowlands temporarily.



Archaic Firearms Rules

Love me, I'm your gun.
—Jethro Tull, "I'm Your Gun"

While few of these guns still exist in the world of the Quick (and fewer still are functional), many soldiers who died with their guns brought them over to the Shadowlands as relics. While some have been lost or destroyed in the Shadowlands, it is not unheard of for a modern wraith to possess an Elizabethan pistol or an American Civil War rifle.

The greatest problem with these archaic firearms (other than their relatively slow reloading speed) is that they require a substitute for the black powder or the explosive that fueled them in life. The scarcity of relic gunpowder led to the development of Shadowdust, a highly prized creation of Hierarchy Artificers. Shadowdust functions as the explosive agent in these old guns, making it unnecessary to expend Pathos to make the gun fire. Soulfire crystals can also be used. Without Shadowdust or Soulfire, it is necessary to expend one Pathos per level of damage done by each shot.


Also remember that in order to fire a gun, you need relic bullets or cartridges (or a Stygian substitute) as well as the gun...

Shadowdust

With the development of personal firearms in the Renaissance, Stygia faced a problem. While damaged and destroyed weapons poured into the Shadowlands as never before, the minute quantities of explosives needed to make the weapons functional was difficult to gather from the sites of battles. Without gunpowder, it was necessary to expend Pathos to make weapons function properly. As a result, a Florentine Anacreon named Carlotta de Vellia commissioned the Artificers in her employ to develop a substance that could be substituted for gunpowder.

Her artisans invented the process that came to be known as Assimiation. The general process is believed to involve treating a finely ground Stygian alloy with some form of crystalized Pathos, presumably resulting from bitterness or hatred, although the exact formula and process itself are fiercely guarded by the Hierarchy. In fact, there are only a few individuals familiar with the entire process. However, while the Hierarchy has managed to guard the secret of its production, there are numerous sources for obtaining Shadowdust on the black market, including a number of Renegades who make their living from trading in illicit Shadowdust.

Type	Difficulty	Damage	Rate	Clip	Concealment	Range
Hand-Cannon						
1. 14th Century European Hand Cannon (17.5mm)	8	7	1*	1	N	50
2. 15th Century Matchlock Pistol (.70)	8	5	1*	1	T	15
3. 15th Century Matchlock Serpentine (.70)	7	7	1*	1	T	50
4. 15th Century Matchlock Blunderbuss (30mm)	6	6/8	1*	1	N	10/15
Wheellocks						
5. 16th Century Wheellock Pistol (.72)	7	5	1*	1	J	20
6. 16th Century Wheellock Musket (.72)	7	7	1*	1	N	50
Flintlocks						
7. 17th - 18th Century Flintlock Pistol (.75)	6	5	1*	1	J	20
8. 17th - 18th Century Flintlock Musket (.75) (Brown Bess)	7	8	1*	1	N	75
Percussion Revolvers						
9. 1837 Colt Paterson Texas Ranger (.36)	6	3	1*	5	P	15
10. 1855 Beaumont-Adams (.50)	8	5	2*	5	J	30
11. 1865 Remington New Army (.44)	7	5	1*	6	J	30
12. 1854 LeMat Cavalry (.44/.65)	7/6	5/7	2*	9/1	J	25/10
Cartridge Revolvers						
13. 1853 Parker-Hale Enfield Musket (.50)	7	7	1*		N	200
14. 1863 Sharps Rifle (.54)	8	8	1*	1	N	250
15. Percussion Double Shotgun (10 gauge)	6/8	8/12	2*	2	N	20
16. Sawed-off Double Shotgun (10 gauge)	7/9	8/12	2*	2	T	10
Cartridge Rifles (Lever Action & Single-Shot)						
17. 1875 Smith & Wesson Scofield (.45)	7	5	1	6	J	30
18. 1878 LeFauchaux (.36)	6	3	2	6	J	20
19. 1889 Smith & Wesson (.38)	6	4	2	5	P	10
Hammerless Safety						
20. 1892 Colt New Army (.38)	6	4	2	6	J	30
Percussion Rifles & Shotguns						
21. 1858 Henry Rifle (.44)	7	6	1	13	T	200
22. 1873 Springfield Trapdoor (.45-70)	8	8	1	1	N	275
23. 1894 Winchester Repeater (.308)	8	8	1	6	N	275
World War I Bolt Action Rifles						
24. 1898 Mauser Bolt-Action (8mm)	7	8	1	5	N	300
25. 1903 Springfield Bolt-Action (30.06)	8	8	1	5	N	275
Support Weapons						
26. 1918 Browning Automatic Rifle (BAR) (30.06)	8	8	2	20	N	275
27. 1862 Gatling Gun (.45-70) 100lbs.	6	6	10	50/400	N	250
28. 1897 Hotchkiss Light Machine Gun (8mm) 56lbs	6	7	15	30/240	N	300
29. 1913 Lewis Light Machine Gun (.303) 27lbs	8	8	21	47/94	N	400
World War I Era Semi-Automatic Pistols						
30. 1896 Mauser Broomhandle Pistol (7.63mm)	8	5	3	10	J	20
31. 1898 Luger Toggle-Action Pistol (7.65mm)	7	4	4	8	J	20
32. 1903 FN Browning (9mm)	7	4	4	8	J	25
Semi-Automatic Pistol						
33. 1911 Colt Model 1911 (.45)	8	5	3	7	J	25
Derringers and Holdout Pistols						
34. 1854 Percussion Derringer (.41)	7	3	1*	1	P	10
35. 1870 Over/Under Derringer (.36)	6	3	1	2	P	10
36. 1837 Duck's Foot Derringer (.32)	6	4	1*	1	P	5
37. 1841 Percussion Pepperbox (.26)	5	2	2*	8	P	10



