



Blood & Spooks

a ghost hunter's guide

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From Micheal:

- Special thanks to Fritz Baugh and Matthew Riddle.
- This book is dedicated to my mom, who taught me to overcome my fears by making fun of scary things 'til they cry.

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Introduction

Blood and Spooks: The Ghost Hunter's Guide is a Modern campaign supplement. For more information about D20 Modern, see Section 15 of the Open Gaming License.

Where the Hell Are We?

What if ghosts aren't really supernatural concepts, but creatures with their own biology? And if ghosts have their own biology they can be thwarted through the use of scientific principals—if not destroyed, at least captured. And if ghosts can be captured...well, somebody can get rich doing it.

Enter the Ghost Hunters. Cobbled together by a group of misfit scientists, they attempted to use parapsychology for profit and, at least some of the time, succeeded.

Life as a Ghost Hunter is never predictable. The wax and wane of supernatural activity seems to vary without rhyme or reason—the 80s were rife with supernatural phenomena but there were entire years that were actually quite boring. At least for a Ghost

Hunter.

As the world changed, so too did the nature of Ghost hunting. With a heightened awareness of global terrorism, the psychic energy matrix of the Earth is boiling with anger, fear, and hate—and ghosts are more common than ever before.

And what do you need when the world is gripped in fear and suspicious of everything that moves? You need a Ghost Hunter: a man or woman who, backed by nuclear weapons, blasts a stream of barely harnessed energy at spooks with a smile...and for a small service fee.

Who the Hell Are You?

Founded in Holbrooklyn, New Jersey in 1972, the International Center for Ethereal Containment and Control (ICECC) has the first and only professional parapsychological investigation team of its kind, worldwide. The ICECC team is comprised of the world's most recognized experts in paranormal field research (including entities, ghosts, hauntings,

poltergeist activities, and psychic abilities), combining both scientific, and psionic abilities. Although internationally famous for paranormal research pertaining to paranormal phenomena, many of the ICECC Investigators routinely work with police and other agencies on a variety of cases that are not considered paranormal in nature.

Individually and collectively, the ICECC team is the most recognized, televised and respected team of professionals in the field. They are sought after by private clients and media alike, as well as high profile clients like tabloid newspapers, horror writers, and governments who are ashamed to admit that ghosts don't pay taxes. ICECC investigators have routinely worked with police agencies on missing persons and homicide cases, in addition to scientific investigations of paranormal activity and the study of psionics.

The franchise contract that enterprising Ghost Hunters sign with ICECC is built around missions. ICECC makes a mission request and the local franchise receives no payment except credit.

ICECC receives payment directly from clients and, after taking into account expenses such as property damage, risk of life and limb, and ruffled politicians who need to be bribed, the Ghost Hunter franchise *may* see SOME of that payment.

Remember in the Middle Ages where peasants had to work their butts off on farmland, seven days a week, so the local lord would allow them to live on his land? Ghost hunting is like that. Only there are ghosts and screaming and running and property damage.

Okay, so it's EXACTLY like the Middle Ages.

The first rule of ghost hunting is this: it ain't cheap. To start a franchise, Ghost Hunters have to sell or mortgage everything they own. This is why most Ghost Hunters aren't married. They collectively scrape up enough money to eat for a week and take out ads. In return, Ghost Hunters become part of the ICECC franchise.

What the Hell is Happening?

Blood and Spooks: The Ghost Hunter's Guide is all about good guys versus bad guys, only the bad guys tend to be dead, from another dimension, or both. They don't have to only be ghosts—Ghost Hunters deal with all kinds of strangeness and a strict definition of a ghost doesn't always apply. That's okay, Ghost Hunters will fire their electron packs at anything that moves.

***Blood and Spooks* is cinematic.** Coincidences happen at just the right time. People who the Ghost Hunters desperately need to see (or not see) show up at the last minute. And everything is wrapped up in a few hours. A session of *Blood and Spooks* should never be boring.

***Blood and Spooks* is humorous.** Ghost Hunters get frightened, they get beaten up, and they run away screaming for their mommies like anybody else when confronted with an Evil Man Was Not Meant to Understand or Even Politely Converse With. But one shot of tequila later and they're back in action, completely unaffected by their near-undead experience.

That's the beauty of *Blood and Spooks*. It's supposed to be scary, it's supposed to be horrifying, but the Ghost Hunters are too stupid to really be affected by it.

And yet, despite the fact that ghost hunting involves a bunch of people playing with energy streams, ghost hunting isn't only about blowing stuff up. In fact, most ghosts have a history that needs solving. In this respect, *Blood and Spooks* resembles a Scooby Doo mystery, only the bad guy never pulls a mask off at the end because it's his real face.

Ghost Hunters have lives. Through it all, the Ghost Hunters are decidedly real people. For every parapsychologist spouting techno-babble, there's

a Ghost Hunter just trying to stop a ghost from destroying a city block. Ghost Hunters get drunk, get horny, and get arrested—they're unlikely heroes, but they're the only ones who have the chutzpa to strap on a goofy outfit, drive around in a ridiculous-looking vehicle, and zap ghosts with ray guns.

Ghost hunting, however, can be a terrifying experience. Although this isn't nearly as amusing as a comedic game, it can be difficult for some Game Masters (GM) to maintain a humorous tone for a long campaign. If your GM wants to run a longer campaign, it's best to have horror missions interspersed with comedic missions. Both styles provide opportunities for character growth. Death, madness and sadness are great set ups for humor—just look at Shakespeare.





Ghost Hunters come from all walks of life. Skinny and fat, short and tall, smart and dumb, there are few requirements to join the ICECC. However, all Ghost Hunters believe in controlling, stopping, and well, hunting the supernatural. The common folk love them. The government watches them. And ghosts? They really, really hate them.

This chapter details new allegiances that apply to Ghost Hunters, new occupations, backgrounds, advanced classes for elite Ghost Hunters, and if you're really bored, the joy of being a victim.

Allegiances

Ghost Hunters have allegiances like everybody else. They're not as high-minded as some people might expect (or as lowbrow as everyone figured).

A Ghost Hunter may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the Ghost Hunter values in life, and may encompass people, organizations, or ideals. A Ghost Hunter may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life.

Also, just because the Ghost Hunter fits into a certain category doesn't mean he has to have that category as an allegiance.

If the Ghost Hunter acts in a way that is detrimental to his allegiance, the GM may choose to strip the Ghost Hunter of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance

A Ghost Hunter's allegiance can take the form of loyalty to a person, an organization, a belief system, a nation, or an ethical or moral philosophy. In general, a Ghost Hunter can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples:

Jorge took yet another deep breath and repeated the interview question he had asked the 30 other applicants to his Ghost Hunter franchise. "How do you feel about ghosts?"

What Jorge expected was a long diatribe about the nature of the immaterial, the belief in a spirit plane, the desire to return the dead back to where they belong, the need to coexist in harmony with all levels of existence. Joey had said it. Heck even Brenda had said something along those lines when they were dating.

Elio said, "Don't believe in 'em."

Jorge blinked. "What?"

"You heard me," said Elio, pushing one hand through his mop of long black hair. "I don't believe in ghosts."

Jorge sat back and crossed his arms. "Do you even know where you are?"

Elio smirked. He leaned forward. "Sure do. This is an interview for the position of Research Director for the International Center for Ethereal Containment and Control. You're Jorge, franchise owner of the Long Island branch. And right now, you're sitting in your living room wondering what the hell I'm doing here."

Brenda giggled to Jorge's left. Jorge thanked her for her valuable contribution to the discussion by shooting her a glare.

"Unless your talent is telepathy, I don't see why you'd want to have anything to do with an entire organization dedicated to the study and removal of ethereal entities."

"What Jorge is trying to say," said Brenda, brushing a purple lock out of her face, "is what the hell are you doing here?"

Elio grinned. "It's a fair question. See, this is how I look at it: you're a parapsychologist, right?"

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Organization: Most Ghost Hunters have allegiance to the ICECC. At least, they better have this allegiance if they want any cool ghost hunting equipment.

Moral Philosophy: This describes one's attitude toward others. See below for some ideas on just how immoral Ghost Hunters can be (here's a hint: really, really immoral).

Sex

Ghost Hunters with this allegiance want to get it on. All the time. For each satisfying date (the word "satisfying" is left to the discretion of the GM), the Ghost Hunter receives 1 action point. If the Ghost Hunter fumbles a roll during the date (be it Bluff or Diplomacy), he loses 1 action point instead. The Ghost Hunter only receives an action point for successfully dating one person the first time. Thereafter, the Ghost Hunter doesn't receive any more action points for dating that person unless he does not date them again for at least six months. This game mechanic ensures a Ghost Hunter whose allegiance is sex plays the field as often as possible.

Wealth

Okay, so most Americans probably have this allegiance. Still, the Ghost Hunter who has wealth as an allegiance is greedier than your average working schmoe. This is a cruel irony, because Ghost Hunters make very little money anyway. Every time the Ghost Hunter rolls a natural 20 on a Wealth check, he receives an action point. Whenever he rolls a natural 1 on a Wealth check, he loses 1 action point.

Fame

Ghost Hunters with fame as their allegiance want to get as much publicity as possible. Famous Ghost Hunters will smile for the camera; sign autographs at conventions; and best of all, do TV interviews.

They embrace paparazzi and encourage fan clubs. Whenever a Ghost Hunter rolls a natural 20 on his Reputation check, he gains 1 action point. Whenever he rolls a natural 1 on his Reputation check, he loses 1 action point.

Science

Science is everything. Parapsychology is something of an unexplored frontier to someone who takes their study of this scientific discipline seriously. A Ghost Hunter with an allegiance to science is part of how Ghost Hunters succeed—they see ghosts as a scientific challenge rather than a horrifying brush with undeath. Ghost Hunters who roll a 20 on a Knowledge check in behavioral sciences, earth and life sciences, physical sciences, or technology receive 1 action point. Rolling a 1 subtracts an action point.

Humanity

Some Ghost Hunters don't hunt ghosts for the money—mostly because there's not much money to be made. But other Ghost Hunters do it because they believe they're genuinely doing the "Right Thing." For Ghost Hunters with noble goals, beating a ghost has extra rewards: each time the Ghost Hunter defeats a villain whose Challenge Rating (CR) is equal to the Ghost Hunter's level or higher, he receives 1 action point. If the Ghost Hunter is defeated (e.g., runs away or is knocked unconscious) by a villain of similar CR or lower, the Ghost Hunter loses 1 action point.

Allegiances and Influence

An allegiance can create an empathic bond with others who have the same allegiance. With the GM's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the Ghost Hunter has had some interaction with the other character to discover the connection.

"Yes, I have a degree in—"

"Right," said Elio. "How seriously do your fellow scientists take you?"

Brenda put one hand on Jorge's shoulder before he could respond with something less pleasant. "Not as seriously as they should."

"Right. I wrote a book," he slid a copy across the glass table to Jorge, although he was looking at Brenda. It was titled, "Ghosts Are Not Real."

"Creative," said Jorge with disgust.

"Read the bio."

Brenda picked the book up from the table and read it out loud. "Elio Martello was born in Massachusetts, studied nuclear physics at Columbia University and graduated from Norwich University in Northfield, VT. Elio uses the scientific method to debunk supposed paranormal phenomena and has yet to actually experience a single supernatural event in his 15 years—"

Jorge waved her off. "Great, so he wrote a book. Look, I don't see—"

"The way I see it," said Elio, "you could seriously use some credibility. Sun Tzu once said, 'Keep your friends close and your enemies closer'. Imagine the prestige of having a skeptic on site investigating supposed hauntings. Like it or not, once you get this little franchise off the ground the reporters are going to eat you for breakfast."

Jorge stood up. "That's very nice, Mr. Martello. Thank you for your—"

"Did I mention that I've also got a reality show deal that will pay \$1,000 an episode, regardless of whether we actually catch a ghost or not?"

"You've got yourself a deal, Elio," Brenda said as she shook his hand.

Chapter One: Characters

Ghost Hunters receive the allegiance bonuses under the following circumstances:

Sex: when dating or attempting to date a member of the opposite sex.

Wealth: when dealing with financial negotiations.

Fame: when dealing with members of the media or fans.

Science: when dealing with supernatural beings or other parapsychologists.

Humanity: dealing with anyone who has been harmed or threatened by the supernatural.

Occupations

Upon creating their Ghost Hunters franchise, the Ghost Hunters themselves must elect officers. These offices are reflected in their choice of occupations. There can be only one president and treasurer but all other occupations are open any Ghost Hunter.

Antiques Dealer

Antiques dealers deal in antiques. You're shocked, right? What makes this occupation particularly useful in ghost hunting is that many ghosts are tied to old, decaying items that nobody but antique dealers would be interested in.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Decipher Script, Gather Information, Investigate, Knowledge (arcane lore, streetwise), Repair, Research.

Bonus Feat: Select either Attentive or Studious.

Wealth Bonus: +2.

Circus Performer

Distantly related to the escape artist, circus performers must compete with other performers for attention.

Indeed, the audience is rarely looking at them most of the time, which pisses them off. Circus performers have to compete with a bunch of animals and clowns. And you thought YOUR job was tough.

Prerequisite: Age 18+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Balance, Climb, Handle Animal, Jump, Knowledge (Arcane Lore, Current Events, History, Streetwise), Tumble, Perform (act).

Bonus Feat: Select Acrobatic, Archaic Weapon Proficiency, Athletic.

Wealth Bonus: +1.

Escape Artist

Escape artists can break free from deadly traps and horrible contraptions. The twist is that the traps belong to the artist. Most escape artists are consummate perfectionists—indeed, their profession, as well as their lives, depend on executing every twist, turn, and key perfectly.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Climb, Craft (mechanical), Disable Device, Escape Artist, Knowledge (Arcane Lore, Current Events, History), Sleight of Hand, Swim.

Bonus Feat: Select either Deceptive or Nimble.

Wealth Bonus: +1.

Reputation Bonus: +1.

Fortuneteller

Fortunetellers use a variety of divination methods to determine the fate of their subjects. At least, that's what it says on their business cards.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Gather Information, Knowledge (arcane lore, behavioral sciences, streetwise), Research, Sleight of Hand.

Bonus Feat: Select Attentive, Deceptive or Renown.

Wealth Bonus: +2.

Ghost Hunter Driver

This poor sap gets to drive whatever passes for transportation for the Ghost Hunter franchise. It wouldn't be so bad if it weren't for the fact that Ghost Hunter transportation is usually piece of junk; keeping it from tipping over is a challenge unto itself. It's a thankless job, but somebody's gotta do it.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the Ghost Hunter selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Craft (electronic, mechanical, or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride.

Bonus Feat: Vehicle Expert

Wealth Bonus Increase: +2.

Ghost Hunter President

Presidents have an obsession about being their own boss. They believe in themselves, have an abundance of confidence, and the ability to acquire the funds necessary to bankroll their newest moneymaking venture. These small- to large-business owners have a knack for putting together business plans, gathering resources, and getting a new venture off the ground. They rarely want to stick around after the launch, however, as they prefer to put their energies into the next big thing.

Prerequisite: Age 18+.

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Skills: Choose two of the following skills as permanent class skills. If a skill the Ghost Hunter selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Gamble, Knowledge (arcane lore, business, current events, or technology).

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +3.

Ghost Hunter Secretary

The secretary gets the exciting task of sitting in the office! Every once in awhile, the phone rings! If the secretary is extremely dexterous, he/she/it may successfully pick it up and even answer the phone without scaring off a client! When not listening to some kook sound off about his talking toaster, the secretary holds down the fort while the other Ghost Hunters are away. If you haven't figured it out yet, being the secretary sucks.

Prerequisite: Age 18+.

Skills: Choose of the following skills as permanent class skills. If a skill the Ghost Hunter selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Computer Use, Diplomacy, Knowledge (arcane lore, art, business, civics, earth and life sciences, history, physical sciences, or technology), Research.

Bonus Feat: Choose one of the following: Trustworthy or Educated

Wealth Bonus Increase: +2.

Ghost Hunter Tactical Leader

Tactical leaders are more common amongst the Ghost Hunter franchise than they used to be. These are the people with military training who treat catching ghosts like arresting perps. Most Ghost Hunters find tactical leaders a little scary. So do most ghosts.

Prerequisite: Age 18+.

Skills: Choose two of the following skills as permanent class skills. If a skill the Ghost Hunter

selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Climb, Demolitions, Drive, Hide, Knowledge (arcane lore, tactics), Move Silently, Navigate, Pilot, Survival, Swim.

Bonus Feat: Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

Wealth Bonus Increase: +2.

Ghost Hunter Technician

Scientists and engineers of all types fit within the scope of this occupation. Ghost Hunters tend to attract a lot of "fringe" scientists that are generally looked down upon by the scientific community.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill the Ghost Hunter selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Computer Use, Craft (chemical, electronic, mechanical, or structural), Knowledge (arcane lore, business, earth and life sciences, physical sciences, or technology), Repair, Research.

Bonus Feat: Choose one of the following: Builder, Educated or Gearhead

Wealth Bonus Increase: +2.

Ghost Hunter Treasurer

Similar to the secretary, the more physically active Ghost Hunter professions consider the role of treasurer to be pretty boring. But they keep it to themselves, because the treasurer pays their salaries, bargains with clients, sets fees, and replaces the equipment that tactical leaders mangle.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill the Ghost Hunter selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Computer Use, Diplomacy, Forgery, Knowledge (arcane lore, business, civics, current events), Research.

Bonus Feat: Choose one of the following: Deceptive, Educated or Meticulous

Wealth Bonus Increase: +2.

Ghost Hunter Vice-President

Vice-presidents are like presidents, only not as good. There are usually a lot of vice-presidents, which tends to devalue the position somewhat. Some franchise owners have pointed to the fact that since anyone can be vice-president, and nobody listens to the president anyway, this is why most ghost hunting expeditions end up degrading into complete chaos.

Prerequisite: Age 18+.

Skills: Choose three of the following skills as permanent class skills. If a skill the Ghost Hunter selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Gamble, Knowledge (arcane lore, business, current events, or technology).

Reputation Bonus Increase: +1.

Wealth Bonus Increase: +2.

Journalist

The journalists that are most likely to encounter ghosts are those who work for tabloid newspapers or science fiction newsletters. Reporting just about everything they discover as fact, these journalists are too jaded to be fooled by most tricks. Still, they report even dubious paranormal incidents because they have deadlines to meet and mouths to feed.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (writing), Gather Information, Investigate, Knowledge (arcane lore, current events, streetwise),

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Research, Sense Motive.

Bonus Feat: Select either Attentive or Creative.

Wealth Bonus: +2.

Mystic

Mystics draw quiet strength from their belief in a greater power. They do not necessarily have ties to a specific religion or denomination—their faith is enough. Some mystics are lay clergy, counselors, motivational speakers, social workers, or any other position involved with helping people who have lost hope and faith.

Prerequisite: Wisdom 10.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Concentration, Craft (writing), Decipher Script, Diplomacy, Knowledge (arcane lore, art, behavioral sciences, history, or theology and philosophy), Sense Motive.

Bonus Feat: Select either Divine Heritage or Magical Affinity.

Wealth Bonus: +1.

Psychic

Psychics can be people with innate, low-level psionic abilities or simply con artists looking to make a buck off those gullible enough to believe their ruses.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Concentration, Diplomacy, Gather Information, Intimidate, Knowledge (behavioral sciences, current events, popular culture, or streetwise), Sense Motive.

Bonus Feat: Select either Iron Will or Wild Talent.

Wealth Bonus: +1.

