BLADESINTHEDARK A spirit without a body SPIRIT PLAYBOOK **GHOST TRAITS** STUDY NAME ALIAS ● **GHOST FORM**: You are now a concentration of electroplasmic vapor SURVEY which resembles your living body and clothes. You may weakly interact TINKER with the physical world and vice versa. You're vulnerable to arcane LOOK powers and electroplasmic effects. You move about by floating and may fly swiftly without tiring. You may slowly flow through small FINESSE openings as a vapor. You chill the area around you and are terrifying PROWL for the living to behold. You are affected by spiritbane charms (take 2 HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC—LABOR—LAW SKIRMISH drain to overcome the repulsion). Whenever you would take stress, take IRUVIA—SEVEROS—SKOVLAN—TYCHEROS TRADE—MILITARY—NOBLE—UNDERWORLD WRECK drain instead. When you would take trauma, take gloom instead. You have an intense **NEED**: life essence. To satisfy this need, possess a living victim and consume their O DISSIPATE: You can disperse the electroplasmic vapor of your ghostly spirit energy (this may be a downtime action). When you do so, clear half your **DRAIN** (round down). form in order to pass through solid objects for a moment. Take ATTUNE 1 drain when you dissipate, plus 1 drain for each feature: It lasts COMMAND longer (a minute—an hour—a day)—you also become invisible— CONSORT CHAOTIC — DESTRUCTIVE — FURIOUS anything that passes through your form becomes dangerously electrified • • • SWAY OBSESSIVE — TERRITORIAL — SAVAGE or frozen. **BONUS DIE** ○ MANIFEST: Take 1 drain to flow through the electroplasmic pathways NEED project clock of the ghost field in order to instantly travel to any place you knew 3 PUSH YOURSELF (take HELP intimately in life, or to answer the summoning call of a **compel**. 2 drain) -OR- accept a ARMOR USES DEVIL'S BARGAIN. O POLTERGEIST: Take 1 drain to strongly interact with the physical -1D ARMOR world for a few moments (as if you had a normal body). Extend the HEAVY LESS reach and magnitude of your interaction to include telekinetic force ITEMS (With you in ghost form) SPECIAL and electroplasmic discharges by taking more drain (2-6). NOTES O Possess: You may attune to the ghost field in order to take control of a living body. When your control is challenged, you must re-attune (risking electroplasmic harm) or leave the body. Your control is challenged when: you consume spirit energy from the host—when arcane powers act against you—when the host's will is driven to desperation. You may easily and indefinitely possess a hull or hollow which has been ritually prepared for you (change your playbook to **ENEMIES & RIVALS** Hull or Vampire, respectively). OOO VETERAN: Choose a special ability from another source. • Every time you roll a desperate action, mark xp in that action's attribute. At the end of each session, for each item below, mark 1 xp (in your playbook or an attribute) or 2 xp if that item occured multiple times. • You exacted vengeance upon those whom you deem deserving. ◆ You expressed your your outrage or anger, or settled scores from your heritage or background. • You struggled with issues from your need or glooms during the session.

TEAMWORK

Assist a teammate

Lead a group action

Protect a teammate

Set up a teammate

PLANNING & LOAD

load limit for the operation.

Assault: Point of attack

Deception: Method

Stealth: Entry point

Choose a plan, provide the *detail*. Choose your

Occult: Arcane power

Social: Connection

Transport: Route

GATHER INFORMATION

- ◆ What do they intend to do?
- \bullet How can I get them to [X]?
- ◆ What are they really feeling?
- ◆ What should I lookout for?
- ◆ Where's the weakness here?
- ◆ How can I find [X]?
- ◆ What's really going on here?