Items marked with a * under the 'Rate' column do not fire pre-assembled cartridge rounds and must be carefully reloaded by hand. This is a delicate process that involves measuring and pouring a Shadowdust charge down the barrel, tamping it and ramming a patch and ball down after it. A touch-hole or Shadowdust-pan must then be primed with still more Shadowdust, or a percussion cap must be attached. This is easy to do out of combat in less than half a minute per round loaded, but in combat, this requires a roll of Dexterity + Firearms. The number of rounds it takes to reload is equal to (15 minus the number of successes). A character who botches might drop or break reloading components, spill Shadowdust, or pour Shadowdust into a chamber that still contains a burning ember, resulting in the Shadowdust igniting. Very bad botches are likely to injure the wielder or damage the weapon.

Matchlock Weapons

All matchlock weapons were fired by a S-shaped steel bar which plunged a slow-match (rope treated with saltpeter) into a flashpan filled with priming Shadowdust. The Shadowdust in the pan could easily be spilled. Later matchlocks incorporated sliding metal pan-covers to afford some protection. The weapon cannot simply be transported with the match lit. The match must be lit before entering combat. Reliability depends on the uncertain burning of the match. Botches with these weapons likely indicate the match burning out or Shadowdust dampening or spilling from the pan, depending on circumstances. Worse still, the Shadowdust in the pan might ignite without touching off the main charge.

1. This was simply a primitive cannon mounted on the end of a staff. It could be braced against the ground or tucked under the arm like a lance. The user ignites the Shadowdust by thrusting a slow-match or ember into a touchhole. These weapons are usually a little over a foot in length and are attached to staves approximately four to six feet in length.

2. Almost all these short weapons are stocked, rather like clumsy, sawed-off rifles. For an unstocked, "true" pistol version, Concealment becomes 'J' and difficulty becomes 9.

3. This is a longer-barreled version of a similar weapon with a more refined stock, larger Shadowdust charge and greater range. Some could be surprisingly accurate.

4. A trumpet or "bell"-barreled primitive shotgun, often loaded with gravel, old nails, broken crockery or whatever else was handy rather than real lead shot. The wide barrel, though believed falsely to help spread the shot charge, actually facilitates faster loading. When using improvised ammunition, use the numbers to the left of the slash. When using dropped-lead shot, use the numbers to the right of the slash.

Wheellock Weapons

These weapons did away with the conspicuous and unreliable match, replacing it with a clockwork mechanism that put tension on a toothed wheel. Pulling the trigger disconnected a

sear which kept the wheel restrained. This allowed the teeth to spin against pyrites or flint, producing sparks that showered down into a covered pan, igniting the Shadowdust charge. These weapons were complex, expensive and subject to breakage, but they did a better job of protecting the Shadowdust than matchlock weapons, and once charged and primed, they could be stored indefinitely, ready to fire at a moment's notice. Flashes in the pan still occurred, as did atmospheric dampening of the Shadowdust in the pan. Truly bad botches may result in breakage of the delicate mechanism, rendering the firearm useless.

5. This is a short-barreled pistol of advanced design, much more compact and reliable than its predecessors. It is typical of weapons used between 1520 and 1650. Many of these weapons incorporated large, mace-like butts, useful for clubbing if the wraith is engaged at close quarters before reloading.

6. Smooth-bored wheellock carbines and muskets like this were utilized as late as the mid-17th century, primarily by cavalry. They were often 'combined arms', incorporated into forks, halberds and other pole-arms to render them useful between reloads. At least one example was built into a crossbow!

Flintlock Weapons

These more modern arms were highly simplified in comparison to their clockwork predecessors. Nevertheless, they had faster lock time (time between trigger pull and Shadowdust discharge), protected the Shadowdust pan more effectively and were not as subject to breakage. This was accomplished by fastening the flint to a hammer similar to the matchlock's serpentine. When the trigger was pulled, a mechanism plunged the flint down and forward, striking the hinged L-shaped pan cover. This lifted the cover, exposing the Shadowdust. As the flint raked down the vertical of the L-shaped cover, it struck sparks into the pan, igniting the Shadowdust. This reliable mechanism remained in use for two-and-a-half centuries. Botches with flintlock weapons usually mean that there's been "a flash in the pan" or that the flint has been chipped to the point where it no longer reliably sparks.

7. This pistol design changed very little during its heyday. Long, slender and often decorated, these weapons had barrels ranging in length anywhere from six to sixteen inches. While many early examples retained the heavy mace-like butts of earlier pistols, later weapons were more slender and fitted better to the hand. Some latter-day flintlock pistols were rifled for greater accuracy.

8. The Brown Bess typifies a style of flintlock musket that saw use in the military forces of most of the world's empires from the 17th to the 19th centuries. Flintlock muskets similar to this are the commonly portrayed weapons of the American Revolutionary War, but many saw use as late as the American Civil War. Despite their usually smoothbore barrels, many of them are fantastically accurate, limited only by the primitive sighting mechanisms of the times.



Percussion Weapons

Percussion firearms bridge the gap between touch-hole and pan ignition arms to modern cartridge ammunition. The percussion cap is a tiny cup that contains a fulminate primer. It is wedged onto a "nipple" at the back or breech of the chamber. When the trigger is pulled, a hammer crushes the cap onto the nipple. The ensuing detonation sends a flash down a tiny channel in the nipple equivalent to the touchholes of earlier firearms. When percussion weapons are being loaded, in addition to pouring and tamping Shadowdust, patch and ball, the percussion cap must be placed. Botches with percussion weapons most often mean that the primer has fallen off its nipple.