Psychic Investigator

Psychic investigators are experts at sniffing out the strange and bizarre. Sometimes psychic investigators are hired to do what normal investigators cannot, considering the most outrageous answers to the most complex problems. And sometimes psychic investigators are hired by normal people to discern if the cause of a problem is supernatural—for instance, a father who claims he can't pay alimony because his money magically disappears every night.

Prerequisite: Age 23+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Diplomacy, Gather Information, Knowledge (arcane lore, streetwise), Investigate, Research, Sense Motive.

Bonus Feat: Select either Attentive or Studious.

Wealth Bonus: +2.

Stage Magician

Stage magicians use sleight of hand and parlor tricks to create supernatural-like effects. They do not, of course, genuinely levitate people or cut them in half, nor do they teleport small items into peoples' ears...or do they?

Prerequisite: Age 23+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Craft (chemical or mechanical), Disable Device, Escape Artist, Hide, Move Silently, Perform (stand-up), Sleight of Hand.

Bonus Feat: Select either Deceptive or Nimble.

Wealth Bonus: +1.

Ghost Hunter Background

Sometimes it may be convenient to have NPCs and PCs with a pregenerated background that explains how a Ghost Hunter came by his profession. If you're looking for a normal background, find another book... Ghost Hunters are a messed-up lot.

D10	Reason
1	Casper
2	Criminal Record
3	Ghost Magnet
4	Greed
5	Haunted
6	Near Death Experience
7	Nucking Futs
8	Recovered Addict
9	Recruited
10	Trauma

Casper

The Ghost Hunter encountered a supernatural being that caused him to believe in ghosts and actively hunt them. The ghost was benevolent enough that the Ghost Hunter only wants to study and understand the supernatural...as opposed to blowing it up.

Benefit: You gain a +2 bonus on Diplomacy checks with undead.

Drawback: You take a –1 penalty on Reputation checks, you freak.

Criminal Record

The Ghost Hunter has a criminal record that prevents him from getting a normal job. A Ghost Hunter's line of work is the only alternative.

Benefit: You gain a +2 bonus on Knowledge (streetwise) checks.

Drawback: You take a –1 penalty on Reputation checks.

Ghost Magnet

Like a beacon in a cloudy storm, the Ghost Hunter attracts ghosts. He can't choose any other profession—ghosts won't leave him alone.

Benefit: You gain a +2 bonus on Spot checks against undead.

Drawback: You suffer a –1 penalty on Hide and Move Silently checks against undead.

Greed

The Ghost Hunter thinks he can make a lot of money by exploiting ghosts. He's wrong of course, but nobody told him that.

Benefit: You gain a +1 bonus on Wealth checks.

Drawback: You take a –1 penalty on Gamble checks.

Haunted

The Ghost Hunter encountered a supernatural being that caused him to believe in ghosts and actively hunt them. It was traumatic enough to motivate the Ghost Hunter to devote his life to stopping ghosts, whatever the cost.

Benefit: You gain a +1 bonus on Will saves against undead attacks.

Drawback: You take a –1 penalty on Diplomacy checks with undead.

Near-Death Experience

The Ghost Hunter almost dies. During that time, he thinks he sees a tunnel, hears voices, or otherwise witnesses apparitions. He continues ghost hunting to prove once and for all that there is (or isn't) an afterlife.

Benefit: You gain a +1 bonus to Fortitude saves.

Drawback: You take a –1 penalty to Will saves.

Nucking Futs

The Ghost Hunter is just plain crazy! He can't get a normal job because his paranoid theories about the supernatural aren't accepted at normal 9 to 5 jobs.

Benefit: You gain a +2 bonus on Intimidate checks.

Drawback: You take a –1 penalty on Diplomacy and Bluff checks.

Recovered Addict

The Ghost Hunter saw a lot of weird stuff when he was high, drunk, or both. He's decided that ghost hunting can't be any worse—like the usual hallucinations minus the hangover.

Benefit: You gain a +2 bonus on Knowledge (streetwise) checks.

Drawback: You take a –1 penalty to Will saves.

Recruited

The character was actively recruited by another Ghost Hunter organization for his skills.

Benefit: You gain a +2 bonus on Profession (ghost hunter) checks.

Drawback: You suffer a –1 penalty to all other Profession checks.

Trauma

The Ghost Hunter has suffered a traumatic event. Maybe someone ran over his pet capybara, maybe he lost his favorite copy of *Blood and Brains: The Zombie Hunter's Guide*. Whatever the case, it's enough to put him on a path of supernatural inquiry that will last a lifetime.

Benefit: You gain a +2 bonus on General Information checks regarding undead.

Drawback: You take a –1 penalty to Will saves.

Victims

"Victims" are everyone who is not a Ghost Hunter. They're the poor saps terrified out of their wits by hauntings, the fools who get eaten by the nasty monster, and the clueless goobs that always go down into the basement "to check it out." They never come back.

Victims don't have to be NPCs. Playing a victim can be a lot of fun. Why? For some, role-playing a normal person defeating the supernatural really makes it special—it's one thing to blast bolts of electricity at a ghost, it's entirely another to beat a ghost by discovering its unfinished task or the one object it fears the most. For a game that's not about combat, playing the victim can actually be fun.

Groups

Victims—us—tend to work in groups. These groups can vary considerably. Try these on for size:

Family: The victims are all related. This is the typical daddy, mommy, and children scenario. Although the dad might at first seem like the hero, it's often the mom who is left to protect her brood. Not all families have this mix however—families can be broken up, have extended members (a creepy psychic grandma is always a nice touch), or just be a parent and child. The one thing a family has is each other. Whatever that means.

Friends: No, not the show. Actually, just like the sitcom only with ghosts. People get together all the time, usually younger folks, to get drunk and stupid. Stop looking at us like that, we know you do it too. Because friends get drunk and stupid and have pre-marital sex, they're perfect foils for ghosts. And serial killers. And zombies. (But that's another book entirely.)

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Coworkers: While we don't expect a haunting to happen in the middle of a business office, there are plenty of jobs that are creepy. There are jobs that involve digging hundreds of feet underground, renovating old houses, cataloguing ancient artifacts, or wading through sewer sludge. These also happen to be places where ghosts hang out. Add coworkers, mix to a fine paste, and then watch the fun begin.

Contestants: If this book was written 20 years ago it might sound crazy, but these days there is more than one reality show about messing with things "Television Was Not Meant to Know." When there's money to be made, there's nothing that television won't prod, poke, or aggravate. That includes ghosts. Whether it's a live reality show where contestants compete to see who gets most freaked out, or an actual competition (say, survive a night in a haunted house), getting a bunch of strangers together has never been so much fun. Or profitable.

Creating Victims

Victims are built using the six basic classes (Strong, Fast, Tough, Smart, Dedicated, and Charismatic) and have starting occupations, skills, and feats. As they gain levels, victims increase their skill points, base attack bonus, saving throw modifiers, Defense bonus, and Reputation bonus just as heroes do. However, victims differ from heroes in several ways.

A victim has the standard starting ability score package, random starting hit points, no action points, no class features, and no levels in an advanced class

Starting Ability Scores

Victims do not roll their ability scores. They start with the standard score package: 15, 14, 13, 12, 10, 8. The player can assign the scores as he or she sees fit. At 4th level and every four character levels thereafter (8th, 12th, and so on), a victim adds 1 point to one ability score—just as heroes do.

Hit Points

Unlike heroes, victims do not automatically receive maximum hit points at 1st level. The GM should roll a victim's starting hit points normally.

Action Points

Unlike heroes, victim characters do not receive action points. They do not gain action points as they increase in level, either.

Class Features

Victim characters gain none of the Class Features (talents or bonus feats) listed under each basic class.

Advanced Classes

Although victims can multiclass freely between the six basic classes, they cannot take levels in any advanced class. Victims are limited to the six basic classes.

Children

Children (newborns to age 11) are handled differently from other characters. They do not have classes or levels. They begin with the same ability score package as victims (15, 14, 13, 12, 10, 8), but their ability scores are reduced as follows: -3 Str, -1 Dex, -3 Con,

-1 Int, -1 Wis, -1 Cha.

Children have 1d4 hit points plus their Constitution modifier (minimum 1 hit point). They have no skills, feats, action points, or occupations. Their base attack bonus is +0, they have a +0 modifier on all saving throws (plus any modifiers for high or low ability scores), and their Reputation bonus is +0. Children have a +0 modifier to Defense and a normal speed of 20 feet. Children have no effective attacks and should be treated as noncombatants.

When a child turns 12, he is considered a young adult and takes his first level in one of the six basic classes. At that point, the character qualifies as a victim (or hero, in some cases).

Advanced Classes

Ghost Hunters tend to take a different path than most people, because they deal with the freaky and strange. As such, Ghost Hunters end up specializing in stuff nobody else finds useful. But hey, if it makes money for the ICECC, we say go for it.

Arcanist

Arcanists read a lot. Unfortunately, they are usually reading long-dead languages, pouring over ancient tomes, or digging up artifacts with strange

TABLE 1-1: THE ARCANIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Arcane Skills, Spell Resistance	+0	+0
2nd	+1	+0	+0	+2	Arcane Research (scrolls)	+1	+0
3rd	+1	+1	+1	+2	Bonus Feat	+1	+1
4th	+2	+1	+1	+2	Arcane Sense	+1	+1
5th	+2	+1	+1	+3	Arcane Research (knowledge)	+2	+1
6th	+3	+2	+2	+3	Bonus Feat	+2	+2
7th	+3	+2	+2	+4	Arcane Research (items)	+2	+2
8th	+4	+2	+2	+4	Resist Supernatural	+3	+2
9th	+4	+3	+3	+4	Bonus Feat	+3	+3
10th	+5	+3	+3	+5	Banish	+3	+3

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fundamental principles of the supernatural and to history helps make the Arcanist an important ally against ghosts. They're real fun at parties too.

Requirements

To qualify to become an Arcanist, a character must fulfill the following criteria.

Skills: Decipher Script 6 ranks, Knowledge (arcane

lore) 6 ranks, Research 6 ranks.

Feats: Educated, Studious.

Class Information

The following information pertains to the Arcanist advanced class.

Hit Die: 1d6.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Arcanist's class skills (and the key ability for each skill) are: Craft (visual arts, writing) (Int), Decipher Script (Int), Drive (Dex), Escape Artist (Dex), Forgery (Int), Investigate (Int), Knowledge (arcane lore, history, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Sleight of Hand (Dex), Speak Language (none), Use Magic Device (Cha).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following features pertain to the Arcanist advanced class.

Arcane Skills: An Arcanist has access to the Concentration and Use Magic Device skills. These skills are considered class skills for the Arcanist, and he can use skill points to buy ranks in them, just like other skills in the game.

Spell Resistance: An Arcanist has spell resistance equal to 5 + their Arcanist level. This resistance never interferes with the Arcanist's own spells, and spell resistance can be lowered voluntarily at any time.

Arcane Sense: An Arcanist gains a +2 bonus on Knowledge (arcane lore) and Spellcraft checks.

Arcane Research (Scrolls): Starting at 2nd level, an Arcanist can research spells and scribe scrolls. Indeed, the only way for an Arcanist to cast an arcane spell is by using a scroll. The method and process is unique to this class, and differs from the Mage's scribe scroll ability. There is no purchase DC or XP cost for the scrolls gained with each new level attained in this class.

Upon reaching 2nd level, and at each level thereafter, an Arcanist uncovers spell scrolls through arcane research and study. The GM randomly selects the spells contained on the scrolls, though the Arcanist can make a Research check to select a certain number of his own spells. The table below shows how many scrolls of each spell level the Arcanist receives upon gaining a new level, and how many of these can be researched at each level. A failed Research check indicates that the Arcanist instead discovers all random spells.

Level	1	2	3	4	Research
2 nd	3	—	—	—	1 (DC 20)
3 rd	4	—	—	—	2 (DC 23)
4 th	5	2	—	—	3 (DC 25)
5 th	5	3	—	—	4 (DC 28)
6 th	5	4	—	—	5 (DC 30)
7 th	6	5	2	—	6 (DC 33)
8 th	6	5	3	—	7 (DC 35)
9 th	6	5	4	—	8 (DC 38)
10 th	7	6	5	2	9 (DC 40)

Therefore, at 2nd level, the Arcanist gains three 1st-level arcane spell scrolls. One of these spells can be selected by the Arcanist if he makes a successful Research check (DC 20); the other two spells are selected randomly. These are all the spell scrolls the Arcanist has until reaching 3rd level. Once a spell is used, it disappears from the scroll that contained it. The Arcanist may find other scrolls in the course of his adventures.

The Arcanist uses the Use Magic Device arcane skill to cast a spell from a scroll (see above).

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Arcane Research (Knowledge): An Arcanist may make a special arcane research check with a bonus equal to his Arcanist level + his Intelligence modifier to see whether he knows some relevant information about extraplanar beings, legendary items, or magical places. (If the Arcanist has 5 or more ranks in Knowledge (arcane lore), he gains a +2 bonus on this check.) A successful arcane research check will not reveal the powers of a magic item but may give a hint as to its general function. An Arcanist may not take 10 or 20 on this check; this sort of knowledge is essentially random.

DC	Type of Knowledge
10	Common, known by at least a substantial minority; common legends of the local population.
20	Uncommon but available; legends known by only a few people.
25	Obscure, known by few; hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Bonus Feats: At 3rd, 6th, and 9th level, the Arcanist gets a bonus feat. The bonus feat must be selected from the following list, and the Arcanist must meet all the prerequisites of the feat to select it.

Alertness, Archaic Weapons Proficiency, Attentive, Confident, Defensive Martial Arts, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Focused, Frightful Presence, Heighten Spell, Iron Will, Nonlethal Spell, Personal Firearms Proficiency, Point Blank Shot, Reach Spell, Silent Spell, Still Spell.

Arcane Research (Items): Starting at 7th level, an Arcanist can perform research to find magic items. The method and process is unique to the Arcanist. There is no purchase DC or XP cost for the magic items gained with each new level attained in this class.

Upon reaching 7th level, and at each level thereafter, an Arcanist uncovers one magic item through arcane research and study. The GM randomly selects the item, though the Arcanist can make a Research check (DC 25) to specify the type of item gained. The item must be a wondrous item, a wand, a magic weapon, or a set of magic armor. The Arcanist uses the Use Magic Device arcane skill to use a magic item (see above).

Resist Undead: An Arcanist gains a +4 bonus on saving throws against the spell-like abilities of undead.

Banish: At 10th level, an Arcanist comes into full power. By spending 1 action point and an attack action, the Arcanist can utter a word of power that forces a ghost to return to the Ethereal. The Ghost gets a Will save (DC 10 + Arcanist's level + Arcanist's Charisma modifier), adding a bonus equal to its HD to the save. If the save succeeds, the Ghost doesn't disappear but is instead stunned for 1d4+1 rounds.

Clairvoyant

Clairvoyants see dead people. They also see a lot of other stuff that they don't want to see. Like moths to a flame, ghosts are attracted to Clairvoyants, who have a beacon-like presence in the Border Ethereal. This tends to make Clairvoyants a bit jittery.

That said, some Clairvoyants embrace their gifts and sell their talents out on psychic hotlines or on a freelance basis. Hey, a psychic's gotta make a living somehow, right?

Requirements

To qualify to become a Clairvoyant, a character must fulfill the following criteria.

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks.

Feat: Wild Talent.

Class Information

The following information pertains to the Clairvoyant advanced class.

Hit Die: 1d6.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Clairvoyant's class skills (and the key ability for each skill) are: Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (behavioral sciences, current events, popular culture, philosophy and theology) (Int), Profession (Wis), Psicraft (Int), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following features pertain to the Clairvoyant advanced class.

Psionic Skills: A Clairvoyant has access to Concentration, Autohypnosis, and Psicraft skills. These skills are considered class skills for the Clairvoyant, and he can use his skill points to buy ranks in them, just like other skills in the game.

Psionic Powers: The Clairvoyant's main strength is the ability to manifest psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Clairvoyants don't have spellbooks and they don't prepare powers in advance. In addition, a Clairvoyant can use psionics while wearing armor without risk of failure.

A Clairvoyant's level limits the number of power points available for manifesting powers. In addition, a Clairvoyant must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

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The Clairvoyant's selection of powers is extremely limited, although he enjoys ultimate flexibility. At 1st level, a Clairvoyant knows three 0-level powers of his choice and one 1st-level power. At each level, the Clairvoyant discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Clairvoyant's key ability modifier.

Clairvoyant Level	Pts/Day	Powers Discovered by Level					
		0	1	2	3	4	5
1 st	2	3	1	—	—	—	—
2 nd	3	3	2	—	—	—	—
3 rd	4	3	3	—	—	—	—
4 th	7	4	3	1	—	—	—
5 th	10	4	3	2	—	—	—
6 th	15	4	3	2	1	—	—
7 th	20	5	4	3	2	—	—
8 th	27	5	4	3	2	1	—
9 th	34	5	4	3	3	2	—
10 th	43	6	4	3	3	2	1

A Clairvoyant can manifest a certain number of powers per day based on his available power points. (0-level powers have a special cost.) The Clairvoyant just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table above. This number is improved by bonus points determined by the Clairvoyant's Charisma score, as shown on the table below.

Cha Score	Bonus Power Points per Day
12–13	1
14–15	3
16–17	5
18–19	7
20–21	9
22–23	11

0 Level (Talents): daze, detect poison, detect psionics, *inkling*, *know direction*, missive.

TABLE 1-2: THE CLAIRVOYANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic Skills, Psionic Powers	+0	+1
2nd	+1	+0	+0	+3	Trigger Power, Psionic Powers	+1	+1
3rd	+1	+1	+1	+3	Bonus Feat, Psionic Powers	+1	+1
4th	+2	+1	+1	+4	Clairvoyant Sense, Psionic Powers	+1	+2
5th	+2	+1	+1	+4	Trigger Power, Psionic Powers	+2	+2
6th	+3	+2	+2	+5	Bonus Feat, Psionic Powers	+2	+2
7th	+3	+2	+2	+5	Sight Beyond Sight, Psionic Powers	+2	+3
8th	+4	+2	+2	+6	Trigger Power, Psionic Powers	+3	+3
9th	+4	+3	+3	+6	Bonus Feat, Psionic Powers	+3	+3
10th	+5	+3	+3	+7	Maximize Power, Psionic Powers	+3	+4

1st Level: combat precognition, *destiny dissonance*, identify, *know location*, object reading, *sense link*.

2nd Level: *augury*, clairaudience/clairvoyance, *detect hostile intent*, *forced sense link*, identify, *object reading*, sensitivity to psychic impressions

3rd Level: *danger sense*, *remote viewing*, ubiquitous vision, *undead sense*

4th Level: *anchored navigation*, *aura sight*, *detect remove viewing*, *divination*

5th Level: power resistance, *second chance*, *sense psionics*, *true seeing*

Trigger Power: At 2nd, 5th, and 8th level, the Clairvoyant chooses one psionic power that he can attempt to manifest for no power point cost.

At each of these levels, a Clairvoyant selects one 0-, 1st-, 2nd-, or 3rd-level power the he can use. From that point on, the character can attempt to trigger that power without paying its cost. To trigger a power, a Clairvoyant must have enough power points to cover the normal cost of the power manifestation. Then, he makes an ability check appropriate to the power.

If the character succeeds at the ability check, the power manifests with no cost in power points. If the check fails, the Clairvoyant must pay the power point cost and the power manifests.

DCs for the ability check depend on the level of the power: 0 level, DC 11; 1st level, DC 13; 2nd level, DC 15; and 3rd level, DC 17.

Bonus Feats: At 3rd, 6th, and 9th level, the Clairvoyant gets a bonus feat. The bonus feat must be selected from the following list, and the Clairvoyant must meet all the prerequisites of the feat to select it.