9. This early Colt revolver was fairly small. It was a single-action weapon, requiring that the hammer be manually cocked for every shot to be fired. The Dice Pool may be split to "fan" the hammer, allowing for rapid but inaccurate fire. This is true of all single action revolvers, although some required minor modifications to permit it.

10. An early British double-action revolver, its mechanism automatically cocked the hammer as the trigger was squeezed for each shot. It fired a fairly heavy slug with fairly high recoil and was something of an early "magnum" weapon.

11. Adopted by the U.S. Army in 1865, this revolver fired single-action, like the Colt-Paterson. Like several similar revolvers of its day, the entire cylinder could be removed and replaced (three actions) with a spare loaded cylinder. While the fastest reload around was still a second gun, this allowed the weapon to be reloaded sort of in the manner of a 19th century speedloader.

12. This was a rather unusual weapon incorporating a 9-shot revolver cylinder over a .65 shotgun barrel only a few inches long. It came in several versions and saw action during the American Civil War. Bulky and unwieldy, it was nevertheless effective. Ratings separated by a "f" show revolver/shotgun caliber, difficulty, damage and clip.

13. One of the earliest Enfields, this British smoothbore longarm was typical of the empire builders of its day and may be used as an example for the arms of other nations as well.

14. This was the great slayer of buffalo, an accurate, heavy percussion rifle that helped "win" the American West... or least cleared all the buffalo from it, thereby greatly reducing the range and food supply of many Native American tribes.

15. Made under many names, this is the classic "double," often found in 10-gauge rather than 12-gauge during the 19th century. It was percussion primed and sometimes loaded with slugs or even nine or ten dimes per barrel instead of lead shot. The second set of numbers are for firing both barrels simultaneously... an endeavor much more difficult in real life than in movies and fiction.

16. This is the above weapon with the barrels cut back, sometimes to as little as 6". The stocks are sawed and polished down to a pistol grip for concealability. In theory, this opens up the shot

cone faster, resulting in wider shot grouping and higher hit probability. In practice, the pistol grip and reduced forward weight make them almost uncontrollable. Again, the second set of figures is for discharging both barrels at the same time.

Cartridge Firearms

These weapons use a firing system identical to those in most modern arms. The percussion cap is replaced by a primer of similar construction actually inset into the rear of a brass casing, which protects and contains the powder. The ball munition at the front seals the casing. Rounds can be quickly chambered by hand or by a variety of mechanisms, eliminating the powder-pouring and priming of earlier systems. Botches with these weapons should be treated as botches with modern weapons unless otherwise noted.

17. A latter-day single-action revolver with a powerful cartridge, quite popular on the American frontier. This revolver was hinged to "top break" in the manner of a breech-loading shotgun. The cylinder and barrel folded downward to facilitate loading and cleaning. Unfortunately, this weakened the weapon's frame. Botches with this weapon may mean that the locking mechanism for the hinge has weakened, blowing the weapon open and possibly destroying it or injuring the wielder.

18. This French double-action revolver was issued to their military in 1878, including the famous Legion Etrangere (the Foreign Legion). It fired a weak but easily controlled and accurate cartridge. For reloading, the cylinder swung out to the left as on modern revolvers.


19. This revolver was designed with concealability in mind. The hammer-spur was omitted, as it tended to snag on clothing during the draw. In addition, a grip-safety was incorporated into the weapon to prevent accidental discharge. Amusingly referred to as the "lemon squeezer" for its resemblance to a period kitchen implement, it was nevertheless popular with gentlemen and lawmen who desired an innocuous weapon.

20. This weapon, adopted by the U.S. Army in 1892, is a rather modern revolver, and it is identical in almost every detail to the .38 caliber double-action revolvers used by police as recently as the 1980's. This is the classic ".38 special".

21. This is one of the classic cattleman's rifles. The Henry lever-action repeating rifle helped to open (and close) the old West. Its thirteen-round tubular magazine fed cartridges similar to modern .44 special rounds. In the hands of an expert, the lever-action repeater could be emptied rapidly and accurately at multiple targets.

22. Another of the great buffalo rifles, this was a popular big-game rifle used as late as the early 20th century. Extremely accurate, it had the disadvantage that its powerful .45-70 cartridges had to be manually loaded for each shot.

23. This weapon is the final evolution of the lever-action rifle—weaponsmiths have never truly improved on this design. The mechanism remains virtually unchanged today and is avail-



able in a variety of calibers, although all bullets used in such weapons must be flat-tipped or hollowpoints to avoid the nose-to-primer stacked rounds in the magazine detonating each other under recoil. It is interesting to note that the lever-action is perhaps the only repeating rifle mechanism to originate in America instead of Europe.

World War I Era Bolt-Action Rifles

These weapons were breech-loading and magazine-fed, but each round needed to be manually stripped from the magazine by the simple expedient of working a locking blot back and forth. This style of weapon is still immensely popular for hunting and sniping applications today, and admirers of the system claim that no other repeating rifle mechanism can be tuned to a finer trigger for accuracy.

24. The Mauser that served Germany during World War I was yet another design at its peak. Old Mauser actions are still in demand today to build accurate rifles. In spite of the manual working of the bolt, sustained fire was fast, accurate and quite lethal. Variations on this weapon have been licensed and produced in the armories of nations the world over.

25. This is the American equivalent to the Mauser, which also saw action in the trenches during "the Great War." It was quite similar to the Mauser, only slightly less accurate and a bit heavier and bulkier. Almost all the rifles of World War I were similar to this weapon or the Mauser, and they may be used as templates for the Enfields of the day.

Support Weapons, 19th and 20th Century

These weapons were found usually emplaced on the battlefield, or on naval vessels and in fortifications. On occasion, they were mounted to vehicles, including the early aircraft of the First World War. Most of these are heavier, bulkier devices meant to be crew-served, not carried by one man. An exception to this is the BAR, which is a very heavy rifle meant for one man to carry.

26. The original military BAR (unlike the modern hunting version listed in *Vampire*) used a twenty-round box magazine and should be regarded as the first modern battle rifle. It fired the same ammunition as the Springfield, weighed almost twice as much, and was not truly automatic: the gun fired one shot per trigger pull (no bursts). It was the heavy squad support weapon of its day and very effective.

27. This is the classic, hand-cranked multi-barreled rapid fire weapon of Old West and Civil War fame. It could be fired single shot or in continuous burst for as long as ammunition could be dumped into it and willing arms were there to turn the crank. It loaded from top-mounted magazines or drums and was reliable under most conditions. Some variants loaded from a hopper into which more and more ammunition could be dumped. Though it came in many calibers and sizes, the typical model here is a light .44-40 firing from 50-round 'sticks' or a 400-round revolving drum.

28. The French Hotchkiss was a truly heavy machine gun, weighing 57 pounds. The tripod weighed an additional 60 pounds. It did dirty work in the trenches, feeding from 30-round strip-clips that could be linked to form 240 round belts. It was also found on early aircraft and the primitive armored vehicles of World War I. Several hundred were purchased by America before the First World War and converted to 30.06 caliber.

29. The Germans referred to this weapon as the "Belgian Rattlesnake". It was loaded from a horizontal, top-mounted drum and was devilishly hard to keep functioning in WWI's trench environment. Both 47 and 94 round drums were used. It weighed 27 pounds, less than half what the Hotchkiss did, and was employed on similar vehicles as well as in trench warfare.

World War I Semi-Automatic Pistols

These weapons fired one shot per trigger pull in the fashion of modern semi-automatic pistols. Indeed, many of these are designs which are not significantly changed in the last eighty years. Early versions were prone to jamming.

30. The old "broomhandle," as this weapon had been affectionately known, fired a high-powered cartridge for its day and loaded from a non-detachable box magazine in front of the pistol grip. Later versions used 9mm caliber rounds and sometimes had detachable 10 and 20 round magazines. It is still regarded as a symbol of authority in many Third World countries and has a strange, almost cult mystique among its aficionados.

31. The classic German toggle-bolt handgun, the Luger has long been known for reliability and accuracy. Later versions were made in 9mm, and the U.S. Army briefly studied adopting a .45 caliber version, although only two of these were ever produced. Like the Mauser Broomhandle, it was sometimes made available with a loner barrel and a wooden holster which doubled as a detachable stock (only available for Luger and Mauser; it cannot be attached to other weapons. The weapon is only concealable under a trench coat when the stock is attached).

32. This pistol paved the way for almost all the modern semi-automatics, and its method of functioning would be instantly familiar to any modern pistol shooter. It incorporated a cammed, free-floating barrel that tipped down to chamber each round before locking rigidly against the slide in the firing position.

33. The 1911 Colt Automatic has changed very little over the past eighty-odd years. It has been licensed and duplicated in most of the world's countries and has served as the sidearm of the U.S. Army for over seventy years. Still popular with special forces units and Third World armies, it is available today in an incredible number of variations. Earlier versions were very ammunition sensitive and very prone to jamming.



Derringer and Holdout Pistols

These tiny weapons were often referred to as 'belly-guns', although it is uncertain whether this referred to where they were most commonly concealed or where you had to shove them to have any hope at all of hitting. Most are notoriously inaccurate, although some exceptions showed that the class of weapons as a whole are not to blame and that good craftsmanship could still produce a fine piece. Even so, the range of these weapons was terribly limited.

34. This single-shot percussion derringer was popular for several decades as a "holdout" weapon. A derringer of similar type was used to assassinate Abraham Lincoln, a tribute more to the luck and accuracy of the assassin than to any inherent deadliness of these usually underpowered and inaccurate pocket pistols.

35. Epitomized by the Remington Over/Under pistols, these tiny weapons are usually nickel-plated and fitted with

fancy grips, often known as dandy's or gambler's guns. They hinged open to allow the loading of cartridges and remained popular until the early 20th century. Some had longer barrels than others, and some are rigged to fire both barrels at once. These are usually a bit more accurate than most other models.

36. Truly one of the stranger weapon concepts of all time, the duck's foot pistol had three separate barrels side by side that fanned outward from a single percussion cap and fired simultaneously. At point-blank range, an enemy might be hit by all three balls. Further out, hitting with even one was unlikely.

37. An early revolving multi-barreled pistol, this weapon is easily concealed but vastly underpowered. Their fold-down triggers are prone to breakage and effectiveness at any but the shortest ranges was severely limited. On the other hand, they provided a multiple-shot capability unmatched by other pistols of their size.