Alertness, Animal Affinity, Attentive, Blind-Fight, Confident, Creative, Deceptive, Delay Power, Educated, Enlarge Power, Extend Power, Focused, Frightful Presence, Heighten Power, Hide Power, Iron Will, Persistent Power, Psionic Skills, Quicken Power, Renown, Studious, Twin Power.

Clairvoyant Sense: The Clairvoyant gains a +1 bonus per Clairvoyant level on Sense Motive and Spot checks.

Sight Beyond Sight: The Clairvoyant can pierce through illusions, thanks to his finely tuned senses. He gains a +4 bonus on Will saving throws against illusions.

Maximize Power: At 10th level, a Clairvoyant learns to manifest psionic powers to maximum effect. All variable, numeric effects of a maximized power automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Powers without random variables are not affected. A maximized power costs a number of power points equal to its normal cost +6.

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Exorcist

Most people spend their time running away from a ghost. Exorcists seek them out.

Exorcists have sometimes been called Medieval Ghost Hunters, and the moniker fits. Exorcists use good old-fashioned divine magic to fight the supernatural. They tend to come from faiths all over the world—there are African ghost eaters, Buddhist monks, Christian priests, and Wiccans. Although they may not all see eye-to-eye with each other's practices, all Exorcists are united in their desire to rid the world of evil supernatural forces.



Requirements

To qualify to become an Exorcist, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Knowledge (theology and philosophy) 6 ranks, Listen 6 ranks, Sense Motive 6 ranks.

Holy Symbol: When the character declares his allegiance, he must designate one of his personal possessions as a symbol of dedication to that allegiance. This possession can be either an actual religious object or some other item of personal significance. This object is referred to as the Exorcist's holy symbol. It is typically of Tiny or Diminutive size so that it can be easily held and manipulated in one hand, and its weight is negligible so that it does not affect the Exorcist's carrying capacity.

An Exorcist needs a holy symbol in order to cast certain divine spells. It is also necessary for the Exorcist to be able to turn undead (see below).

Class Information

The following information pertains to the Exorcist advanced class.

Hit Die: 1d8.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Exorcist's class skills (and the key ability for each skill) are: Concentration (Con), Craft (structural, visual arts, writing) (Int), Diplomacy (Cha), Knowledge (behavioral sciences, earth and life sciences, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write

Language (none), Sense Motive, Speak Language (none), Spellcraft (Int), Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following features pertain to the Exorcist advanced class.

Divine Skills: An Exorcist has access to Concentration and Spellcraft skills. These skills are considered class skills for the Exorcist, and he can use his skill points to buy ranks in them, just like other skills in the game.

Divine Spells: The Exorcist's key characteristic is the ability to cast divine spells.

The Exorcist is limited to a certain number of spells at each spell level per day, according to his Exorcist class level. In addition, the Exorcist receives bonus spells based on his Wisdom score. Determine the Exorcist's total number of spells per day by consulting the two tables below.

Exorcist Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1 st	3	2	—	—	—	—
2 nd	4	3	—	—	—	—
3 rd	4	3	2	—	—	—
4 th	5	4	3	—	—	—
5 th	5	4	3	2	—	—
6 th	5	4	4	3	—	—
7 th	6	5	4	3	2	—
8 th	6	5	4	4	3	—
9 th	6	5	5	4	3	2
10 th	6	5	5	4	4	3

Wis Score	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

TABLE 1-3: THE EXORCIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+2	+0	+2	Divine Skills, Divine Spells	+1	+2
2nd	+1	+3	+0	+3	Turn Undead, Divine Spells	+1	+2
3rd	+2	+3	+1	+3	Bonus Feat, Divine Spells	+2	+2
4th	+3	+4	+1	+4	Spontaneous Cast, Divine Spells	+2	+3
5th	+3	+4	+1	+4	Combat Casting, Divine Spells	+3	+3
6th	+4	+5	+2	+5	Bonus Feat, Divine Spells	+3	+3
7th	+5	+5	+2	+5	Turn Magical Beast, Divine Spells	+4	+4
8th	+6	+6	+2	+6	Turn Outsider, Divine Spells	+4	+4
9th	+6	+6	+3	+6	Bonus Feat, Divine Spells	+5	+4
10th	+7	+7	+3	+7	Maximize Spell, Divine Spells	+5	+5

The Exorcist meditates or prays for spells, receiving them through strength of faith or as divine inspiration. The Exorcist must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on the Exorcist's spell preparation. To learn, prepare, or cast a spell, an Exorcist must have a Wisdom score of at least 10 + the spell's level.

An Exorcist can prepare a lower-level spell in place of a higher-level one if desired. An Exorcist may prepare and cast any spell on the divine spell list, provided he can cast spells of that level. The Difficulty Class of a saving throw to resist the effects of an Exorcist's spell is 10 + the spell's level + the Exorcist's Wisdom modifier.

Turn Undead: Starting at 2nd level, an Exorcist gains the supernatural ability to affect undead creatures, such as zombies, skeletons, ghosts, and vampires. A character of the good allegiance can turn undead, driving them away or perhaps destroying them.

How Turning Works: An Exorcist can turn undead (or other types of creatures at higher level) as an attack action. Doing so does not provoke an attack of opportunity. An Exorcist must present his holy symbol to make a turning attempt, holding it in one hand in such a way that it is visible to the creatures he wants to affect.

Times per Day: An Exorcist may attempt to turn a number of times per day equal to 3 + his Charisma modifier.

Range: The Exorcist turns the closest turnable creature first. Creatures that are more than 60 feet away or that have total cover can not be turned.

Turning Check: First, roll a turning check to determine how powerful a creature the character can turn. This is a Charisma check (1d20 + Charisma modifier). The table below shows the HD of the most powerful creature the character can affect, relative to his Exorcist level. With a given turning attempt, an Exorcist can't turn any creature whose HD exceeds the result of his turning check.

Turning Check Result	Most Powerful Creature Affected (Max HD)
0 or lower	Exorcist Level -4
1-3	Exorcist Level -3
4-6	Exorcist Level -2
7-9	Exorcist Level -1
10-12	Exorcist Level
13-15	Exorcist Level +1
16-18	Exorcist Level +2
19-21	Exorcist Level +3
22 or higher	Exorcist Level +4

Turning Damage: If the turning check result is high enough to turn at least some of the undead (or

other appropriate) creatures within 60 feet, roll 2d6 and add the Exorcist level and Charisma modifier to the result to determine turning damage. That's how many total HD of undead (or other) creatures the character can turn on this attempt.

An Exorcist may skip over already turned creatures that are still within range to prevent wasting his turning capacity on them.

Effect and Duration of Turning: Turned creatures flee from the Exorcist by the best and fastest means available to them. A turned creature flees for 10 rounds (1 minute). If it can't flee, it cowers (can take no actions, -2 penalty to Defense).

If the Exorcist moves to within 10 feet of a cowering turned creature, it overcomes the turning and can act normally. (The Exorcist can be standing within 10 feet of the creature without breaking the turning effect; he just can't approach any closer.) The Exorcist can attack a turned and cowering creature with ranged attacks from more than 10 feet away, and others can attack in any fashion without breaking the turning effect.

Destroying Undead: If the Exorcist has twice as many Exorcist levels (or more) as the undead has HD, he destroys that creature.

Bonus Feats: At 3rd, 6th, and 9th level, the Exorcist gets a bonus feat. The bonus feat must be selected from the following list, and the Exorcist must meet all the prerequisites of the feat to select it.

Animal Affinity, Archaic Weapons Proficiency, Armor Proficiency (light), Attentive, Combat Expertise, Educated, Frightful Presence, Iron Will, Medical Expert, Studious, Trustworthy.

Spontaneous Casting: An Exorcist of 4th level or higher can channel stored energy into spells he has not prepared ahead of time. The Exorcist "loses" a prepared spell to cast another spell of the same level or lower.

Combat Casting: At 5th level, the Exorcist becomes adept at casting spells during combat. He receives a

+4 bonus on Concentration checks made to cast a spell while on the defensive.

Turn Magical Beast: At 7th level, the Exorcist gains the supernatural ability to affect magical beasts. This ability works just like turning undead, except the creature type is magical beast. Magical beasts, unlike undead creatures, can't be destroyed or commanded. All other rules pertaining to turning apply. The number of times per day the Exorcist can make a turning attempt (3 + Cha modifier) does not increase.

Turn Outsider: At 8th level, the Exorcist gains the supernatural ability to affect outsiders. This ability works just like turning undead and magical beasts, except the creature type is outsider. Outsiders, unlike undead creatures, can't be destroyed or commanded. All other rules pertaining to turning apply. The number of times per day the Exorcist can make a turning attempt (3 + Cha modifier) does not increase.

Maximize Spell: At 10th level, an Exorcist learns to cast some spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected. When a maximized spell is prepared, it is treated as a spell of 3 levels higher than the spell's actual level.

Geomancer

Geomancy is an art, harkening back to ancient Chinese history. It has since become a legitimate profession and science in many parts of the world. Architects planning homes or construction companies building parks regularly consult Geomancers.

When it comes to ghosts, Geomancers sometimes downplay their ability to drive them off in order to be considered a serious profession. However, cleansing

TABLE 1-4: THE GEOMANCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic Skills, Psionic Powers	+0	+1
2nd	+1	+0	+0	+3	Trigger Power, Psionic Powers	+1	+1
3rd	+1	+1	+1	+3	Bonus Feat, Psionic Powers	+1	+1
4th	+2	+1	+1	+4	Geometry, Psionic Powers	+1	+2
5th	+2	+1	+1	+4	Trigger Power, Psionic Powers	+2	+2
6th	+3	+2	+2	+5	Bonus Feat, Psionic Powers	+2	+2
7th	+3	+2	+2	+5	Soul Anchor, Psionic Powers	+2	+3
8th	+4	+2	+2	+6	Trigger Power, Psionic Powers	+3	+3
9th	+4	+3	+3	+6	Bonus Feat, Psionic Powers	+3	+3
10th	+5	+3	+3	+7	Maximize Power, Psionic Powers	+3	+4

an area of supernatural entities is an important part of geomancy.

Requirements

To qualify to become a Geomancer, a character must fulfill the following criteria.

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks.

Feat: Wild Talent.

Class Information

The following information pertains to the Geomancer advanced class.

Hit Die: 1d6.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Geomancer's class skills (and the key ability for each skill) are: Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (behavioral sciences, current events, popular culture, philosophy and theology) (Int), Profession (Wis), Psicraft (Int), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following features pertain to the Geomancer advanced class.

Psionic Skills: A Geomancer has access to Concentration, Autohypnosis, and Psicraft skills. These skills are considered class skills for the Geomancer, and he can use his skill points to buy ranks in them, just like other skills in the game.

Psionic Powers: The Geomancer's main strength is his ability to manifest psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Geomancers don't have spellbooks and they don't prepare powers ahead of time. In addition, a Geomancer can use psionics while wearing armor without risking the failure of the power.

A Geomancer's level limits the number of power points available for manifesting powers. In addition, a Geomancer must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Geomancer's selection of powers is extremely limited, although he enjoys ultimate flexibility. At 1st level, a Geomancer knows three 0-level powers and one 1st-level power. At each level, the Geomancer discovers one or more previously latent powers, as

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indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Geomancer's key ability modifier.

Geomancer Level	Pts/Day	Powers Discovered by Level					
		0	1	2	3	4	5
1 st	2	3	1	—	—	—	—
2 nd	3	3	2	—	—	—	—
3 rd	4	3	3	—	—	—	—
4 th	7	4	3	1	—	—	—
5 th	10	4	3	2	—	—	—
6 th	15	4	3	2	1	—	—
7 th	20	5	4	3	2	—	—
8 th	27	5	4	3	2	1	—
9 th	34	5	4	3	3	2	—
10 th	43	6	4	3	3	2	1

A Geomancer can manifest a certain number of powers per day based on his available power points. (0-level powers have a special cost; see FX Basics.) He just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table above. This number is improved by bonus points determined by the Geomancer's Charisma score, as shown on the table below.

Cha Score	Bonus Power Points per Day
12–13	1
14–15	3
16–17	5
18–19	7
20–21	9
22–23	11

0 Level (Talents): burst, *detect chi*, detect poison, far hand, *know direction*, lesser natural armor.

1st Level: deceleration, control object, *detect teleportation*, *know location*, object reading.

2nd Level: *chi web*, *ghost trap*, *lesser negative chi spiral*, *lesser positive chi spiral*, sensitivity to psychic impressions.

3rd Level: *chi barrier*, dimension slide, invisibility purge, *undead sense*.

4th Level: *anchored navigation*, *greater negative chi spiral*, *greater positive chi spiral*, *wall of chi*.

5th Level: *chi absorption*, *chi cage*, *chi deflection*, *chi knot*, *divert chi*, power resistance, *sense psionics*, *true seeing*.

Trigger Power: At 2nd, 5th, and 8th level, the Geomancer chooses one psionic power that he can attempt to manifest for no power point cost.

At each of these levels, a Geomancer selects one 0-, 1st-, 2nd-, or 3rd-level power he can use. From that point on, the character can attempt to trigger that power without paying its cost. To trigger a power, he must have enough power points to cover the normal cost of the power manifestation. Then, he makes an ability check appropriate to the power.

If the ability check succeeds, the power manifests with no cost in power points. If the check fails, the Geomancer pays the power point cost and the power manifests.

DCs for the ability check depend on the level of the power: 0 level, DC 11; 1st level, DC 13; 2nd level, DC 15; and 3rd level, DC 17.

Bonus Feats: At 3rd, 6th, and 9th level, the Geomancer gets a bonus feat. The bonus feat must be selected from the following list, and the Geomancer must meet all the prerequisites of the feat to select it.

Alertness, Animal Affinity, Attentive, Blind-Fight, Confident, Creative, Deceptive, Delay Power, Educated, Enlarge Power, Extend Power, Focused, Frightful Presence, Heighten Power, Hide Power, Iron Will, Persistent Power, Psionic Skills, Quicken Power, Renown, Studious, Twin Power.

Geometry: The Geomancer gains a +1 bonus per Geomancer level on Craft (structural) and Navigate checks.

Soul Anchor: The Geomancer is able to stabilize himself in this reality. He gains a +4 bonus on saving throws against conjuration spells.

Maximize Power: At 10th level, a Geomancer learns to manifest psionic powers to maximum effect. All variable, numeric effects of a maximized power automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Powers without random variables are not affected. A maximized power costs a number of power points equal to its normal cost +6.

Ghost Hunter

It's rare that Ghost Hunters take this advanced class. Most are satisfied in pursuing more lucrative activities (talk show hosts, paranormal paraphernalia shopkeepers, parapsychology instructors, etc.).

This class is for those rare few who are extremely dedicated to ghost hunting. Ghost Hunters hunt and investigate better, and are insanely fearless in the face of danger. Since they spend all their time hunting ghosts, they are also dirt poor. And a little weird (even by Ghost Hunter standards!).

Requirements

To qualify to become a Ghost Hunter, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skill: Knowledge (arcane lore) 3 ranks.

Feat: Exotic Weapon Proficiency (electron pack).

Class Information

The following information pertains to the Geomancer advanced class.

Hit Die: 1d8.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Ghost Hunter's class skills (and the key ability for each skill) are: Craft (electronic, mechanical), Drive (Dex), Intimidate (Cha),

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Investigate (Wis), Jump (Str), Knowledge (arcane lore, behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Research, Spot (Wis), Survival (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following features pertain to the Ghost Hunter advanced class.

Weapon Focus: A Ghost Hunter gains the Weapon Focus class feature, providing the benefit of the feat with the same name to electron packs. The Ghost Hunter adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization: A Ghost Hunter gains weapon specialization with an electron pack. The Ghost Hunter gets a +2 bonus on damage rolls with an electron pack.

Improved Container Setting: The Ghost Hunter no longer provokes an attack of opportunity when using a ghost container.

EMF Reading: The Ghost Hunters gains a +1 competence bonus per class level to Computer Use checks for the purpose of reading an EMF detector.

Occult Knowledge: A Ghost Hunter gains a +1 competence bonus per character level on Research and Knowledge (arcane lore) checks.

Pseudo-Scientific Improvisation: A Ghost Hunter gains the ability to improvise solutions using his electron pack and scientific know-how. In a dramatic situation, the Ghost Hunter can create objects of a limited duration quickly and cheaply.

By spending 1 action point and combining his electron pack and common objects with a Craft check that corresponds to the function desired, the Ghost Hunter can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely

TABLE 1-5: THE GHOST HUNTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Ghost Hunting	+1	+0
2nd	+1	+0	+2	+2	Weapon Focus	+1	+0
3rd	+2	+1	+2	+2	Improved Container Setting	+2	+0
4th	+3	+1	+2	+2	Profile Ghost	+2	+0
5th	+3	+1	+3	+3	EMF Reading	+3	+1
6th	+4	+2	+3	+3	Weapon Specialization	+3	+1
7th	+5	+2	+4	+4	Occult Knowledge	+4	+1
8th	+6	+2	+4	+4	Pseudo-Scientific Improvisation	+4	+1
9th	+6	+3	+4	+4	Extreme Machine	+5	+2
10th	+7	+3	+5	+5	Ain't Afraid of No Ghost	+5	+2

matches the desired function. Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Ghost Hunter's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Profile Ghost: By making a Gather Information check (DC 15) when talking to witnesses of a haunting, the Ghost Hunter compiles a rough mental picture of the ghost. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular ghost as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Ghost Hunter can expand the profile by making an Investigate check (DC 15) involving the scene of the haunting or other evidence linked to the suspect. If successful, the Ghost Hunter combines eyewitness accounts with etherplasmic evidence to develop a profile of the ghost's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the ghost.

Extreme Machine: If it has mechanical or electronic components, a Ghost Hunter can get maximum performance out of it. By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Ghost Hunter can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
Ranged Weapons		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
Electronic Devices		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
Vehicles		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

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The Ghost Hunter performs the extreme modifications in 1 hour. The Ghost Hunter can't take 10 or 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his Ghost Hunter class level, beginning when the object is first put into use. The Ghost Hunter selects the single improvement he wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

Ghost hunting: A Ghost Hunter gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against non-corporeal undead. Likewise, he gets a +2 bonus on weapon damage rolls against non-corporeal undead. At 5th and 10th level, the bonus against any non-corporeal undead increases by 2.

Ain't Afraid of No Ghost: A Ghost Hunter is immune to fear (magical or otherwise). Each ally within 10 feet of the Ghost Hunter gains a +4 morale bonus on saving throws against fear effects. This ability functions while the Ghost Hunter is conscious (not if he is unconscious or dead).

Medium

Mediums, like Clairvoyants, traffic with the dead. Unlike Clairvoyants, Mediums actively welcome ghosts into their lives.

Mediums are shameless about leveraging their ghostly contacts to make a fast buck. They use them to earn money by playing the lottery, conducting séances, spying on people—you name it, they do it. While the Clairvoyant's power comes from within, the Medium is essentially a ghostly socialite with lots of dead friends.

That said, Mediums are not all crystal balls and murky fortunes. Many are masters of etherplasm and, if pressed, can demonstrate just how powerful they really are with displays of psychic power (and a lot of goo).

Requirements

To qualify to become a Medium, a character must fulfill the following criteria.

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Gather Information 6 ranks.

Feat: Wild Talent.

Class Information

The following information pertains to the Medium advanced class.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Medium's class skills (and the key ability for each skill) are: Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (behavioral sciences, current events, popular culture, philosophy and theology) (Int), Profession (Wis), Psicraft (Int), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following features pertain to the Medium advanced class.