Arcanos Chart

Argos

Rating	Name	Attribute+	Difficulty	Cost
Ability	Tempestpeek	Perception	6	n/a
	Allows a wraith in the Shadowlands to peek into the Tempest.			
Ability	Tempest Threshold	Strength	7	n/a
	Opens a hole into the Tempest			
Ability	Orienteering	Perception	8	n/a
	Navigates through the Tempest— 1-3 successes: standard time; 4 success: half standard time; 5 successes: 1/4 standard time.			
Ability	Track	Perception	6	n/a
	Tracks another wraith who has fled into the Tempest; quarry can resist with a Dexterity+Argos (difficulty 6).			
•	Enshroud	Dexterity	7	none
	Makes the wraith invisible for one turn per success; no non-Argos arts may be used without breaking effect.			
••	Phantom Wings	Stamina	6	none
	Lets the wraith fly at running speed for one turn per success.			
•••	Flicker	Dexterity	6	1P
	Reduces travel time over short distances lowered by one turn per success.			
••••	Jump	Stamina	8 minus Fetter	3P
	Lets the wraith travel quickly to one of her Fetters.			
•••••	Oublette	Strength	WP	3P
	Sends a target wraith into the Tempest. May be opposed by WP.			

Castigate

Rating	Name	Attribute+	Difficulty	Cost
Ability	Soulsight	Perception	8	n/a
	Determines the strength of another wraith's Shadow.			
Ability	Bulwark	Stamina	Malstr + 3	special
	Protects the wraith and those the wraith touches against a Maelstrom; cost is 1 Pathos per Maelstrom level.			
•	Coax	Charisma	6	+1A
	Lets the wraith add or subtract one Shadow Die per two successes from agiven task.			
••	Dark Secrets	Perception	WP	1P
	Lets wraith ask one question about the target per success. May be opposed by Angst.			
•••	Purify	Charisma	perm. Angst	+1A per '1'
	Subject loses 1 temporary Angst and takes one Corpus Level per success.			
••••	Casting Out	Charisma	7	none
	Drives all Spectres (not Doppelgangers) from area for 1 turn per success. May be resisted by Angst.			
•••••	Defiance	Charisma	Angst or Angst+3	none
	Prevents a Shadow from controlling a wraith; reduces Angst by one point per success. Gives 1A for each "1" rolled.			

Embody

Rating	Name	Attribute+	Difficulty	Cost
Ability	Ghostly Touch	Strength	Shroud	n/a
	Produces a touch (strength of a keystroke) in the material world.			
Ability	Maintain the Material Form	Stamina	7	1P + 1P/succ.
	Adds successes to those already gained for Embody power being used; abotch dissipates the form.			
•	Whispers	Manipulation	Shroud	1P
	Lets one short sentence be heard in the material world per success.			
••	Phantom	Charisma	Shroud	1P
	Makes the wraith appear as a translucent figure for one turn per success; may scare mortals.			
•••	Statue	Stamina	Shroud	1P
	Makes wraith appear solid (but motionless) for one scene or touch per success.			
••••	Life-in-Death	Manipulation	Shroud	2P
	Makes wraith appear as idealized version of self for one scene per success.			
•••••	Materialize	Manipulation	Shroud	3P+1W
	Makes wraith nearly human for one breath (or hour if attuned to viewer) per success.			

Fatalism

Rating	Name	Attribute+	Difficulty	Cost
Ability	Kismet	Perception	6	n/a
	Allows you to tell who Fate deems "important" in a room.			
•	Fatal Vision	Perception	sub. WP	none
	Tells about how subject died (or will die, if in the near future); adds 1 die/success to later Interpretation.			
••	Danger Tense	Perception	6	none
	Warns wraith of impending danger (1 turn warning/success); difficulty may vary.			
•••	Interpretation	Manipulation	sub. WP	2P
	Gives one cryptic answer per success about subject's past or future.			
••••	Lachesis' Measure	Perception	6	2P
	Gives information about current and future situation.			
•••••	Luck	Wits	6	1W
	Lets player ignore one "1" for each success; roll for this only at start of story.			

Inhabit

Rating	Name	Attribute+	Difficulty	Cost
Ability	Sense Gremlin	Perception	6	n/a
	Determines whether or not something is inhabiting a machine now (or, with three successes, in the near past).			
•	Surge	Wits	Shroud	none
	Temporarily cuts power to one electronic device per success. May damage sensitive electronics.			
••	Ride the Electron Highway	Intelligence	Shroud 2P+1P/passenger	
	Lets wraith transport herself and other wraiths through the computer network.			
•••	Gremlinize	Dexterity	Shroud	3P + 1P/effect
	Controls a machine; attunement is required for major effects.			
••••	Claim	Strength	Shroud	2P
	Lets the wraith inhabit an object for one scene; one success needed for small objects, five for house-sized objects.			
•••••	Empower	Wits	Shroud	varies
	Invests one of a wraith's Arcanos arts into an item.			

Keening

Rating	Name	Attribute+	Difficulty	Cost
Ability	Perfect Pitch	Perception	6	n/a
	Senses when someone else uses Keening to influence or manipulate emotions resisted by Sotto Voce.			
Ability	Sotto Voce	Manipulation	6	n/a
	Conceals Keening in normal speech or song; resists Sotto Voce (greater number of successes wins).			
•	Dirge	Charisma	8	1P
	Provokes "dark" feelings for one turn per success (for wraiths), or longer for mortals (a week for five successes).			
••	Ballad	Manipulation	8	2P
	Provokes "light" feelings for same length of time as Dirge.			
•••	Muse	Manipulation	sub.WP	3P
	Makes subject (wraith or mortal) believe an idea is his own; min. difficulty is 7.			
••••	Crescendo	Stamina	8	2P + 1P/success
	Does one Corpus damage per success to all wraiths in normal hearing range; if Embodied, does 1 Health Level per 2 successes to other listeners.			
•••••	Requiem	Strength	7	3P + 1P/success
	Paralyzes subject for one turn per success; resisted by WP; may inflict mental damage.			