Psionic Skills: A Medium has access to Concentration, Autohypnosis, and Psicraft skills. These skills are considered class skills for the Medium, and he can use his skill points to buy ranks in them, just like other skills in the game.

Psionic Powers: The Medium's main strength is his ability to manifest psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Mediums don't have spellbooks and they don't prepare powers ahead of time. In addition, a Medium can use psionics while wearing armor without risking the failure of the power.

A Medium's level limits the number of power points available for manifesting powers. In addition, a Medium must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Medium's selection of powers is extremely limited, although he enjoys ultimate flexibility. At 1st level, a Medium knows three 0-level powers of and one 1st-level power. At each level, the Medium discovers one or more previously latent powers, as indicated on the table below.

TABLE 1-6: THE MEDIUM

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic Skills, Psionic Powers	+0	+1
2nd	+1	+0	+0	+3	Trigger Power, Psionic Powers	+1	+1
3rd	+1	+1	+1	+3	Spirit Guide, Psionic Powers	+1	+1
4th	+2	+1	+1	+4	Crystal Ball, Psionic Powers	+1	+2
5th	+2	+1	+1	+4	Trigger Power, Psionic Powers	+2	+2
6th	+3	+2	+2	+5	Control, Psionic Powers	+2	+2
7th	+3	+2	+2	+5	Bonus Feat, Psionic Powers	+2	+3
8th	+4	+2	+2	+6	Trigger Power, Psionic Powers	+3	+3
9th	+4	+3	+3	+6	Control, Psionic Powers	+3	+3
10th	+5	+3	+3	+7	Maximize Power, Psionic Powers	+3	+4

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The DC for saving throws to resist a psionic power is 10 + the power's level + the Medium's key ability modifier.

Medium Level	Pts/Day	Powers Discovered by Level					
		0	1	2	3	4	5
1 st	2	3	1	—	—	—	—
2 nd	3	3	2	—	—	—	—
3 rd	4	3	3	—	—	—	—
4 th	7	4	3	1	—	—	—
5 th	10	4	3	2	—	—	—
6 th	15	4	3	2	1	—	—
7 th	20	5	4	3	2	—	—
8 th	27	5	4	3	2	1	—
9 th	34	5	4	3	3	2	—
10 th	43	6	4	3	3	2	1

A Medium can manifest a certain number of powers per day based on his available power points. (0-level powers have a special cost; see FX Basics.) He just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table above. This number is improved by bonus points determined by the Medium's Charisma score, as shown on the table below.

Cha Score	Bonus Power Points per Day
12–13	1
14–15	3
16–17	5
18–19	7
20–21	9
22–23	11

0 Level (Talents): detect psionics, *inkling*, far hand, *know direction*, *missive*, *telepathic projection*, *trinket*.

1st Level: control light, control object, *create sound*, lesser mindlink, *psycholuminescence*, *sense link*.

2nd Level: detect thoughts, *etherplasmic cocoon*, *levitate*, *minor creation*, *suggestion*.

3rd Level: control sound, *etherplasmic form*,

mindlink, *remote viewing*, *séance*, *undead sense*.

4th Level: dismiss etherplasm, *fabricate*, *quintessence*, *wall of etherplasm*.

5th Level: clairsentient hand, *etherplasmic armor*, *etherplasmic shambler*, *major creation*, *sending*.

Trigger Power: At 2nd, 5th, and 8th level, the Medium chooses one psionic power that he can attempt to manifest for no power point cost.

At each of these levels, a Medium selects one 0-, 1st-, 2nd-, or 3rd-level power he can use. From that point on, the character can attempt to trigger that power without paying its cost. To trigger a power, he must have enough power points to cover the normal cost of the power manifestation. Then, he makes an ability check appropriate to the power.

If the ability check succeeds, the power manifests with no cost in power points. If the check fails, the Medium pays the power point cost and the power manifests.

DCs for the ability check depend on the level of the power: 0 level, DC 11; 1st level, DC 13; 2nd level, DC 15; and 3rd level, DC 17.

Bonus Feats: At 3rd, 6th, and 9th level, the Medium gets a bonus feat. The bonus feat must be selected from the following list, and the Medium must meet all the prerequisites of the feat to select it.

Alertness, Animal Affinity, Attentive, Blind-Fight, Confident, Creative, Deceptive, Delay Power, Educated, Enlarge Power, Extend Power, Focused, Frightful Presence, Heighten Power, Hide Power, Iron Will, Persistent Power, Psionic Skills, Quicken Power, Renown, Studious, Twin Power, Wild Talent.

Crystal Ball: At 4th level, the Medium can store excess power points in a crystal ball specially attuned to him. Encoding the crystal takes 24 hours and requires a gem with a purchase DC of 20. When complete, the crystal ball is a psionically charged crystalline stone no smaller than a fist. A Medium can possess no more than one crystal ball at a time.

A crystal ball is imbued with 5 power points when

it is created. The Medium can call upon these power points at any time and use them just as he would his natural power points. Once the crystal is depleted, the Medium must refill it using up to 5 power points from his own reserves. A crystal ball can be recharged after a Medium has rested and renewed his own reserves of power points for the day.

Spirit Guide: At 3rd level, a Medium gains a ghost as a contact. The ghost can have HD equal to ½ the Medium's class level or less. This ghost may or may not be overtly hostile toward humans, but it tolerates the Medium. The ghost will provide information or other minor assistance as though its attitude toward the Medium were friendly. It might still omit important details, depending on its relationship with the Medium. The ghost doesn't accompany the Medium on adventures, and it may not always be available when the Medium wants it. In most cases, the ghost can be called upon once per week, and requires some form of compensation for each favor. Compensation can be a favor in return or something appropriate to the ghost in question. If the ghost dies, a new creature replaces it when the Medium attains his next level in this class.

Control: At 6th level, a Ghost of the appropriate type and HD (GM's choice) appears at the Medium's side in 1d6+1 days. Thereafter, it serves the Medium, with an outward attitude of helpful (though it might inwardly hate the Medium who has trapped it into service). It obeys the Medium, providing protection, fighting at his side, and performing other services. It always seeks to obey the letter of the Medium's command, and can sometimes use this behavior to harm the Medium or otherwise hinder as much as it helps. At 5th level, the Medium can bind a ghost with 2 HD or less. At 9th level, the Medium can bind a ghost with 4 HD or less.

Maximize Power: At 10th level, a Medium learns to manifest psionic powers to maximum effect. All variable, numeric effects of a maximized power

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automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Powers without random variables are not affected. A maximized power costs a number of power points equal to its normal cost +6.

Parapsychologist

Everyone laughs at the Parapsychologist. Scientists in other professions snigger behind their back. Exorcists roll their eyes when they have to listen to yet another scientific explanation as to why ghosts are ghosts. But Ghost Hunters know better—if it wasn't for the Parapsychologist, ghost hunting equipment wouldn't exist.

But that doesn't make life any easier for the parapsychologist. Instead, he plots in his lab for the day that all will bow to his will and call him master...

Ahem. Actually, the lives of Parapsychologists are filled with boring experiments.

Don't believe us? Most parapsychological experiments involve trying to mentally influence an electronic randomizer (randomly generating a number from 1 to 1000). Since it takes a lot of data to generate a significant result, this means the Parapsychologist must conduct the test hundreds if not

Requirements

To qualify to become a Parapsychologist, a character must fulfill the following criteria.

Skills: 6 ranks in either Craft (chemical) or Craft (electronic), plus 6 ranks in Knowledge (parapsychology), plus 6 ranks in Research.

Class Information

The following information pertains to the Parapsychologist advanced class.

Hit Die: 1d8.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Parapsychologist's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Intelligence modifier.

Class Features

The following features pertain to the Parapsychologist advanced class.

Smart Defense: A Parapsychologist applies his Intelligence and Dexterity bonuses to his Defense. Any situation that would deny the Parapsychologist his Dexterity bonus to Defense also denies the Intelligence bonus.

Scientific Improvisation: At 2nd level, a Parapsychologist gains the ability to improvise solutions using common objects and scientific knowledge. In a dramatic situation, the Parapsychologist can create objects of a limited duration quickly and cheaply.

By spending 1 action point and combining common objects with a Craft check that corresponds to the function desired, the Parapsychologist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function. Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Parapsychologist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Bonus Feats: At 3rd, 6th, and 9th level, the Parapsychologist gets a bonus feat. The bonus feat must be selected from the following list, and the Parapsychologist must meet all the prerequisites of the feat to select it.

Archaic Weapons Proficiency, Attentive, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Renown, Studious.

TABLE 1-2: THE PARAPSYCHOLOGIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Smart Defense	+0	+0
2nd	+1	+2	+2	+0	Scientific Improvisation	+1	+0
3rd	+1	+2	+2	+1	Bonus Feat	+1	+1
4th	+2	+2	+2	+1	Skill Mastery	+1	+1
5th	+2	+3	+3	+1	Minor Breakthrough	+2	+1
6th	+3	+3	+3	+2	Bonus Feat	+2	+2
7th	+3	+4	+4	+2	Smart Survival	+2	+2
8th	+4	+4	+4	+2	Smart Weapon	+3	+2
9th	+4	+4	+4	+3	Bonus Feat	+3	+3
10th	+5	+5	+5	+3	Major Breakthrough	+3	+3

thousands of times. Exciting stuff!

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Skill Mastery: At 4th level, a Parapsychologist selects a number of skills from his class list equal to 3 + his Intelligence modifier. When making a skill check using one of these skills, the Parapsychologist may take 10 even if stress and distractions would normally prevent him from doing so.

Minor Breakthrough: Upon attaining 5th level, a Parapsychologist receives credit for a minor scientific breakthrough that earns him the recognition of his peers. When dealing with others with at least 1

rank in the Knowledge (parapsychology) skill, the Parapsychologist gains a +2 bonus on Reputation checks. This minor breakthrough also provides the Parapsychologist with a +3 Wealth bonus increase.

Smart Survival: A Parapsychologist of 7th level or higher can spend 1 action point to reduce the damage dealt by a single attack or effect by 5 points.

Smart Weapon: At 8th level, the Parapsychologist selects one weapon that he or she is proficient in and can use with one hand. With the selected weapon, the Parapsychologist can use his Intelligence modifier instead of Strength or Dexterity modifier on attack rolls.

Major Breakthrough: At 10th level, the Parapsychologist gains a +2 bonus on Reputation checks when dealing with individuals who have at least 1 rank in the Knowledge (parapsychology) skill. This bonus stacks with the bonus provided by the minor breakthrough ability. This major breakthrough also provides the Parapsychologist with a +3 Wealth bonus increase.

Skeptic

In comparison to the other advanced classes, becoming a Skeptic might seem easy. But Skeptics are much more than skeptical—they actively suppress supernatural activity.

That's right—because Skeptics don't believe; they cause things not to happen. This is usually the excuse fake psychics give when their powers don't work, but in the Skeptic's case, it's actually true. This means spells don't work on the Skeptic, his mind can't be read, his future can't be prophesized, and ghosts have difficulty harming him. In short, the Skeptic is supernatural-retardant and his lack of belief just further illustrates that it's all special effects, mass hysteria, and overactive imaginations.

Requirements

To qualify to become a Skeptic, a character must fulfill the following criteria.

Skills: 6 ranks in Knowledge (physical sciences), or Knowledge (technology), plus 6 ranks in Research.

Class Information

The following information pertains to the Skeptic advanced class.

Hit Die: 1d6.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills: The Skeptic's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (behavioral sciences, earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Research (Int), Search (Int), Speak Language (none).

Skill Points at Each Level: 7 + Intelligence modifier.

Class Features

The following features pertain to the Skeptic advanced class.

Paranormal Immunity: A Skeptic gains damage reduction against the natural weapons of undead and outsiders (claws, bite, and so on). Paranormal immunity doesn't reduce the damage dealt by firearms, melee weapons, or hazardous effects. The damage reduction is equal to ½ of the Skeptic's level in this advanced class, rounded down.

Supernatural Resistance: A Skeptic has spell and psionic resistance equal to 5 + his Skeptic level. The Skeptic cannot voluntarily lower this resistance and it

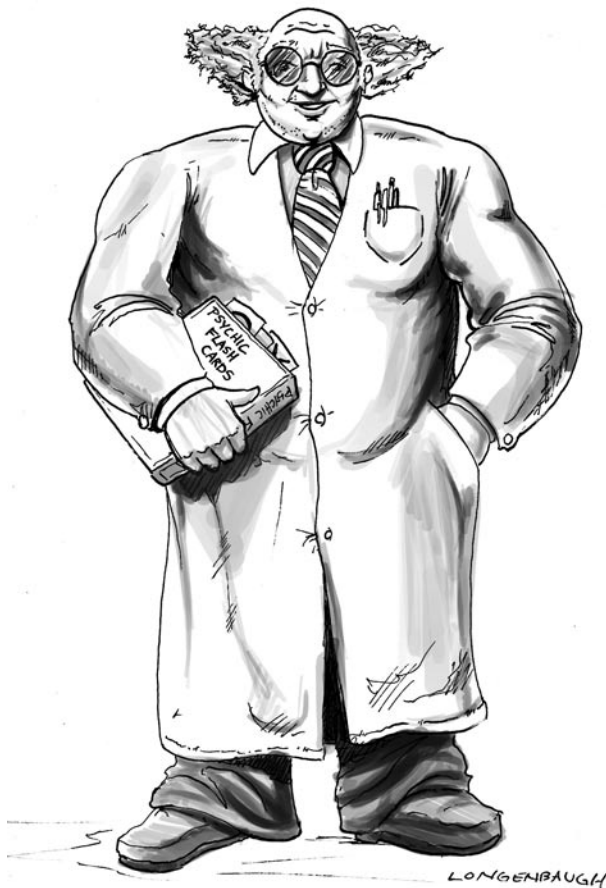


TABLE 1-7: THE SKEPTIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Profile Ghost	+0	+1
2nd	+1	+0	+0	+2	Contact, Low-Level	+1	+1
3rd	+1	+1	+1	+2	Supernatural Resistance	+1	+1
4th	+2	+1	+1	+2	Paranormal Immunity	+1	+2
5th	+2	+1	+1	+3	Contact, Mid-Level	+2	+2
6th	+3	+2	+2	+3	Skepticism	+2	+2
7th	+3	+2	+2	+4	Aura Of Skepticism	+2	+3
8th	+4	+2	+2	+4	Contact, High-Level	+3	+3
9th	+4	+3	+3	+4	Skeptical Mind	+3	+3
10th	+5	+3	+3	+5	Discern Lie	+3	+4

is in effect even if the Skeptic attempts to cast a spell, manifest a power, or have a beneficial effect cast on him.

Skepticism: A Skeptic gains a bonus equal to his Charisma bonus (if any) on all saving throws against supernatural phenomena (so a skeptic would gain this bonus on a Reflex save to avoid a fireball but not one to avoid a grenade).

Aura of Skepticism: A Skeptic is immune to fear (magical or otherwise). Each ally within 10 feet of gains a +4 morale bonus on saving throws against fear effects. This ability functions while the Skeptic is conscious (not if he is unconscious or dead).

Skeptical Mind: A Skeptic gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Discern Lie: A Skeptic develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Skeptic must be able to see and hear (but not necessarily understand) the individual under scrutiny. With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Skeptic can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

Profile Ghost: By making a Gather Information check (DC 15) when talking to witnesses of a haunting, the Skeptic compiles a rough mental picture of the suspect. This mental picture provides a physical description of the haunting, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.) The Skeptic can expand the profile by making an Investigate check (DC 15) involving the haunting or other evidence linked to the suspect. If successful, the Skeptic combines eyewitness accounts with forensic evidence to develop a profile of the ghost's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the ghost.

Contact: A skeptic of 2nd level or higher cultivates associates. Each time the Skeptic gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany a skeptic on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Skeptic's behalf).

At 2nd level, the Skeptic gains a low-level contact, at 5th level a mid-level contact, and at 8th level a high-level contact.

The Skeptic can't call on the same contact more than once in a week, and when a contact is called upon, compensation may be required for the assistance rendered. In general, a professional associate won't be compensated monetarily, but instead will consider that the Skeptic owes him or her a favor. Contacts with expertise in the use of skills normally want to be paid for the services they provide.

For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

Skills

To call Ghost Hunters "skilled" is probably an overstatement, but we thought "bumbling idiots" was rather harsh, so let's just work with the hand we've been dealt, shall we?

TABLE 1-8: CRAFT (MECHANICAL) DCS

DC	Description	Item	Base Time
10	Repair Device	Sword	10-60 minutes
15	Slight Improvement	Pistol	1-5 hours
20	Major Improvement	Gatling Gun	1-10 hours
25	New Use of Existing Technology	Flamethrower	1-6 days
30	New Use of Cutting Edge Technology	Steam Engine	1-4 weeks
35	New But "Realistic" Technology	Tank, Submersible	1-6 months
40	New Technology That Flaunts Logic	Electron Pack, Ether-Containment Unit, Ghost Container	1-12 months

Skill Modifiers

Craft (Mechanical) (Int)

Duct-Tape Engineering: Through bursts of unexplainable insight, you can design and build unique gadgets that are more technologically advanced. This ability requires the Duct-Tape Engineering feat. Make a Craft (mechanical) roll against the device's relative DC, as determined by the Game Master. If the roll is successful, the item is built in the time indicated. For every 5 points rolled over the DC, the construction time is halved.

New Feats

Duct-Tape Engineering

You manage to do things with mechanical objects that no sane person should be able to achieve. You can build mechanical prosthetics, create explosives from detergent and spit, and turn your car into a whirling death machine.

Prerequisites: Builder, Pseudo-Science Craft (mechanical) skill.

Benefit: You can craft insane gizmos using the Craft (mechanical) skill. See the Skills chapter for more information.

Pseudo-Science

When you're not hunting ghosts, you spend a lot of time researching how to build things that nobody should be able to build.

Prerequisites: Builder, Craft (mechanical) skill.

Benefit: All Craft (mechanical) check DCs are reduced by your level and take half the time to create from scratch.





Licenses

All weapons listed here are property of ICECC and therefore require a license. Ghost containers require the Exotic Weapon Proficiency (ghost container) feat and electron packs require the Exotic Weapon Proficiency (electron pack) feat.

To purchase a license or pay necessary fees, make a Wealth check (DC 10). With a success, the license is issued to the Ghost Hunter from ICECC after 1 day. To speed the process, the Ghost Hunter can make a Knowledge (business) check (DC 10). Success results in the license being issued in 1d6 hours.

During the process of Ghost Hunter creation, a Ghost Hunter just needs to purchase the license or pay the fee; the time required takes place before game play begins.

An ICECC franchise begins with one standard electron pack for each Ghost Hunter, one electromagnetic field (EMF) detector, three standard ghost containers per Ghost Hunter, and an ether-containment unit (ECU).

Weapons

Electron Bomb

Electron bombs act as area-effect electron packs. It fires a wide-ranging series of beams in a 10-foot radius. All beings within its area of effect must make a Reflex save (DC 15) for half damage.

Electron Pack, Capture Beam

A capture beam pack works like a weaker version of a standard electron pack. It inflicts 2d6 points of electrical damage and ghosts must make a Reflex save (DC 10) to take half damage.

Electron Pack, Hyper Beam

A hyper beam pack works like a stronger version of a standard electron pack. It inflicts 4d6 points of electrical damage and ghosts must make a Reflex save (DC 20) to take half damage.

Jorge came skidding around the corner and leaned up against the cold brick outer wall of the warehouse.

"Okay," he panted, "so that didn't work."

"I told you the electromagnetic net doesn't work," said Brenda. "It doesn't inhibit any of my magic, so I don't see why it would affect a ghost."

Elio blinked from around the camcorder he held to his other eye. "Uh, 'your magic'?"

Brenda wrinkled her pert nose at him. "Yes, I do more than stand around and look cute." She had an unlabelled black leather-bound book in one hand.

"Ah. So that'd be your Book of Shadows," he said, pointing at her book. "Which would make you a witch."

Brenda put one finger to her nose. "You're smarter than you look."

The loud retort of gunfire caused Elio to flinch. "I suppose you cast spells."

She was flipping furiously through the book. "I need a banishing ritual, but I don't know if I can do it fast enough. I was researching it on the Internet a few days ago..."

Brenda looked up at the angle of Elio's camcorder. "Hey! My head is up here!"

Elio coughed. "Sorry," he muttered as he swung the camera back to Jorge. "What are you going to do about this so-called spirit, Jorge?"

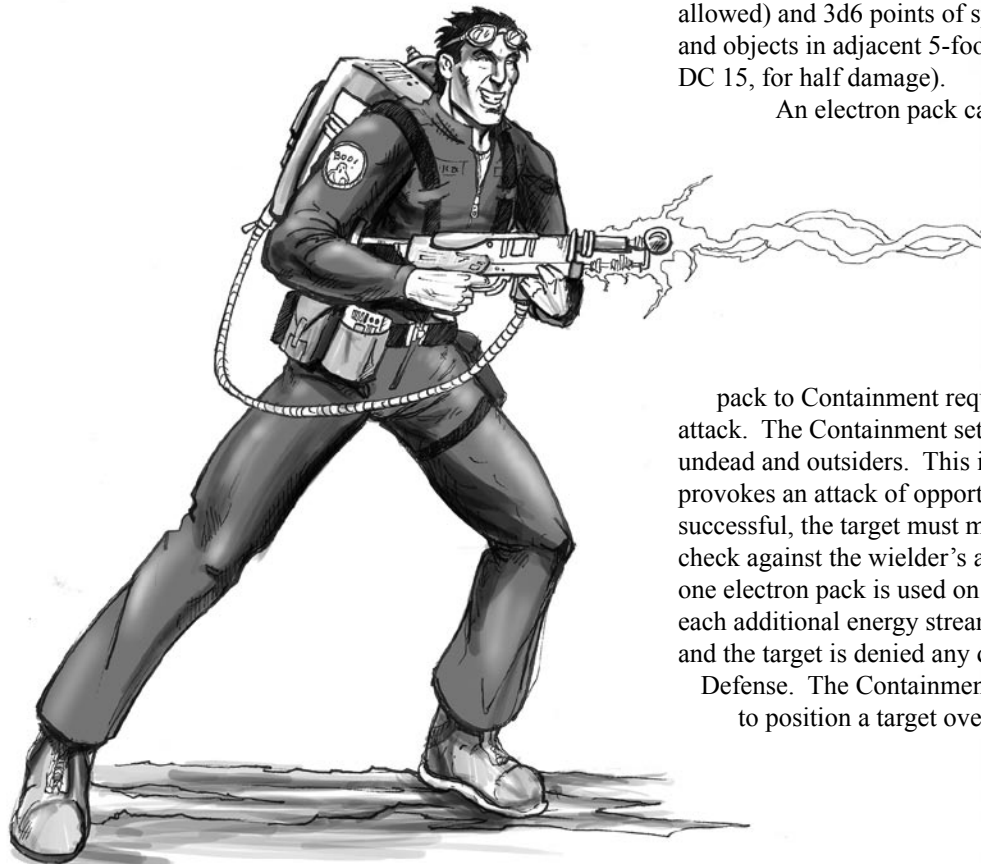
Jorge adjusted the strange pair of goggles he had on his head. "Well, the electromagnetic net didn't work, so I'm going to have to use my electron pack." He shrugged on a clumsy device that looked like a large, black backpack connected to a long rifle by a wire. "This is a highly unusual ethereal entity who manifests as a humanoid wielding projectile weapons. I'm bringing out the heavy artillery, so to speak."

Chapter Two: Ghost Hunting

Electron Pack, Standard

Electron packs look like large flamethrowers, only instead of flame it throws a “beam of electrons” also known as electricity. This electricity is tuned to affect etherplasmic entities, such that it can corral them or even capture them.

There are two basic settings: Attack and Containment. The Attack function works against all targets, including living beings (which it can seriously harm), walls, furniture, non-corporeal beings and especially undead. Turning an electron pack on is a move action.



Setting an electron pack to Attack shoots a 5-foot wide, 90-foot long line of electrons that deals 3d6 points of electrical damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of electricity can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

The electron pack's ammunition has hardness 5 and 5 hit points. When wielded, the electron pack has a Defense equal to 9 + the wielder's Dexterity modifier + the wielder's class bonus. An electron pack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of electrical damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

An electron pack can shoot 25 times before the fuel supply is depleted. One charge is used per round. Refueling an electron pack has a purchase DC of 13.

Setting an electron pack to Containment requires a ranged touch attack. The Containment setting only works against undead and outsiders. This is an attack action that provokes an attack of opportunity. If the attack is successful, the target must make an opposed grapple check against the wielder's attack roll. If more than one electron pack is used on the Containment setting, each additional energy stream adds +2 to the roll, and the target is denied any dexterity modifier to Defense. The Containment setting is typically used to position a target over a ghost container.

“Too many Gun Fu movies,” said Brenda, still flipping through her book. “I miss the good old days of moaning and rattling—ah HA!”

Brenda dropped the bright red bookmark attached to her Book of Shadows and dropped it between the pages. “Okay, I think this will hold Mr. Boo Woo Fu over there long enough for you to capture him.”

“What's that?” said Elio, pointing at the large, shoebox-like device swinging from Jorge's belt.

“This? This is the ethereal container. It's how we capture entities.”

“Like a ghost motel,” said Brenda. “Ghosts check in, but they don't check out.”

“Now if you'll excuse me I have some work to do,” said Jorge. “Brenda, be a dear and power me up?”

Brenda used one combat boot to kick the large switch on Jorge's electron pack. It whirled to life with a high-pitched whine.

“Ready?”

Brenda nodded. “Cover me,” she said.

And with that, she walked away from the safety of the brick wall into the open. Elio peeked his camera around the corner to watch.

A dark figure ducked from crate to crate on the other side of the warehouse. It stopped, both arms pointing what looked like pistols in Brenda's direction.

Jorge lifted the rifle up at shoulder level, squinted through the scope, and fired. A coruscating beam of energy danced its way across the warehouse towards the figure. It reacted by leaping into the air in slow motion, spinning as it did so, and firing back with its pistols.

Brenda touched her temple and her solar plexus, and then crossed her arms over her chest, chanting to herself.

“It's a good thing he's a terrible shot!” shouted

TABLE 2-1: WEAPONS

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Weight	DC
Electron Bomb	3d6	—	Electrical	10 ft.	1	—	Tiny	1 lb.	16
Electron Pack, Capture Beam	2d6	20	Electrical/Fire	90 ft.	1	25 int.	Large	10 lb.	20
Electron Pack, Hyper Beam	4d6	20	Electrical/Fire	90 ft.	1	25 int.	Large	10 lb.	30
Electron Pack, Standard	3d6	20	Electrical/Fire	90 ft.	1	25 int.	Large	10 lb.	25
Ghost Container, High Capacity	—	—	—	20 ft.	1	—	Small	3 lb.	25
Ghost Container, Standard	—	—	—	20 ft.	1	—	Small	3 lb.	10
Ghost Container, Super	—	—	—	20 ft.	3	—	Small	3 lb.	30
Ghost Container, Tripod	—	—	—	30 ft.	1	—	Medium	10 lb.	30
Ghost Container, Vehicle	—	—	—	10 ft.	1	—	Large	20 lb.	30

Ghost Container, High Capacity

This container can contain up to three medium-sized, six small, or one large incorporeal being at a time. The smaller the entities, the more that can be contained in the container; the bigger the ghost, the fewer spirits that can be contained. When two or more ghosts are trapped together, their molecules merge and cannot be separated without releasing both. In all other respects it works like a normal ghost container.

Ghost Container, Standard

Ghost containers are small boxes that store and transport one subdued ghost. A foot pedal attached to the box by a twelve-foot length of tubing opens the lid. Setting a container is a move action that provokes an attack of opportunity.

A ghost container can only contain one medium-sized incorporeal being or two small incorporeal beings.

After the container is set, it must be sprung, which is an attack action that does not provoke an attack of opportunity. As it opens, the ghost container produces a luminous white cone (10-feet high and 10-feet wide at its widest point) of psychokinetic force that sucks the spirit into the container. The ghost can resist being sucked into the container with a successful Reflex save against a DC of 10 + 1 for every round the ghost spends in the containers' radius of effect. Note that

ghosts who are grappled by an electron pack do not get a Reflex save. When the foot pedal is released, the container closes.

Ghost Container, Super

Super ghost containers are similar to ghost containers except that they have double the lifespan. It lasts for one week. After a week, the super container must make a Fortitude save each round (DC 20) or it explodes, inflicting 3d6 points of fire damage to all within a 10-foot radius and releasing the ghost(s) contained within.

Ghost Container, Tripod

Tripod containers work just like ghost containers except that they paralyze the ghost rather than actually contain it. The container automatically senses any non-corporeal undead that pass through its 30-foot square area. When the tripod is triggered, all ghosts within its area of effect must make a Reflex save or be paralyzed for 1d4 rounds.

Ghost Container, Vehicle

This ghost container acts as a high capacity container, except that it can be mounted on a vehicle. It emits a 10-foot long cone that is 10-feet wide at its widest point, directly in front of the vehicle.

Jorge back at Elio's camera.

Behind them, Brenda walked around in a circle with an upturned vial of silver powder.

"Are you sure you're not trying to fry a human being?" said Elio. "That thing looks dangerous! Maybe we should call the cops?"

Jorge squeezed off another whip of energy at the shadow. It passed right through one of the boxes and began stalking towards them. "The cops are the ones who hired us."

"Before me, Herne the Huntsman!" chanted Brenda.

"This is great stuff," said Elio, "I can't wait to see how you guys put these special effects together."

"What?" Jorge said over the shriek of his electron pack. "Are you saying we staged all this?"

"Behind me, Aradia the Maiden!" she continued to chant.

"It must have cost you a fortune to put this show on," said Elio with a smirk on his face.

"On my right hand, Cernunnos, the Horned God!"

Just then, one of the bullets penetrated the camcorder. It hissed and sparked as the image fizzled. Then it died altogether.

Elio shook the camera. There was nothing wrong with it except for a thin sheen of green goo.

"Convenient," said Elio.

"On my left hand, Habondia, the Great Mother!"

The figure was close enough to make out that it was a translucent specter of an Asian man in a suit. Two pistols were in his hands.

"Uh, Brenda," said Jorge, taking a step backwards. "He's getting really close."

Elio took a step forward. "Looks like a

TABLE 2-2: MISCELLANEOUS TABLE

Object	Size	Weight	DC
EMF Detector	Small	1 lb.	20
Ether-Visor	Small	3 lb.	17
Ion Detector	Small	2 lb.	20
IR Thermal Meter	Small	2 lb.	20
Personal EMF Alarm	Small	3 lb.	15
Super EMF Detector	Small	3 lb.	25

Miscellaneous

EMF Detector

An EMF detector measures the psionic energy in a 60-foot radius. Entities that register EMF must be outsiders or undead. An entity's EMF is determined by its CR.

EMF Reading	Result
1-5	No Threat, small to no paranormal activity.
6-20	Trouble, you have a faint trace of a spook.
20+	Biblical proportions.

Using an EMF detector accurately requires a Computer Use check. A successful Computer Use check (DC equal to the ghost's CR) allows the user to substitute his Computer Use skill for a Survival skill to track ghosts, even without the Track feat. It will also allow the user to spot ethereal beings using Spot checks (which are normally impossible to detect unless they make their presence known).

It is not uncommon for an EMF detector to overload. If an EMF detector identifies an entity emitting over 550 EMF, the meter must make a Fortitude save (DC 20) or inflict 1d6 electrical damage to the wielder and itself for every 20 EMF over 550. EMF detectors are ICECC products and require a license to purchase.

Ether-Visor

Ether-visors use grant the user the ability to ethereal beings-but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all Spot and Search checks made by someone wearing them. Ether-visors must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room does not. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing an ether-visor). Ether-visors are ICECC products and require a license to purchase.

Ion Detector

This meter detects electricity. Ethereal beings occasionally leave behind an electrical signature that can be detected. The meter provides a +4 bonus to Spot and Computer Use checks to detect ethereal beings that inflict electrical damage or are resistant to electrical damage.

IR Thermal Meter

This meter detects heat. Ethereal beings occasionally leave behind a cold signature that can be detected. The meter provides a +4 bonus to Spot and Computer Use checks to detect ethereal beings that inflict fire or cold damage or are resistant to fire or cold damage.

Personal EMF Alarm

The personal EMF alarm is an EMF detector that can be programmed to set off an audible alarm when an ethereal being enters the area. Unlike the EMF detector, it has its own Spot check rating (5 ranks) and rings the alarm if any ethereal being comes within 30 feet. Person EMF alarms are ICECC products and require a license to purchase.

hologram to me."

"About me flame the pentagrams!" chanted Brenda.

The figure raised his pistols, one aimed at Brenda's head, the other aimed at Jorge's.

"Brenda, if you're going to do something, DO IT NOW!"

"And above me shines the light of the Goddess!" Brenda shouted. She stretched out her arms in both directions, looking skyward as the hexagram she had drawn on the floor flared to life with sparkling gold energy. The energy billowed outwards in a wave towards the spirit. It froze in its tracks, as if someone had hit the pause button on a television remote.

Jorge kicked the container out towards the ghost. As it slid underneath the figure, he stomped on a pedal that was connected to the other end. It clattered to life with the roar of a vacuum cleaner as the lid opened up.

The figure never moved. It collapsed in on itself, melting into the opening of the container. Moments later it snapped shut. The only sound was that of the container's powerful engine winding down.

When it had finally stopped, Jorge picked up the container and latched it onto his belt. He high-fived Brenda.

She turned, hands on hips, to stare down Elio. "So, what do you think of the ICECC now?"

Elio shrugged. "I think some of the money you spent on the hologram projector better go towards a new camcorder."

Brenda kicked him hard in the shin.

Super EMF Detector

This device works similar to an EMF detector except that it has a much more powerful radius of 1 mile. The super EMF detector provides a +4 bonus to Spot and Computer Use checks when tracking ethereal beings. Super EMF detectors are ICECC products and require a license to purchase.

Signs of a Haunting

Everybody's haunted—by tax collectors, in-laws, and creepy ex-boyfriends. But it's a rare breed of haunting that's actually a spiritual problem. Not sure? Look for these signs.

1. Weird noises, like knocking, banging, or rapping—the kind that doesn't rhyme, wise guy.
2. Doors repeatedly open and close. Sometimes this is just after a witness leaves a room, other times doors or other objects are opened and closed for everyone to see. And we don't mean the wind either.
3. Other items move around from place to place. Usually, this is much more significant than "I don't remember leaving my car keys under the couch." It's more like, "I don't remember leaving my car keys in my locked safe."
4. Objects perambulating from place to place. This is different from teleporting objects. Household items slide around, seemingly of their own volition.
5. Electrical problems. TVs go out, lights flicker, radios play. Sometimes it's the reverse—electrical objects work when they have no business working because, for instance, they're not plugged in.
6. Animals freak out. Dogs barking at nothing in particular, birds tweet in agitation all the time, and cats stare at things you can't see. Okay, maybe the cat thing is not so strange after all, but the other two instances are definitely good examples of a haunting. Except maybe the dog barking part.
7. Batteries lose their charge almost instantly with little use.
8. Weird noises. You know what we mean, the usual: whispering, howling, moaning, groaning, weeping, footsteps...the works.
9. Creepy feelings. Whoa, whoa, whoa, feelings...that strange feeling that you are not alone. You may even feel a ghostly touch brush against you.
10. Creepy visions. Things that lurk just out of eyeshot, and we don't mean after a couple of drinks.
11. Changes in temperature. Sometimes rooms can be very cold or very warm for no reason at all and in locations where the temperature should be uniform. For reasons that are yet to be explained, these circumstances never work out fortuitously—ghosts don't seem to accommodate people in hot climates with a cold blast of fresh air.
12. Strange smells or odors. And we don't mean your dog. Or you, when you blame it on the dog.
13. Bruises and scratches on the witness. These are more than your average tussle with the neighborhood bully. They're unexplained and usually happen overnight.
14. Seeing a ghost. Call us crazy, but we like to think that if you actually see a ghost, it counts as a haunting.

Contracts

The contract structures a Ghost Hunter's life. It provides the framework for his mission, guarantees his pay, and protects his interests.

Contracts are an integral part of every Ghost Hunter franchise. This contract is the terms under which a Ghost Hunter performs his duties and how he ultimately gets paid. Ideally, any Ghost Hunter contract is mutually beneficial for both employer and employee. This is not always the case, however. Ghost Hunters sometimes intentionally under perform if they feel the pay is not worth the risk.

The majority of Ghost Hunter franchises view a contract as simply business. Terms are set, rules are followed, and violations, regardless of intent, subject the contract to revisions or even cancellation. Unprofessional franchises shamelessly break contracts when it suits them, usually due to cowardice, ineptitude, or a complete lack of trust between employer and franchise. Unreliable franchises pay the price of such behavior in poverty and a lack of future prospects.

Contracts vary in frequency. A franchise must make a Charisma check (DC 20) modified by its president's Charisma modifier to determine how many contracts are offered each month. If the check fails, no contracts are offered. For every 5 points above 20, an additional contract is offered.

Charisma Check	Offers
< 20	0
21-25	1
26-30	2
31-35	3
36 >	4

In the Ghost Hunter's world, pay is unreliable and often negotiable. Smart Ghost Hunters demand pay up front. Whenever possible, Ghost Hunters work for short-term contracts, get their pay, and get out. Ghost Hunters who are employed in the short term get their

Chapter Two: Ghost Hunting

pay at the end of the contract.

Now that you know how to identify signs of a haunting, how do the PCs get involved? Most Ghost Hunters advertise heavily, but often that's not enough. Sometimes, Ghost Hunters don't have to look for work—work finds them.

Employers

Once the number of contracts is determined, the employer is identified from the table below.

D100	Employer
1-5	Corporation
6-20	Government
21-35	Middle-Class Citizen
36-50	Police
51-65	Private Investigation Agency
66-80	Religious Institution
81-85	Wealthy Citizen
86-100	Tabloid

Corporation

Large corporations often have more money than small countries. Corporations loathe the supernatural but recognize that their employees often believe in it. In almost every case, the Ghost Hunters will be required to sign a non-disclosure agreement to prevent them from talking about the job. Why? Because nobody wants to buy toothpaste from a company that's haunted, and hiring Ghost Hunters only legitimizes peoples' worst fears.

Government

The government hates to farm out this kind of work, preferring instead to leave it to the FBI. However, sometimes the FBI is too busy to deal with strange supernatural threats. If the PCs have a particular area of expertise, they may be enlisted for a small retainer fee. Or they could just be audited instead.