Lifeweb

Rating	Name	Attribute+	Difficulty	Cost
Ability	Locate Fetter	Perception or Intelligence	6	n/a
	With Perception, scans the area around a given Fetter; with Intelligence, detects range and direction to the Fetter.			
•	Sense Strand	Perception	8	none
	Determines relationship between a wraith and her Fetters, or whether something is a Fetter.			
••	Web Presence	Charisma	8	1P/turn
	Lets wraith affect the area surrounding a Fetter without being there.			
•••	Splice Strand	Manipulation	7	1P + 1P/day
	Makes something the wraith is touching into a temporary Fetter (rating 1); only one such Fetter can be maintained at a time.			
••••	Sever Strand	Strength	owner's WP	2P + 1W
	Severs target's connection to Fetter (requires WP or Splice Strand to repair).			
•••••	Soul Pact	Charisma	sub. WP	9P
	Makes a willing mortal into a Fetter (rating 1).			

Moliate

Rating	Name	Attribute+	Difficulty	Cost
Ability	Shapesense	Perception	special	n/a
	Detects whether and how another wraith has been Moliated; difficulty is original shaper's Dexterity + Moliate.			
Ability	Glow	Charisma	7	1P
	Causes wraith or others to glow with a given color and intensity for one scene per success.			
Ability	Return of Death's Visage	Manipulation	6 to 10	1P
	Returns wraith to original state; difficulty depends on degree of change (minor change = diff. 6; drastic = diff. 10).			
•	Imitate	Dexterity	4 to 8	1P
	Molds wraith's face to match another's; diff. 5 if wraith can see the face, 8 if not, but 4 if wraith has a skinmask.			
••	Sculpt	Manipulation	7	1P
	Changes subject wraith's shape; cannot alter subject's abilities; subject loses a Corpus Level; can also heal aggravated damage.			
•••	Martialry	Intelligence or Strength	Stamina + 3	3P + 1P/success
	Molds wraith's body into weaponry (does 1 die damage per success) or armor.			

- Rend Strength sub. Stamina+3 1P+1A
Does aggravated damage to target (1 die/success, plus 1 die/Pathos spent); must touch target.
- Bodyshape Wits varies 1P+1P/turn
Transforms wraith's whole body and appearance for 1 scene per success; difficulty depends on form assumed.

Outrage

Rating	Name	Attribute+	Difficulty	Cost
Ability	Leap of Rage	Dexterity	Shroud	n/a
	Improves leaps and jumps (adds successes to those scored while making leap or jump); diff. 6 in Tempest or Shadowlands.			
•	Ping	Strength	Shroud	1P
	Moves a very small object just a little bit (can be a brush, a push, a lift, etc.).			
••	Wraithgrasp	Strength	Shroud	2P
	Lifts heavier objects with a Feat of Strength; objects cannot be moved in any way other than a lift.			
•••	Stonehand Punch	Strength	Shroud	2P
	Physically strikes the target; does one Health Level or Corpus Level per success.			
••••	Death's Touch	Dexterity	8	3P
	Lets wraith manipulate objects for one minute per success gained, or start fires (using Strength instead of Dexterity).			
•••••	Obliviate	Strength	Shroud	3P+1A
	Does one level aggravated damage per success; sends destroyed objects to Oblivion; diff. Stamina + 3 when used against wraiths.			

Pandemonium

Rating	Name	Attribute+	Difficulty	Cost
Ability	Sense Chaos	Perception	7	n/a
	Determines whether a particular event has been caused by Pandemonium or whether an object or mortal has been touched by Shadow of a wraith or Spectre.			
•	Weirdness	Charisma	Shroud	1P
	Causes something strange to happen to one individual at a time (a hot flash, a minor hallucination, etc.).			
••	Befuddlement	Intelligence	sub. WP	1P
	Confuses target for one turn per success; target must make Intelligence roll vs. diff. 8 each turn to think clearly.			
•••	Dark Ether	Intelligence	Shroud	1P + 1P/turn
	Affects weather or light in a small area; five successes can do one level of damage to those in the area.			
••••	Foul Humour	Intelligence	Shroud	4P + 1C/success
	Causes a rain of vermin, stream of blood, or other bizarre effect; damaging effects do 1 die damage per 2 successes.			
•••••	Tempus Fugit	Intelligence	Shroud	4P
	Distorts the flow of time or space, speeding up/slowing down actions or altering distances.			

Phantasm

Rating	Name	Attribute+	Difficulty	Cost
Ability	Sleepsense	Perception	6	n/a
	Lets wraith determine subject's sleep state, or observe or experience a subject's dream for one turn per success.			
•	Elysia	Dexterity	6 to 8	1P
	Removes a sleeping mortal's soul harmlessly for one turn/success; REM sleep = diff. 6, transitional sleep = diff. 7, deep sleep = diff. 8.			
••	Lucidity	Manipulation	varies	2P
	Changes a mortal's dream; difficulty depends on extent of change.			
•••	Dreams of Sleep	Charisma	sub. WP	1P
	Makes other wraiths fall asleep and dream; roll needed only if subject unwilling; may be opposed by Intelligence + Subterfuge.			

••••	Agon	Strength	8	3P+1A
	Rips a sleeping mortal's soul from his body for 1 scene/success; does 1 Health Level/success to subject; may be opposed by Wits + Subterfuge (diff. 8).			
•••••	Phantasmagoria	Charisma	6	3P+1P
	Creates illusions using wraith's Pathos and Corpus for 1 turn per success.			

Puppetry

Rating	Name	Attribute+	Difficulty	Cost
Ability	Detect Possession	Perception	7 or 9	n/a
	Detects current possession of a subject (diff. 7, resisted by possessor's Appearance+Subterfuge at diff. 7), or past possession (diff. 9).			
•	Skinride	Dexterity	sub. WP	1P
	Lets wraith passively enter mortal's body; must be used before other possession abilities.			
••	Sudden Movement	Strength	sub. WP	1P
	Takes brief control of a mortal's arm or leg; resisted by WP.			
•••	Master's Voice	Intelligence	sub. WP	1P
	Lets wraith speak through mortal for one breath per success; voice is combination of mortal's and wraith's.			
••••	Rein in the Mind	Manipulation	sub. WP	4P+1A
	Lets wraith control attuned mortal completely for one scene per success; min. difficulty is local Shroud.			
•••••	Obliterate the Soul	Strength	sub. WP	5P+2W+A
	Lets wraith permanently control mortal (but body decays after one week); successes must equal host's WP.			

Usury

Rating	Name	Attribute+	Difficulty	Cost
Ability	Assessment	Perception	6	n/a
	Senses the amount of life (Stamina/Health/Corpus) in an individual or an area.			
•	Transfer	Manipulation	varies	none
	Transfers Pathos to a wraith (diff. = sub. Pathos) or from one (diff. = sub. WP); target wraith must be touched.			
••	Early Withdrawal	Manipulation	sub.WP	none
	Moves target's Health or Corpus levels to wraith (1 per success); target must be touched (mortals must be physically touched).			
•••	Charitable Trust	Stamina	special	1 P
	Moves wraith's Corpus levels to target (up to 1 level per success); diff. is target's current Health or Corpus Levels.			
••••	Exchange Rate	Intelligence	6	none
	Converts wraith's Corpus to Pathos (up to 1 point per success)			
•••••	Investment	Intelligence	7	none
	"Invests" up to a set number of Pathos or Corpus points into a relic for later use.			

P = Pathos

A = Angst

W or WP = Willpower

n/a = does not apply

Wraith Players Kit

The Darkness Beckons...

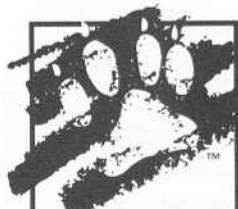
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Parraith

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C H A R A C T E R K I T







Ratings

x	Abysmal
•	Poor
••	Average
•••	Good
••••	Exceptional
•••••	Superb

Difficulties

3	Easy
4	Routine
5	Straightforward
6	Standard
7	Challenging
8	Difficult
9	Extremely Difficult

Degrees of Success

One Success	Marginal
Two Successes	Moderate
Three Successes	Complete
Four Successes	Exceptional
Five Successes	Phenomenal

Combat Summary Chart

Stage One: Initiative

• Roll Wits + Alertness (difficulty 4). The winner declares her action *last* (after she has heard everyone else's actions) and performs it *first*.

• Declare Dice Pool division if performing multiple actions.

Stage Two: Attack

• For firearms combat, roll Dexterity + Firearms.

• For melee (with weapons) combat, roll Dexterity + Melee.

• For hand-to-hand (without weapons) combat, roll Dexterity + Brawl.

• Dodge: roll Dexterity + Dodge. A character can forfeit some or all of his Dice Pool to dodge at any time; each success subtracts one from the opponent's successes. (How-ever, remember that straying from your declared action will still remove one die from your Dice Pool.)

Stage Three: Resolution

• Roll damage, determined by weapon or maneuver (difficulty 6).

• Soak damage: roll Stamina (difficulty 6).

General Complications

• **Changing Actions:** The difficulty increases by one.

• **Immobilization:** The difficulty to hit an immobilized target is decreased by two.

• **Stunning:** When Corpus damage exceeds Stamina rating, the target is stunned and cannot act next turn.

Character Creation Chart

- **Step One: Character Concept**

Choose concept, Nature and Demeanor

- **Step Two: Select Attributes**

Prioritize the three categories: Physical, Social, Mental (7/5/3)

Choose Physical Traits: Strength, Dexterity, Stamina

Choose Social Traits: Charisma, Manipulation, Appearance

Choose Mental Traits: Perception, Intelligence, Wits

- **Step Three: Select Attributes**

Prioritize the three categories: Talents, Skills, Knowledges

Choose Talents, Skills, Knowledges (13/9/5)

- **Step Four: Select Advantages**

Choose Arcanos(5), Backgrounds (7), Passions (10), Fetters (10)

- **Step Five: Finishing Touches**

Record beginning Pathos (5 + Memoriam + freebies) and Willpower (5 + freebies)

Spend "freebie points" (15)

Personality Archetypes

- **Architect:** You are unhappy unless you are creating something of value.
- **Avant-Garde:** The new and different are the keystones of your existence.
- **Bon Vivant:** You seek the good things in life — even after death.
- **Bravo:** You are something of a bully; you like to be feared.
- **Caregiver:** Many need your love and protection, and you need them to need you.
- **Child:** You never grew up, and want someone to take care of you.
- **Conformist:** A follower at heart, you find it easy to adapt, adjust and comply.
- **Conniver:** There's always an easier way — which usually involves some one else doing your work.
- **Critic:** Nothing in life or death is perfect, and you take great delight in pointing out flaws.
- **Curmudgeon:** You are a real sourpuss and cynic to the Nth degree.
- **Deviant:** You're just not like anyone else.
- **Director:** You hate chaos and are forever taking charge to set things right.
- **Fanatic:** You have a cause, and it gives your life meaning.
- **Gallant:** You are as flamboyant as you are amoral.
- **Jester:** Always the clown, you can't take life, or death, seriously.
- **Judge:** You seek justice and reconciliation.
- **Loner:** You are forever alone, even in a crowd.
- **Martyr:** You need to be needed and enjoy being morally superior.
- **Rebel:** No need for a cause; you rebel out of habit and passion.
- **Survivor:** You struggle to survive, no matter what the odds.
- **Traditionalist:** You prefer the orthodox and conservative ways.
- **Visionary:** Wisdom is your quest, insight your key.