TABLE 2-3: GHOST HUNTER HOOKS

1d10	Ghost Hunter Hook
1	Premonition: A PC who has psychic powers has a premonition of the coming adventure. It can be a hazy vision or a crystal clear set of directions, at the GM's discretion.
2	Crime Scene: A crime scene involves something odd or supernatural. The PCs may get wind of it and show up, or the police may ask for their help.
3	Supernatural Attack: An ethereal force gets pissed off by the PCs meddling and decides to haunt them directly. Ghost Hunter, heal thyself! Prosecution: For real or imagined reasons, the PCs are castigated by an authority. It can be a secular or ecclesiastical authority, but in both cases it's bad news. Secular agencies will harass the group, spy on them, and otherwise make their lives miserable. Religious authorities lambaste the Ghost Hunters in a variety of media. (This may actually help business.)
4	Accident: The Ghost Hunters happen upon a supernatural incident in their day-to-day activities. It happens to everyone else, why can't it happen to a Ghost Hunter?
5	Past Event: One of the PCs suddenly remembers something about some supernatural event some time ago. No, really.
6	Tabloid: The tabloids get it right for once. PCs that pay attention can make a lucrative living reading the tabloids and following up on their leads.
7	Expedition: A haunted place (cemetery, mine, etc.) is excavated and strange things start happening. Call in the Ghost Hunters!
8	Help?: All that advertising pays off and the Ghost Hunters actually get an unprompted request for help from someone who may or may not be able to pay them.
9	Prophecy: The PCs stumble across a prophecy or some crazy old coot points it out to them. In both cases, some major event happens that presages the arrival of a lot of angry spirits. Run for your life!
10	

Middle-Class Citizen

Your average Ghost Hunter client is a desperate working Joe who needs to get on with his life but can't because of some supernatural intervention. Middle-class employers are difficult cases because they don't hire a Ghost Hunter frivolously—things have gotten so bad that they'd rather gamble away their savings on a Ghost Hunter than live with the ghost any longer. Failure on the part of the Ghost Hunters can mean bankruptcy for the employer. Doesn't that make you feel bad?

Police

The police have gone soft in recent years, mostly because of the positive press they receive by hiring Profilers (Ghost Hunters) who use their psychic talents to uncover murders and find the lost. Most police

forces won't call Ghost Hunters immediately and will almost inevitably be local. Ghost Hunters who are smart offer their services free of charge to local police groups, who will sometimes look the other way should a Ghost Hunter be caught skulking around a graveyard.

Private Investigation Agency

There are plenty of private eyes out there, but not all of them are willing or able to deal with the supernatural. As a result, Ghost Hunters are sometimes hired on retainer to take care of situations the investigators can't handle. Since private investigators tend to be tough mothers, the ghost is probably one mean customer.

Religious Institution

Temples, churches, mosques—all of them have specialists to deal with the spirits of the dead. Sometimes, however, that's not enough. If the PCs are of a religious persuasion, they may be morally obligated to help. If the PCs are just greedy bastards, they may be guilted into helping. Failing that, religious groups can usually pay quite well. Ghost Hunters beware—religious groups tend to project their own ideologies on the spirit world and will turn even the most benevolent ghost into a satanic demon from hell. Okay, that's redundant, but you get the point.

Wealthy Citizen

The wealthy citizen is considerably rarer than the middle-class, which is a shame, because they'll pay anything. Wealthy citizens can be anyone from movie stars to entrepreneurs to heiresses. Fortunately, being a skeptic is not a requirement to be rich—indeed, many wealthy individuals form their own Ghost Hunter groups out of sheer morbid curiosity. That, and the fact that rich people still die like the rest of us, so they're just as interested in the afterlife. Wealthy citizens sometimes adopt a Ghost Hunter group, but this more extraordinary than those late night TV commercials would lead you to believe.

Tabloid

Tabloids rarely seek out Ghost Hunters. Rather, they offer bounties on strange phenomena. If a Ghost Hunter can get a ghost on film, scoop up a bit of etherplasm, or otherwise pique the public's interest, it's likely a tabloid is willing to pay good money for it. In short, if it would make a good headline, tabloids will pay and pay well. Unfortunately, these "ghost bounties" are often broadcast to every crazy in the neighborhood, so Ghost Hunters have to compete with amateur photographers, spiritualists, and other tabloid journalists.

Places of Power

Got the employer? Check. Got the contract? Check. So now what? Well, all that's left is to visit the area where the ghosts are lurking. That's the good news. The bad news is...the Ghost Hunter has to visit the area where the ghosts are lurking.

Haunted Places

Ghost Hunters usually end up hunting ghosts in places where everyone expect them to: graveyards, battlefields, sites of horrible murders or torture. It's no coincidence. Ghosts can show up just about anywhere, but places that are charged with negative energy display traits that encourage ghosts to "live" there. Or is that "unlive"?

These areas tend to be lonely, haunted planes, drained of color and filled with winds bearing the soft moans of those who died there. Each Charisma check made to turn undead within this area takes a -3 profane penalty, and every undead creature entering a haunted area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD. Living creatures suffer 1 point of temporary Wisdom damage per hour spent in such a place. At 0 Wisdom, the character becomes Frightened and runs screaming from the area.

Magical Places

Ley lines are perfect conduits to conduct magic rituals. These are junctures, both of physical features of the landscape as well as magical forces. All spells are considered to have a metamagic feat applied to them without changing the spell slot required or the casting time. Each ley line creates the same effect each time. Thus, a ley line crossing under Old Man Crotchety's House might Heighten all spells, as per the feat. This is precisely why cultists and arcanists set up shop in places of magic.

TABLE 2-4: HAUNTED PLACES

1d100	Location
1-2	Battlefield
3-4	Bridge
5-8	Burial Mound
9-10	Cave
11-14	Cemetery
15-16	Church
17-18	Community Center
19-20	Courthouse
21-24	Crossroads
25-26	Factory
27-28	Forest
29-30	Highway
31-32	Hill
33-36	Hospital
37-40	Hotel
41-44	House
45-48	Inn
49-50	Library
51-52	Mansion
53-54	Military Barracks
55-56	Mine
57-58	Mountain
59-60	Museum
61-62	Park
63-64	Plantation
65-68	Prison
69-70	Railroad
71-74	Restaurant
75-78	Sanitarium
78-82	School
83-84	Ship
85-86	Swamp
87-90	Theatre
91-92	Tree
93-96	University
97-100	Well

TABLE 2-5: MAGICAL PLACES

1d10	Feat Effect
1	Empower Spell
2	Enlarge Spell
3	Extend Spell
4	Heighten Spell
5	Maximize Spell
6	Quicken Spell
7	Silent Spell
8	Still Spell
9	Widen Spell
10	Roll Twice

Interdimensional Triangles

When ley lines from three different directions converge, they create an interdimensional triangle, like the Bermuda Triangle. These nexuses can be anywhere, making life very difficult for the inhabitants. Fortunately, most interdimensional triangles have been around for a very long time and have pretty much cleared out anyone sane who might be living there. That's a good thing, because some very strange things happen in an interdimensional triangle, as evidenced by the below table.

General Tips

Okay so you're going to go ghost hunting. You've got your gear, you've got the guts, and you're prepped for encounters with the supernatural. Don't forget these important tips:

- Check out your prospective site during the daytime. Ghosts aren't nearly as dangerous as panicked Ghost Hunters running around like chickens with their heads cut off. One wrong step and you could twist an ankle or bump your head. Remember, you're there to hunt ghosts, not become one!
- Make sure you're not trespassing. If you are, and if we know Ghost Hunters you probably are, don't get caught. Most graveyards are open to

TABLE 2-6: INTERDIMENSIONAL TRIANGLES

1d10	Event	Effect
1	Time Distortion	1 round spent in the interdimensional triangle equates to one day in the normal world.
2	Cyclone	A powerful cyclone of raging wind appears for 1d20 rounds, moving at a speed of 60 ft. per round. It is 10 ft. wide at the base, 30 ft. wide at the top, and 30 ft. tall. Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round each turn with no save allowed.
3	Pit	A circular pit 15 ft. wide opens underneath the characters; it is 1d10 X 10 feet deep. If the characters are over water, it becomes a whirlpool instead.
4	Rain	The characters are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.
5	Fog	A stationary misty vapor arises around you in a 1 mile radius. The vapor obscures all sight, including darkvision, beyond 5 ft. A creature 5 ft. away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11 to 20 mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. An explosion burns away the fog in the explosive or fiery spell's area.
6	Madness	Everyone within 30 ft. must make affected by a <i>confusion</i> spell as if cast by a 20 th level caster.
7	Healing	Everyone within 30 ft. receives the effect of a <i>mass cure light wounds</i> spell.
8	Darkness	A <i>darkness</i> and a <i>silence</i> effect cover a 30-ft. radius around the characters for 2d4 rounds.
9	Gravity	All unattached objects and creatures within a 30-ft. area around the characters fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for 1 round. After 1 round, affected objects and creatures fall downward. Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.
10	Ghosts	1d4 ghosts with a CR equal to the PCs' level appear and attack.
11	Phantoms	Everyone within a 30 ft. radius is affected by a <i>phantasmal</i> killer spell as if cast by a 20 th level caster.
12	Colors	Shimmering colors swirl around the characters for 1d4 rounds. Treat this a <i>glitterdust</i> effect with a save DC of 20.

the public, but relatives of the buried may not be too happy with you mucking around. If the local authorities do catch you in a place where you don't belong...

- Bring your ID. You'll need it.
- Never go it alone. You're not THAT stupid are you?

- The best time to catch psychic phenomena is between 9 p.m. and 6 a.m. So be ready.
- Do your research. The more you know, the more likely you are to recognize Sir Edward Bignose V, lord of Stinkberry Manor.



Not all Ghost Hunters walk the well-lit path of science and technology. Some use good old-fashioned magic to combat the supernatural. A lot of them suck at it. Those Ghost Hunters that do not suck too badly might survive to utilize these new powers.

New Powers

Anchored Navigation

Clairsentience (Wis)

Level: Clairvoyant 4, Geomancer 4

Display: Material, Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: The manifester

Duration: 1 hour/level

Power Points: 7

The manifester knows where he is in relation to a fixed starting point, which is essential for setting up a mishap-free teleport beacon. While the duration lasts, the manifester is aware of his exact distance and route (physical or psychoportive) back to a fixed

starting point. The “anchored” starting point is the manifester’s exact location when he utilizes the power. To designate other anchored starting points, the manifester must utilize this power multiple times and be present at the desired locations when he does so. The manifester can also retrace his steps through a maze automatically while the power lasts, without resorting to a map.

Anchored navigation grants the manifester a mindlink with one designated creature who remains within a 60-foot radius of the starting point, regardless of the distance between the manifester and the creature. The use of anchored navigation is confined to the plane of existence where manifested.

Augury

Clairsentience (Wis)

Level: Clairvoyant 2

Display: Olfactory, Auditory

Manifestation Time: 1 action

Range: Personal

Target: The manifester

Duration: Instantaneous

Power Points: 3

Elio focused his new camcorder on Joey’s broad face. They were sitting in the minivan that the Long Island branch of the ICECC used for transportation.

“So Joey, tell us how you became a ghost hunter?”

Joey, sitting in the driver’s seat, frowned in thought. “Well, I prefer to approach ghosts by researching their backgrounds and discovering why they choose to remain here on Earth. Most have some unfinished business. Others don’t know they’re—”

“Wait. You’re a researcher?” said Elio.

“Yeah, so?”

“How much do you weigh, Joey?”

“About 250 pounds. Why?”

“You’re what, six foot three, six foot four?”

Brenda threw open the side of the caravan in a huff. “Athame! Athame! Where the hell is my athame?” she shouted.

Joey reached into the back without looking away from the camera and produced a wavy-bladed knife. Brenda grabbed it and ran back into the building behind the minivan.

“Six foot four and a half, actually.”

Elio snickered from behind the camera.

“Shouldn’t you be up there, firing those electron thingies at the spooks?”

Joey leaned in to the camera, close enough that Elio involuntarily leaned backwards. “When it comes to ghosts, strength and size don’t mean much. What am I gonna do, punch them?”

Above them, there was a loud curse as a wiggly beam of energy blasted through one of the windows of the second floor. Glass tinkled around the minivan.

“Good point. So why exactly are you dressed up in that super villain getup?”



An augury can tell whether a particular action will bring good or bad results for the manifester in the immediate future. The base chance for receiving a meaningful reply is 70%, plus 1% per manifester level; the DM makes the roll secretly. The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, the manifester receives one of four results:

- “Weal” (if the action will probably bring good results).
- “Woe” (for bad results).
- “Weal and woe” (for both).
- “Nothing” (for actions that don’t have especially good or bad results).

If the power fails, the manifester receives the “nothing” result. A clairvoyant who gets the “nothing” result has no way to tell whether it resulted from a failed or successful augury.

The augury can see into the future for about half an hour, so anything that might happen after that does not affect it. Thus, it might miss the long-term consequences of the contemplated action. All auguries manifested by the same person about the same action use the same die roll result as the first augury.

Aura Sight

Clairsentience (Wis)

Level: Clairvoyant 4

Display: Visual

Manifesting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on the manifester

Duration: Concentration, up to 10 min./level

Saving Throw: None

Power Resistance: No

Power Points: 7

Auras are invisible to the naked eye, but to a psionic viewer manifesting this power they appear as glowing halos or envelopes of colored light that surround all objects. The color of each aura reveals information to the psionic character. The amount of information revealed depends on how long the manifester studies a particular area.

Joey was in an all-black skintight costume. He wore a bright yellow belt, and matching pair of gloves and boots. He wore a small black mask that only covered his eyes. There was a large yellow “J” on his chest.

“Well, you see, sometimes the best way to defeat a ghost is to let them defeat themselves. This spirit here was a kid who read way too many comic books.”

“Not from what Jorge described,” said Elio. “He said it was a real superhero type, big muscles, strong jaw, the whole nine yards.”

“Right. Ghosts manifest in the strongest image they associate with themselves. All that spooky Halloween crap is from the Middle Ages, when corpses were wrapped in burial shrouds. That’s what people expected ghosts to look like, so that’s how they manifested. This kid, Sam Jeffries, used to be picked on all the time. He died when he got high and jumped out of the second story window. Thought he was a superhero, ya see.”

There was another sound of shattering glass. Elio turned the camera just in time to catch a chair flying out of the second story window. It smashed through the hood of a parked car, setting off the wail of the car alarm. Dogs in nearby yards started barking.

“Sammy boy was picked on a lot in high school. Jorge and Brenda, all they’re doing is heightening his anxiety.”

“So if I’m understanding this right,” said Elio, “you’re telling me he thinks they’re bullying him? And you’re... Super Joey?”

“Right,” he ignored the moniker. “Their presence is just making him angrier.”

The sound of a knife whistled through the air overhead. The wavy blade of the athame suddenly thrust through the roof of the minivan, buried to the hilt.

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1st Round: Presence of good and evil auras in the area. The manifester can't pin an aura to a particular object or individual at this stage; instead, he sees a colored haze suffusing the area. (This power can detect lawful and chaotic auras as well, but doing so requires a separate manifestation that focuses only on that alignment axis.)

2nd Round: Number of auras (creatures, objects, powers, or spells) in the area. The manifester knows how many auras are in the area, even though each aura doesn't resolve to its actual location yet.

3rd Round: The owner of each aura is revealed, unless the individual is outside the manifester's line of sight. If a creature whose aura the manifester detects has 5 or more Hit Dice than the manifester does, the manifester is overwhelmed by its presence and dazed for 1 round, and the power ends.

Chi Absorption

Metacreativity (Int)

Level: Geomancer 5

Display: Visual, Mental

Manifestation Time: 1 action

Range: Medium 100 ft.

Area: 100-ft.-radius emanation

Duration: 1 min./level

Saving Throw: Will negates; see text

Power Resistance: Yes

Power Points: 9

By creating a concave hemisphere of chi, the manifester collects chi in the area. *Chi absorption* makes it easier for other psionic characters to manifest their powers (the character is not affected by his own *chi absorption* manifestation). All psionic activity within the area costs half as many power points to manifest, unless opponents make a successful Will save each time they manifest a power. *Chi absorption* cancels out *chi deflection*.

Chi Barrier

Metacreativity (Int)

Level: Geomancer 3

Display: Visual, Mental

Manifestation Time: 1 standard action

Range: Touch

Area: 10-ft.-radius emanation

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Power Resistance: No; see text

Power Points: 5

This power wards a creature from attacks by positive or negative energy creatures, including undead. It creates a magical barrier around the subject at a distance of 1 foot. While within the barrier, any non-positive or -negative being gains a +2 deflection bonus to Defense and a +2 resistance bonus on saves against attacks made or effects created by positive- or negative-energy creatures. The power also prevents bodily contact by positive- or negative-energy creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by positive- or negative-energy creatures ends if the creature leaves the circle. Power resistance can allow a creature to overcome this protection and touch a creature within the warded area.

Chi Cage

Metacreativity (Int)

Level: Geomancer 5

Display: Visual, Mental

Manifestation Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Barred cage (20-ft. cube)

Duration: 2 hours/level (D)

Saving Throw: None

"If you'll excuse me, I need to test my theory."

"By all means," said Elio, backing out of the minivan with the camera still trained on the massive man.

The minivan rocked as it was relieved of Joey's bulk. He walked up to the entrance to the house and cleared his throat.

"I am the diabolical villain known as..." he paused as he glanced at the camera, "Captain J! I have come to defeat you!"

The sounds of smashing furniture stopped.

"Okay, that got his attention" Joey dragged a large piece of canvas out of the minivan. He pulled out a bulky-looking fan with one hand and placed it on the ground.

Joey connected the engine to the canvas. He flipped a switch and the fan shuttered to life. Air began fill the canvas, billowing out into the shape of a large mattress.

"Do me a favor and make sure the fan stays connected to the mattress. Sometimes the umbilical slips off and...well, that would be bad."

Elio nodded with the camera. "Keep fan on. Got it."

Joey turned back to the house. He pointed skywards. "Here I come!" Then he ran into the house.

Elio turned the camera on himself. "Some days, I wonder if this show was a good idea."

The smashing and crashing resumed. With a loud "AYEEEEEE!" Joey's bulk flew out of through the window and landed right in the center of the mattress.

Elio trained the camera on him. He was covered in goo.

"You have defeated me!" shouted Joey back at the house. "I, the diabolical villain known as Captain J, have been brutally beaten by Super Sammy! Urk! Ack! Ahhhh..." He fell to the

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Power Resistance: No
Power Points: 9

This power brings into being an immobile, invisible cubical prison composed of bars of chi. Creatures made of positive or negative energy (including undead) within the area are caught and contained unless they are too big to fit inside, in which case the power automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the chi bars extend into the Ethereal Plane, blocking ethereal travel. Like the *wall of chi* power, a *chi cage* can be destroyed by *negate psionics*. The chi manifests in a 20-foot cube made of bands of chi (similar to the *wall of chi* power) for bars. The bands are a half-inch wide, with half-inch gaps between them. Beings that are not composed of negative or positive energy can freely pass through the *chi cage*. Any creature capable of passing through such a small space can escape; others are confined. The manifester can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All powers and breath weapons can pass through the gaps in the bars.

Chi Deflection

Metacreativity (Int)
Level: Geomancer 5
Display: Visual, Mental
Manifestation Time: 1 action
Range: Medium 100 ft.
Area: 100-ft.-radius emanation
Duration: 1 min./level
Saving Throw: Will negates; see text
Power Resistance: Yes
Power Points: 9

By creating a concave hemisphere of chi, the manifester deflects chi from entering the area. *Chi deflection* makes it more difficult for other psionic characters to manifest their powers (the character is not affected by his own chi deflection manifestation). All psionic activity within the area requires twice as many power points to manifest, unless opponents make a successful Will save each time they manifest a power. Freely manifesting 0-level powers takes 1 full round, instead of 1 action, in a chi deflection field. *Chi deflection* cancels out *chi absorption*.

Chi Knot

Metacreativity (Int)
Level: Geomancer 5
Display: Visual (see text)
Manifestation Time: 1 min.
Range: 10 ft.
Area: 10-ft.-radius emanation
Duration: 1 round/level (D)
Saving Throw: Will negates (for that creature only)
Power Resistance: Yes
Power Points: 9

The manifester creates a chi loop of sorts that causes chi to be sucked into the area of effect and then loop back onto itself, growing stronger and stronger each round. For each living being in the area of effect, it provides a cumulative +1 bonus to DCs set when manifesting a power (including using a psionic attack mode) and a cumulative +1 bonus when making saving throws against powers (including Will saves against psionic attack modes). Only psionic beings can take advantage of this bonus, which is divided equally amongst them.

Chi Web

Metacreativity (Int)
Level: Geomancer 2
Display: Visual, Mental

ground, clutching his chest. Joey's head fell back and his tongue lolled out of his mouth.

Elio focused in on his face. "Please don't be dead," he said as he gingerly poked him with one hand, trying to avoid touching the goo.

One eye snapped open. "Did it work?" Joey asked out of one side of his mouth.

Jorge limped to the window. "I think he's gone!" he shouted below.

Joey hopped up and kicked the switch on the fan in reverse. He stood in heroic, if somewhat overweight, profile as Elio narrated:

"Inflatable mattress: \$100. Super villain costume: \$50. Seeing the look on your friends' faces when they realize how cheap it can be to bust ghosts? Priceless."

Manifestation Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Webs in a 20-ft.-radius spread
Duration: 10 min./level (D)
Saving Throw: Reflex negates; see text
Power Resistance: No
Power Points: 3

Chi web creates an invisible mass of strands formed of chi. These strands trap any being composed of positive or negative energy, including undead. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the chi web collapses upon itself and disappears. Positive- or negative-creatures caught within a *chi web* become entangled among the gluey fibers. Attacking a creature in a chi web won't cause the manifester to become entangled. Anyone in the effect area when the power is manifested must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, though

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moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Wisdom check or a DC 25 Escape Artist check.

Once loose (either by making the initial Reflex save or a later Wisdom check or Escape Artist check), a creature remains entangled, but may move through the *chi web* very slowly. Each round devoted to moving allows the creature to make a new Wisdom check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10. If the manifester has at least 5 feet of chi web between the manifester and an opponent, it provides cover. If the manifester has at least 20 feet of chi web between him and an opponent, it provides total cover.

Clairtangent Hand

Clairsentience (Dex)

Level: Medium 5

Display: Auditory, Mental, Visual

Manifesting Time: 1 standard action

Range: See text

Area: See text

Duration: Up to 1 min./level; see text (D)

Saving Throw: None

Power Resistance: No

Power Points: 9

The manifester can emulate a *far hand* effect at any distance while simultaneously emulating *clairvoyant sense* to target the manifester's *far hand*; see the appropriate power descriptions. *Clairtangent hand*'s duration is up to 1 minute per level when used with a *far hand* effect.

Control Light

Psychokinesis [Light] (Dex)

Level: Medium 1

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Nine 10-ft. cubes + three 10-ft. cubes/level

Duration: Concentration, up to 1 min./level, or 1 round; see text

Saving Throw: None

Power Resistance: No

Power Points: 1

By manipulating the ambient light level, the manifester can decrease or increase the illumination of an area. The change in illumination can be gradual (taking as long as 1 minute) or sudden (occurring immediately when the manifester utilizes this power). The manifester can alter the level of illumination from its original level at any time during the power's duration.

Decrease. The manifester can decrease the illumination of an area by as little as 5% (barely perceptible) or as much as 100% (total darkness). If the manifester decreases the light by 50% or more, the visual ability of creatures that depend on light to see declines accordingly. If the manifester decreases the ambient light in an area by 100%, even those with lowlight vision are unable to see within the affected area. For each 25% decrease in ambient light, characters in the area gain a cumulative +1 circumstance bonus on Hide checks (to a maximum of +4 when all the light is gone).

Increase. The manifester can increase the illumination of an area by as little as 5% (barely perceptible) or as much as 100%. If the manifester increases the light by 50% or more, the visual ability of creatures that depend on light to see improves accordingly. The manifester can use this power to increase the illumination of an area by 200% (improving visual abilities accordingly), but in such a case the power's duration is only 1 round.

Create Sound

Metacreativity (Creation) [Sonic] (Int)

Level: Medium 1

Display: Auditory; see text

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Sounds; see text

Duration: 1 round/level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester creates a volume of sound that rises, recedes, approaches, or remains at a fixed place. The manifester chooses what type of sound the power creates when manifesting it and cannot thereafter change its basic character. The volume of sound created, however, depends on the manifester's level. The manifester can produce as much noise as four normal humans per his level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise produced can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire lion is equal to the noise from twenty humans.

If the manifester wishes to create a specific message, up to twenty-five words can be created, and those words repeat over and over until the duration expires or the power is dismissed. If the manifester attempts to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a dragon's roar), the manifester must succeed on a Bluff check with a +2 circumstance bonus opposed by the listener's Sense Motive check to avoid arousing suspicion.

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Create sound can be used to bring sounds into existence that the manifester later manipulates by manifesting control sound.

Danger Sense

Clairsentience (Wis)

Level: Clairvoyant 3

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: The manifester

Duration: 1 hour/level (D)

Power Points: 5

The manifester can sense the presence of danger before his normal senses would. The manifester's intuitive sense alerts him to danger from traps, giving him a +4 insight bonus on Reflex saves to avoid traps and a +4 insight bonus to Armor Class against attacks by traps.

Deceleration

Psychoportation (Dex)

Level: Geomancer 1

Display: Auditory, Material

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One Medium or smaller creature

Duration: 1 min./level

Saving Throw: Reflex negates

Power Resistance: Yes

Power Points: 1

The manifester warps space around an individual, hindering the subject's ability to move. The subject's speed (in any movement mode it possesses) is halved. A subsequent manifestation of *deceleration* on the subject does not further decrease its speed.

Destiny Dissonance

Clairsentience (Wis)

Level: Clairvoyant 1

Display: Material, Mental

Manifesting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

The manifester's mere touch grants his foe an imperfect, unfocused glimpse of the many possible futures. Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the manifester.

Detect Chi

Clairsentience (Wis)

Level: Geomancer 0

Display: Visual, Auditory

Manifestation Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from the manifester to the extreme of the range

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

The manifester detects chi auras. The amount of information revealed depends on how long he studies a particular area or subject:

1st Round: Presence or absence of chi auras.

2nd Round: Number of different chi auras and the strength of the strongest aura. An overwhelming aura stuns the manifester for 1 round and the power ends.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line

of sight, the manifester can make Psicraft checks to determine the discipline involved in each. (Make one check per aura; DC 15 + power level, or 15 + half manifester level for a nonpower effect.)

Chi areas, multiple disciplines, or strong local chi emanations may confuse or conceal weaker auras.

Aura Strength. An aura's chi power and strength depend on a power's functioning power level or an item's manifester level. If an aura falls into more than one category, detect chi indicates the stronger of the two.

Functioning Power Level	Item Manifester Level	Aura Strength
0-level	Lingering aura	Dim or lingering
1st–3rd	1st–5th	Faint
4th–6th	6th–11th	Moderate
7th–9th	12th–20th	Strong
Artifact	Beyond mortal or deity-level chi	Overwhelms manifester

Time Aura Lingers. How long the aura lingers depends on its original strength.

Original Strength	Duration
Faint	1d6 minutes
Moderate	1d6x10 minutes
Strong	1d6 hours
Overwhelming	1d6 days

Note: Each round, the manifester can turn to detect things in a new area. The manifester can tell the difference between magical and chi auras. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Hostile Intent

Telepathy [Mind-Affecting] (Cha)

Level: Clairvoyant 2

Display: Olfactory

Manifesting Time: 1 standard action

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Range: 30 ft.

Area: 30-ft.-radius emanation centered on the manifester

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 3

While the duration of this power lasts, the manifester becomes aware of the presence of any creatures with hostile intent within 30 feet of him, and their direction (but not their specific location). The power detects active aggression, as opposed to vigilance. In addition, while this power is active the manifester cannot be surprised or caught flatfooted by creatures that are susceptible to mind-affecting powers.

While under the effect of this power, the manifester can make Sense Motive checks as a free action against anyone within 30 feet of him. The power can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

Detect Remote Viewing

Clairsentience (Wis)

Level: Clairvoyant 4

Display: Mental, Visual

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on the manifester

Duration: 24 hours

Saving Throw: None

Power Resistance: No

Power Points: 7

The manifester immediately becomes aware of any attempt to observe him by means of a clairsentience (scrying) power or divination (scrying) spell. The power's effect radiates from the manifester and moves

with him. The manifester knows the location of every psionic or magical sensor within the power's area.

If the viewing attempt originates within the area, the manifester also knows the viewer's location. Otherwise, the manifester and the remote viewer immediately make opposed manifester level checks (1d20 + manifester level or viewer's caster level, as appropriate). If the manifester matches the remote viewer's result, the manifester gets a visual image of the remote viewer and an accurate sense of the remote viewer's direction and distance.

Detect Teleportation

Clairsentience (Wis)

Level: Geomancer 1

Display: Visual

Manifesting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on the manifester

Duration: Concentration, up to 1 min. (D)

Saving Throw: No

Power Resistance: No

Power Points: 1

The manifester senses the use of any effects of the teleportation subdiscipline within the area. The manifester senses the use of these powers whether or not the he has line of sight or line of effect (although a force effect prevents this detection). When the manifester senses the use of an appropriate power, he knows the direction in which the power was used, though not the distance or the exact effect.

Dismiss Etherplasm

Metacreativity (Int)

Level: Medium 4

Display: Auditory and visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Area: 30-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 5

The manifester dismisses creatures, objects, or effects composed of etherplasm, (such as the *etherplasmic cocoon* power) or that were formerly composed of etherplasm (such as items created by metacreativity [creation] powers). An etherplasmic creature that fails its Will saving throw dissipates into so much constituent etherplasm, which evaporates immediately.

A creature under the effect of the *etherplasmic form* power that fails its saving throw is either destroyed outright or physically shifted to a random location on the Ethereal Plane (50% chance for either result).

Other ongoing powers that create etherplasmic objects or effects, such as *etherplasmic cocoon*, are dismissed if the manifester succeeds on a level check (1d20 + the manifester's level, maximum +10) against a DC of 11 + the power's manifester level.

Divert Chi

Metacreativity (Int)

Level: Geomancer 5

Display: Visual (see text), Mental

Manifestation Time: 1 action

Range: Touch

Area: Up to two 10-ft. cubes/level (S)

Duration: 1 round/level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 9

The manifester creates an invisible path in any shape he or she chooses, up to the limit of the maximum area for his level. This path absorbs chi at one end and siphons it towards the other end. The halfway point is always the middle between the two furthest

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points of the path. Any psionic creatures within the first part of the path are drained of 2 power points/level. Any nonpsionic beings, or psionic beings that currently have no power points, are drained of 1 temporary Wisdom point/level.

Drained power points are transferred immediately to psionic living beings on the other end of the path, divided evenly amongst all the recipients (rounded up). The recipients can't gain more power points than they normally have available in one day. The stolen power points remain in the recipients' reserve until used normally. Drained Wisdom points are transferred immediately to living beings on the other end of the path, divided evenly amongst all the recipients (rounded up). Note that it is possible for a drained individual to restore his points by walking over to the other side of the path.

Divination

Clairsentience (Wis)

Level: Clairvoyant 4

Display: Mental, Visual

Manifesting Time: 10 min.

Range: Personal

Target: The manifester

Duration: Instantaneous

Power Points: 7

Similar to *augury* but more powerful, a *divination* power can provide the manifester with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If the manifester's party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct *divination* is 70% + 1% per manifester level, to a maximum of 90%. If the dice roll fails, the

manifester knows the power failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same manifester use the same dice result as the first *divination* power and yield the same answer each time.

Etherplasmic Armor

Metacreativity (Int)

Level: Medium 5

Display: Visual; see text

Manifestation Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Power Resistance: Yes (harmless)

Power Points: 9

The subject is covered in etherplasmic armor that provides a +10 armor bonus to Defense. Other armor cannot be worn at the same time as etherplasmic armor. If the subject takes off the etherplasmic armor, it immediately dissipates. Treat etherplasmic armor as leather armor for purposes of armor check penalty or speed reduction. Because the armor is composed of etherplasm (emulating force for the purposes of this power), incorporeal creatures can't bypass it the way they do normal armor.

Etherplasmic Cocoon

Metacreativity (Int)

Level: Medium 3

Display: Auditory, Material

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Medium or smaller creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Power Resistance: No

Power Points: 5

The manifester draws writhing strands of etherplasm from the Ethereal Plane that wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, unable to speak, take any physical actions, or see outside the cocoon. The subject's nostrils are clear (air passes through the cocoon normally). The subject can execute purely mental actions (such as manifesting powers or casting spells which have no verbal, somatic, or material components).

Cutting or damaging the cocoon can free a victim. The cocoon has hardness 8 and 20 hit points. Teleportation and other forms of travel provide a means of escape, but the cocoon extends into the Ethereal Plane, blocking ethereal travel. An *etherplasmic cocoon* can't be affected by *dispel psionics*, but it can be dismissed with *dismiss etherplasm*, or otherwise destroyed by extreme measures or items.

The creature within the cocoon is visible only as a vague shape (substantial enough to interrupt line of sight) and cannot be directly harmed or interacted with unless the cocoon is destroyed. The cocooned creature can be moved normally (the weight of the cocoon is negligible).

A creature that is cocooned while aloft begins to fall immediately, and a creature that is cocooned while swimming or underwater may drown.

Etherplasmic Form

Psychometabolism (Con)

Level: Medium 3

Display: Olfactory

Manifesting Time: 1 standard action

Range: Personal

Target: The manifester

Duration: 1 min./level (D)

Power Points: 5

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The manifester and all his gear become a partially translucent mass of rippling etherplasm that generally conforms to the manifester's normal shape. The manifester gains damage reduction 10/psionics, and immunity to poison and critical hits. The manifester's material armor (including *inertial armor*) becomes meaningless, although the manifester's size, Dexterity, deflection bonuses, and armor bonuses from force effects (such as those gained by *inertial armor*) still apply to the manifester's Armor Class.

The manifester can use powers while in *etherplasmic form*, but he must make a Concentration check (DC 20 + power level) for each power he attempts.

The manifester cannot physically attack or speak and loses supernatural abilities (if any) while in *etherplasmic form*. The manifester can't run, but he can fly at a speed of 20 feet (perfect). The manifester can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in his hands. The manifester is subject to the effects of wind, and can't enter water or other liquid. The manifester also can't manipulate objects or activate items, even those carried along with him. Continuously active items remain active, though in some cases their effects may be moot (such as items that provide armor or natural armor bonuses).

Etherplasmic Shambler

Metacreativity (Int)

Level: Medium 5

Display: Auditory, Material, Olfactory; see text

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: One etherplasmic manifestation of a size equal to ten 10-ft. cubes (S)

Duration: 1 min./level

Saving Throw: None

Power Resistance: No

Power Points: 9

The manifester fashions an ephemeral, many-legged mass of pseudo-living etherplasm called an etherplasmic shambler. The manifester can direct the shambler as a free action. It has a speed of 10 feet. It can completely surround objects (and opponents) over which it is manifested or onto which it moves, because it has the consistency of thick mist. The vision of those within the shambler is limited to 5 feet, and manifesting powers (or casting spells) within the shambler is difficult due to the constant turbulence.

Creatures enveloped by the shambler, regardless of Armor Class, take 1 point of damage for every two levels the manifester has during each round they become or remain within the roiling turbulence of the shambler. Anyone trying to manifest a power must make a Concentration check (DC 15 + power's or spell's level) to successfully manifest a power or cast a spell inside the shambler.

A wind stronger than 20 miles per hour that blows against the shambler reduces its speed to 0 feet during the first round and moves it in the direction of the wind at a speed of 5 feet in subsequent rounds. A wind stronger than 20 miles per hour that blows in the direction the shambler travels increases its speed to 15 feet.

Fabricate, Psionic

Metacreativity (Int)

Level: Medium 4

Display: Material

Manifesting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

The manifester converts material of one sort into a product of the same material. Creatures or magic

items cannot be created or transmuted by the fabricate power. The quality of items made by this power is commensurate with the quality of material used as the basis for the new fabrication. If the manifester works with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

The manifester must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the power.

Forced Sense Link

Telepathy [Mind-Affecting] (Cha)

Level: Clarivoyant 2

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

As *sense link*, except the manifester can use this power on any creature (willing or unwilling).

Ghost Trap

Metacreativity (Int)

Level: Geomancer 2

Display: Visual, Mental

Manifestation Time: 3 rounds

Range: Touch

Target: Touched nonmagical circle with a 2 ft. diameter + 2 ft./level

Duration: Until triggered

Saving Throw: None

Power Resistance: No

Power Points: 3

This power enables the manifester to make a circle of chi that functions as a magic trap against creatures made of positive and negative energy, including undead. When a character manifests *ghost trap* on the ground, it disappears into the ground (Search DC 23

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for a character with the trapfinding ability to locate). The *ghost trap* is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The *ghost trap* has Defense 7 and 5 hit points. A successful escape from the *ghost trap* ends the power.

Greater Negative Chi Spiral

Metacreativity (Int)

Level: Geomancer 4

Display: Visual, Mental

Manifestation Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Power Resistance: No

Power Points: 7

By creating a spiral of chi in the center of the room, the manifester draws forth the negative chi in the area, filling it with negative energy. Each Charisma check made to turn undead within this area takes a –6 profane penalty, and every undead creature entering a *greater negative chi spiral* area gains a +2 profane bonus on attack rolls, damage rolls, and saving throws. Anyone who casts *animate dead* within this area may create as many as double the normal amount of undead. *Greater negative chi spiral* counters and dispels *lesser positive chi spiral* and *greater positive chi spiral*.

Greater Positive Chi Spiral

Metacreativity (Int)

Level: Geomancer 4

Display: Visual, Mental

Manifestation Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Power Resistance: No

Power Points: 7

By creating a spiral of chi in the center of the room, the manifester draws forth the positive chi in the area, filling it with positive energy. Each Charisma check made to turn undead within this area gains a +6 sacred bonus. Every undead creature entering a *greater positive chi spiral* area suffers minor disruption, giving it a –2 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *greater positive chi spiral* area. At 0 hit points or lower, undead crumble into ash. *Greater positive chi spiral* counters and dispels *lesser negative chi spiral* and *greater negative chi spiral*.

Identify

Clairsentience (Wis)

Level: Clairvoyant 2

Display: Material, Mental

Manifesting Time: One day

Range: Touch

Target: One touched object

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

This power determines all properties of a single psionic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Inkling

Clairsentience (Wis)

Level: Clairvoyant 0

Display: Olfactory, Auditory

Manifestation Time: 1 action

Range: Personal

Target: The manifester

Duration: Instantaneous

Power Points: 1

An inkling can tell whether a particular action will bring good or bad results for the manifester in the immediate future. The base chance for receiving a meaningful reply is 50%, plus 1% per manifester level; the DM makes the roll secretly. The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If *inkling* succeeds, the manifester receives one of four results:

- “Weal” (if the action will likely bring good results).
- “Woe” (if the action will likely bring bad results).
- “Weal and woe” (if the action will likely bring both good and bad results).
- “Nothing” (if the action is not likely to bring either especially good or bad results).