Examples of purposes are:

Anger: Fight injustice
Avenge your death
Punish a type of criminal
Overthrow a corrupt leader
Fight the criminal syndicate that destroyed you

Love: Find a new owner for a cherished item
Protect your daughter
Express unrequited love
Help your true love find someone else

Greed: Possess a particular valuable item
Serve the Hierarchy for payment
Protect the family fortune

Lust: Experience gratification you never knew in life
Live vicariously through your ex-lover

Faith: Become a martyr for a cause you know is right
Foster belief in a higher power
Help your family to keep their faith

Hope: Protect the oppressed
Protect a homeless shelter
Prevent suicide

Sorrow: Make your Haunt a place of remorse
Give grief to your enemy

Character Background

- How old were you when you died?
- What was your family life like?
- What was the most shameful thing you've ever done?
- What was the best thing you've ever done?
- What places were important to you in life?
- How did you die?
- How long have you been dead?
- How did you meet the rest of your Circle?
- What was your first run-in with other Underworld dwellers like?
- What do you do for fun?
- Where is your favorite Haunt?
- Where does your Circle meet?
- What motivates you?

Freebie Point Expenses

- Attributes — 5 points per dot
- Arcanos — 5 points per dot
- Willpower — 2 points per dot
- Abilities — 2 points per dot
- Passions — 2 points per dot
- Backgrounds — 1 point per dot
- Fetters — 1 point per dot
- Pathos — 1 point per two dots

Ways to Heal

- 1 Pathos = 1 Corpus/turn
- Usury
- Slumber (Stamina, difficulty 6)

Experience Chart

Trait	Cost
Attribute	current rating x 4
New Ability	3
Ability	current rating x 2
New Arcanos	7
Arcanos	Level of Arcanos x 3
Willpower	current rating
Pathos	current rating x 2
Corpus	current rating



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Wraith

The Oblivion™

Name: _____ Nature: _____ Life: _____
 Player: _____ Demeanor: _____ Death: _____
 Chronicle: _____ Shadow: _____ Regret: _____

Attributes

Physical		Social		Mental	
Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

Abilities

Talents		Skills		Knowledge	
Alertness	○○○○○	Crafts	○○○○○	Bureaucracy	○○○○○
Athletics	○○○○○	Drive	○○○○○	Computer	○○○○○
Awareness	○○○○○	Etiquette	○○○○○	Enigmas	○○○○○
Brawl	○○○○○	Firearms	○○○○○	Investigation	○○○○○
Dodge	○○○○○	Leadership	○○○○○	Law	○○○○○
Empathy	○○○○○	Meditation	○○○○○	Linguistics	○○○○○
Expression	○○○○○	Melee	○○○○○	Medicine	○○○○○
Intimidation	○○○○○	Performance	○○○○○	Occult	○○○○○
Streetwise	○○○○○	Repair	○○○○○	Politics	○○○○○
Subterfuge	○○○○○	Stealth	○○○○○	Science	○○○○○

Advantages

Backgrounds	Passions	Arcanos
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○
_____ ○○○○○	_____ ○○○○○	_____ ○○○○○

Fetters

_____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

Corpus

□ □ □ □ □ □ □ □ □ □

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Combat

Weapon	Difficulty	Damage	Pathos

Experience

Pathos

□ □ □ □ □ □ □ □ □ □

Attributes: 7/5/3, Abilities: 13/9/5, Arcanos: 5, Passions: 10, Fetters: 10, Backgrounds: 7, Willpower: 5, Pathos: 5 + Memoriam, Freebies: 15 (5,2,1)

Wraith

The Oblivion™

Contacts

Guilds or Affiliations _____

Description

Apparent Age: _____

Hair: _____

Eyes: _____

Race: _____

Gender: _____

Height: _____

Weight: _____ Identifying Tatoos, Scars or Marks: _____

Date of Birth: _____

Date of Death: _____

Experience

Total: _____ Total Spent: _____

Gained From:

Spent On:

Stuff

Gear (Carried)

Equipment (Owned)

Description and Properties of Masks

Artifacts

Shadow

Psyche:
Shadowguide Player:

Archetype:

Thorns

Angst

Dark Passions

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Psyche Willpower

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○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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J. Cobb '99

Shadow

Psyche:
Shadowguide Player:

Archetype:

Thorns

Angst

Dark Passions

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□ □ □ □ □ □ □ □ □ □

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Psyche Willpower

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○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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○○○○○

J. Cobb '99

Shadow

Shadow Arcanos

OOOOO
OOOOO
OOOOO

Shadowlife (Describe):

Tactics That Work Especially Well:

Shadow Artifacts

OOOOO

If Physical Description Differs:

J. Cobb '94

Shadow

Shadow Arcanos

OOOOO
OOOOO
OOOOO

Shadowlife (Describe):

Tactics That Work Especially Well:

Shadow Artifacts

OOOOO

If Physical Description Differs:

J. Cobb '94

Certificate of Death

Name of Deceased: _____

Date of Death: _____ Time of Death: _____

Description of the Deceased:

Sex: M F

Race: _____

Height: _____

Weight: _____

Hair: _____

Eyes: _____

Distinguishing Features or Marks: _____

Cause of Death: _____

Signature of Attending Physician

Signature of Attending Physician

Signature of Attending Physician