If the power fails, the manifester gets the “nothing” result. A clairvoyant who gets the “nothing” result has no way to tell whether it resulted from a failed or successful inkling. The inkling can see into the future only about half an hour, so anything that might happen after that does not affect the inkling. Thus, it might miss the long-term consequences of the contemplated action. All inklings manifested by the same person about the same action use the same die roll result as the first inkling.

Note: A character may only manifest inkling a number of times per day equal to his or her Wisdom modifier +1, regardless of further payment of power points or number of free manifestations left in the day.

Know Direction

Clairsentience (Wis)

Level: Clairvoyant 0, Geomancer 0

Display: Mental

Manifestation Time: 1 action

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Range: Personal
Target: The manifester
Duration: Instantaneous
Power Points: 1

The manifester instantly knows which way is north. If in a place where magnetic field lines do not specify north, the manifester may know the direction of a preeminent landmark, at the DM's discretion. The character only knows the direction of north immediately after manifesting this power. Subsequent movement could confuse matters once again.

Know Location

Clairsentience (Wis)
Level: Clairvoyant 1, Geomancer 1
Display: Mental
Manifestation Time: 1 action
Range: Personal
Target: The manifester
Duration: Instantaneous
Power Points: 1

In a general sense, the manifester knows where he or she is located. The power reveals rough information about the character's location. The information is usually no more detailed than a summary that locates the manifester according to a prominent local landmark. The character only knows the information about his location immediately after manifesting this power. Subsequent movement could confuse matters once again.

Lesser Negative Chi Spiral

Metacreativity (Int)
Level: Geomancer 2
Display: Visual, Mental
Manifestation Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation

Duration: 2 hours/level
Saving Throw: None
Power Resistance: No
Power Points: 3

By creating a spiral of chi in the center of the room, the manifester draws forth the negative chi in the area, filling it with negative energy. Each Charisma check made to turn undead within this area takes a -3 profane penalty, and every undead creature entering a *lesser negative chi spiral* area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD. *Lesser negative chi spiral* counters and dispels *lesser positive chi spiral*.

Lesser Positive Chi Spiral

Metacreativity (Int)
Level: Geomancer 2
Display: Visual, Mental
Manifestation Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation
Duration: 2 hours/level
Saving Throw: None
Power Resistance: No
Power Points: 3

By creating a spiral of chi in the center of the room, the manifester draws forth the positive chi in the area, filling it with positive energy. Each Charisma check made to turn undead within this area gains a +3 sacred bonus. Every undead creature entering a *lesser positive chi spiral* area suffers minor disruption, giving it a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a *lesser positive chi spiral* area. *Lesser positive chi spiral* counters and dispels *lesser negative chi spiral*.

Major Creation

Metacreativity (Int)
Level: Medium 5
Manifesting Time: 10 min.
Range: Close (25 ft. + 5 ft./2 levels)
Duration: See text
Power Points: 9

This power functions like *minor creation*, except that the manifester can also create an object of mineral nature such as stone, crystal, metal. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hour/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 minute/level
Gems	10 minute/level
Rare metal ¹	1 round/level

¹Includes adamantite, alchemical silver, and mithral. The manifester can't use major creation to create a cold iron item.

Minor Creation

Metacreativity (Int)
Level: Medium 2
Display: Material
Manifesting Time: 1 min.
Range: 0 ft.
Effect: Unattended, non-psionic, non-magical object of nonliving plant matter, up to 1 cu. ft./level
Duration: 1 hour/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

The manifester creates a non-magical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster

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level. The manifester must succeed on an appropriate skill check to make a complex item. Attempting to use any created object as a material component causes the spell to fail.

Psycholuminescence

Metacreativity (Int)

Level: Medium 1

Display: Visual (see text), Auditory

Manifestation Time: 1 action

Range: Touch

Target: Object touched

Duration: 10 min./level

Saving Throw: None

Power Resistance: No

Power Points: 1

The object touched begins to glow with a silver light, shedding light in a 20-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to *psycholuminescence*. The power cannot be manifested on a creature. If the power is manifested on a small object that is then placed inside or under a lightproof covering, the power's effects are blocked until the covering is removed.

Psycholuminescence brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas.

Quintessence

Metacreativity (Int)

Level: Medium 4

Display: Material; see text

Manifesting Time: 1 round

Range: 0 ft.

Effect: 1-inch-diameter dollop of quintessence; see text

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 7

The manifester collapses a bit of time from the continuum, forming a 1-ounce dollop of thick, gooey material called quintessence. This substance shimmers like a silver mirror when viewed from some angles but is transparent from other viewpoints. The manifester can smooth a dollop of quintessence around any extremely small object.

Objects sealed within quintessence are protected from the effects of time; in practical terms, they enter a state of stasis. Living flesh with only partial contact with quintessence is also partially pulled out of the time stream (the manifester is immune to this effect). This disruption deals 1 point of damage per round beginning 10 rounds after partial contact occurs.

Quintessence can be manually scraped away from a protected object, freeing it to rejoin the time stream. When the manifester does this, there is a 75% chance that the quintessence evaporates back into the continuum. Otherwise, it coalesces again into a 1-inch-diameter bead, available for later use.

Large quantities of quintessence could theoretically be gathered to preserve large items or structures (or even a complete living creature; if completely immersed, a living creature would not take the damage associated with partial contact). However, psionic characters and creatures are generally loath to do so because accumulations of quintessence weighing 1 pound or more hinder psionic activity within a 5-foot radius of the accumulation. Powers require twice as many power points to manifest, unless the manifester makes a successful Will save each time he or she attempts to manifest a power. Also in these circumstances, manifesting a psi-like ability that is usable at will is a full-round action rather than a standard action.

Remote Viewing

Clairsentience (Wis)

Level: Clairvoyant 4

Display: Mental

Manifesting Time: 1 hour

Range: See text

Effect: Quasi-real viewpoint

Duration: 1 min./level (D)

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 7, XP

The manifester sends his mind across space and dimensions, forming it into a quasi-real viewpoint from which he can see and hear some creature located at any distance, even if planar boundaries separate them. If the subject succeeds on a Will save, the *remote viewing* attempt fails, and the manifester can't attempt to view that creature again for at least 24 hours. The difficulty of the save depends on how well the manifester knows the subject and what sort of physical connection (if any) the manifester has to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (the manifester has heard of the subject)	+5
Firsthand (the manifester has met the subject)	+0
Familiar (the manifester knows the subject well)	-5
*The manifester must have some sort of connection to a creature he has no knowledge of.	

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10
Subject on another plane	+5

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If the subject fails its Will save, the manifester's mind coalesces a quasi-real viewpoint near enough to the subject to see and hear the subject and its immediate surroundings (up 30 feet in all directions away from the subject).

While the remote viewing lasts, the manifester's real body remains unmoving and unaware of his actual surroundings. On the other hand, the manifester's quasi-real viewpoint is treated in some ways as if it were an invisible etherplasmic form of himself, except as follows. This power is of the Scrying subdiscipline, but use the following information in place of the standard scrying sensor. As a quasi-real viewpoint, the manifester can speak (though the manifester's voice is whispery).

The manifester may potentially be sensed by the subject he is viewing (subjects who can see or sense invisible or hidden creatures automatically sense the manifester; otherwise the manifester make a Hide check with a +40 bonus to escape detection if immobile, or a +20 bonus if moving). The manifester could be attacked (although if the manifester becomes subject to dispel psionics, the remote viewing simply ends). If the subject moves, the manifester can attempt to follow it at a speed of 20 feet, though if it gets farther than 30 feet from him (or he moves farther than 30 feet from it), the power ends.

The manifester can attempt to manifest one power through his quasi-real viewpoint, but must make a Concentration check (DC 20 + level of the power the manifester wishes to manifest) to succeed. Manifesting (or attempting and failing to manifest) a power immediately ends the remote viewing.

All powers from the manifester's quasi-real viewpoint cost twice the usual number of power points (the manifester can't exceed the power point limit set by his level, so he is restricted to manifesting lower-level powers than he otherwise could). Power

points the manifester spends as a quasi-real viewpoint are drained from the manifester's real body.

XP Cost: 20 XP.

Séance

Telepathy [Mind-Affecting] (Cha)

Level: Medium 3

Display: Visual, Mental

Manifestation Time: 10 min.

Range: 10 ft.

Target: One spirit

Duration: 1 min./level

Saving Throw: Will negates; see text

Power Resistance: No

Power Points: 5

The manifester can contact a dead spirit, allowing it to answer several questions that the manifester put to it. The manifester may ask one question per two manifester levels. Unasked questions are wasted if the duration expires. The spirit's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive. If the creature's allegiance is opposed to yours, the spirit gets a Will save to resist the power as if it were alive. If the spirit has been subject to *séance* within the past week, the new power fails. This power will work on undead spirits as well.

Second Chance

Clairsentience (Wis)

Level: Clairvoyant 5

Display: Mental

Manifesting Time: 1 standard action

Range: Personal

Target: The manifester

Duration: 1 round/level or until discharged

Power Points: 9

The manifester takes a hand in influencing the probable outcomes of his immediate environment. The manifester sees the many alternative branches that reality could take in the next few seconds, and with this foreknowledge, gains the ability to reroll one attack roll, one saving throw, one ability check, or one skill check each round. The manifester must take the result of the reroll, even if it's worse than the original roll. The manifester does not have to make another roll if he is satisfied with the original roll.

Sense Link

Telepathy [Mind-Affecting] (Cha)

Level: Clairvoyant 1, Medium 1

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One willing creature

Duration: Concentration, up to 1min./level

Power Points: 1

The manifester perceives what the subject creature perceives using its sight, hearing, taste, or smell. Only one sense is linked, and the manifester cannot switch between senses with the same manifestation.

The manifester makes any skill checks involving senses, such as Spot or Listen, as the subject, and only within the subject's field of view. The manifester loses the his Dexterity bonus to Defense while directly sensing what the subject senses.

Once sense link is manifested, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). The manifester does not control the subject, nor can he communicate with it by means of this power.

The strength of the subject's linked sense could be enhanced by other powers or items, allowing the

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manifest the same enhanced sense. If the manifest linked vision, he is subject to any gaze attack affecting the subject creature. If the manifest is blinded or deafened, or suffers some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides the manifest the benefit of the linked sense from its perspective while this power's duration lasts.

Sense Psionics

Telepathy (Cha)

Level: Clairvoyant 5, Geomancer 5

Display: Visual

Manifestation Time: 1 action

Range: 1 mile/level

Area: 1 mile/level radius emanation centered on the manifest

Duration: 1 hour/level

Saving Throw: None

Power Resistance: Yes; see text

Power Points: 9

The manifest detects all psionic activity anywhere within range. He knows direction and distance from him to within 60 feet and the discipline of the power being used, but no other information is revealed.

Trinket

Metacreativity (Int)

Level: Medium 0

Display: Material

Manifestation Time: 1 round

Range: 0

Effect: One unattended, nonmagical object of nonliving plant matter, up to 1 cu. in.

Duration: 1 min.

Saving Throw: None

Power Resistance: No

Power Points: 1

This power creates a nonmagical, nonpsionic, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic inch. The manifest must succeed at an appropriate skill check to make a complex item.

Attempting to use any created object as a material component in a spell causes the spell to fail. The manifest cannot create a dried herb, poison, or other distillate of dead plant matter that has a special secondary effect.

True Seeing

Clairsentience (Wis)

Level: Clairvoyant 5, Geomancer 5

Display: Visual

Manifesting Time: 1 standard action

Range: Personal

Target: The manifest

Duration: 1 min./level

Power Points: 9

The manifest gains the ability to see all things as they actually are. The manifest sees through normal and magical darkness; notices secret doors hidden by magic; sees the exact locations of creatures or objects under blur or displacement effects; sees invisible creatures or objects normally; sees through illusions; and sees the true form of polymorphed, changed, or transmuted things. Further, the manifest can focus his vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures that are simply hiding, or notice secret doors hidden by mundane means.

Undead Sense

Clairsentience (Wis)

Level: Clairvoyant 3, Geomancer 3, Medium 3

Display: Visual

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Spread of 25-ft.-radius + 5 ft./2 levels, centered on the manifest

Duration: 10 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 5

The manifest senses the presence of undead. While the duration lasts, the manifest becomes aware of the presence and general location of undead within the affected space. The type of undead is not revealed, but number of undead is.

Wall of Chi

Metacreativity (Int)

Level: Geomancer 4

Display: Visual, Mental

Manifestation Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level

Duration: 1 round /level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

A *wall of chi* power creates an invisible wall of chi that blocks all beings composed of negative or positive energy, including undead. The wall cannot move, is immune to damage of all kinds, and is unaffected by most powers. However, it can be destroyed by *negate psionics*. Breath weapons and powers cannot pass through the wall in either direction, although *dimension door*, *teleport*, and

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similar effects can bypass the barrier. It blocks ethereal creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Beings that are not composed of negative or positive energy can freely pass through the *wall of chi*. Gaze attacks can operate through a *wall of chi*.

The manifester can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If any object or creature interrupts its surface, the power fails.

Wall of Etherplasm

Metacreativity (Int)

Level: Medium 4

Display: Visual

Manifesting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 min./level (D)

Saving Throw: None

Power Resistance: No

Power Points: 7

The manifester fashions a roiling wall of etherplasm, imbuing it with solidity. The wall cannot move once it is formed. It is 1 inch thick per four manifester levels and occupies up to one 5-foot square per level. Each 5-foot square of the wall has 10 hit points per inch of thickness and hardness 5. A section of the wall whose hit points drop to 0 is breached. If a creature tries to break through the wall, the DC for the Strength check is $15 + 2$ per inch of thickness.

The wall of etherplasm is susceptible to dispel psionics, but it gains a +4 bonus on any check to determine whether the wall is negated. Spells, powers, and breath weapons cannot pass through the wall in either direction (though they could damage it). It blocks ethereal creatures as well as material creatures (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). The wall is opaque, so neither vision nor gaze attacks operate through it. The wall does not block psychoportive travel, such as that provided by the psionic teleport power.

The manifester can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level or into a sphere or hemisphere with a radius of up to 1 foot per level. The wall of etherplasm must be continuous and unbroken when manifested. If any object or creature interrupts its surface, the power fails.





There are people who spend their entire lives looking for ghosts and never find them. Ghost Hunters do not have this problem. If anything, the biggest challenge a Ghost Hunter faces is what to do about a ghost. It's easy to reach for the electron pack first and ask questions later, but some ghosts are simply too powerful to capture.

But hey, if you think you can catch a ghost with your bare hands, be our guest.

Planes

Ghost Hunters are just crazy enough to show up on their enemy's home turf. This chapter also explains where all those ghosts go when they're captured. It's sort of like prison, only without TV.

Ethereal Plane

The Ethereal Plane is coexistent with the Material Plane and often other planes as well. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct; its colors blurring into each other and its edges turning fuzzy.

While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is

usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane.

The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog. It has the following traits:

No gravity. Individuals on a plane with this trait merely float in space, unless other resources are available to provide a direction for gravity's pull.

Alterable morphic. The plane contains little to alter, however. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Normal magic. Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane.

The only exceptions are spells and spell-like abilities that have the force descriptor and abjuration spells that affect ethereal beings. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with

"Down!" shouted Jorge, pushing Elio's head down as a searing red bolt of energy flashed over the gravestones.

Elio shoved back at Jorge. "What is your problem? It's just a little light."

"Those are not just pretty lights, you idiot!" shouted Brenda, flipping through her book. "That magic hurts!" She nursed her badly scorched left shoulder, the one with the thorn tattoo.

"And he's bound a spirit too," muttered Joey. "There's no convincing this one to go away. He trapped it here and it's really pissed off."

"I put up a magical barrier," said Brenda, "but I'm used to fighting ghosts, not necromancers. This guy has had a lot more training than me."

Jorge took a deep breath. "Okay, so what are our options?"

"Well, I can hex him," said Brenda. "But... honestly it'll just burn when he pees. It's not going to stop him right now."

"Better than nothing, Brenda. Go for it. Joey?"

Joey frowned. "My guess is this guy is a real sicko. He must have stumbled on an actual book of necromancy. Probably not too fond of religion either." He punched one gloved fist into an open palm for emphasis. "Get the book away from him and he may lose control over his spirit."

Jorge nodded. He slapped his goggles over his eyes. "Great. I'll keep the ghost occupied; you grab the book. Ready?"

"Wait, wait, WAIT," said Elio. "THAT'S your plan? She chants some words, you fire more lasers, and the big guy runs away from the hologram? What's WRONG with you people?"

They all stopped what they were doing and looked at him.

"You think you can do better?" asked Jorge in disbelief.

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TABLE 4-1: GHOST INCARNATIONS

d%	Incarnation	Str	Dex	Size	Level Adjustment	Challenge Rating
1-8	Orb	-10	+18	Small	+8	+5
9-13	Mist	+4	+10	Medium	+7	+4
14-17	Vortex	+2	+10	Medium	+7	+4
18-20	Shadow	+0	+4	Medium	+6	+3
21+	See Ghost Entry (below)	-	-	-	+5	+2

force-based spells. While it's possible to hit ethereal enemies with a force spell cast on the Material Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

Ether-Containment Unit

The ECU is where Ghost Hunters deposit their ghosts after capturing them with a ghost trap. The secret to creating these units is closely guarded by the ICECC. More importantly, the units all actually link to a singular demiplane. Technically, a ghost captured by one franchise is accessible by the other ECUs, should a breach take place.

But a breach has never happened. That's the official word from the ICECC. And if you know what's good for you, you'll believe it.

The ECU is a bleak repository for the souls of many species. Spirits of all types drift about at random. Humanoid spirits cluster in groups or wander on their own in a state of gray depression. Others rustle in the air. The ECU is not a fun place to be.

Time: The ECU is timeless. Time still passes, but the effects of time are diminished. How the timeless trait can affect certain activities or conditions such as hunger, thirst, aging, the effects of poison, and healing varies from plane to plane. The danger of a timeless plane is that once one leaves such a plane for one where time flows normally, conditions such as hunger and aging do occur retroactively.

Shape: The ECU has a finite shape, not unlike a prison. It has boundaries preventing ghosts from

straying beyond a certain limit. Although the ECU is inconceivably large, it can get crowded like a physical prison.

Morphic Traits: The ECU is unchanging. Visitors cannot affect residents of the plane, nor objects that the denizens possess. Any spells that would affect those on the plane have no effect unless the plane's static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain in effect, however. Even moving an unattended object within a static plane requires a DC 16 Strength check. Particularly heavy objects may be impossible to move.

Magic Traits: The ECU is a dead magic plane. A plane with the dead magic trait functions in all respects like an *antimagic field* spell. Divination spells cannot detect subjects within a dead magic plane, nor can a spellcaster use *teleport* or another spell to move in or out. The only exception to the "no magic" rule is one-way planar portals, one for each ECU provided to a franchise.

Ghosts

Ghosts are the spectral remnants of intelligent beings that, for one reason or another, cannot rest easily in their graves.

"Ghost" is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6.

"Why yes, yes I can. You know how to work a camcorder Jorge?"

Before Jorge could respond, Elio thrust the camcorder into his hands. "You just shoot me. This will be a fine ending to the shambling mess that was my ill-conceived reality show."

Elio stepped away from the safety of the gravestones. A floating torso, shrouded in funereal garb, hung limply in the air. Its hands were huge claws. Behind it stood a young man chanting from a large tome. He was dressed in a full-length robe with a hood over his head and a skull-shaped amulet hanging from his neck.

"I don't know how many times I have to tell you people. Look," said Elio, shouting over his shoulder, "I understand that maybe YOU believe this crap is real. But it's all just special effects. I've seen kids do better stuff like this on computers in college."

The necromancer pointed at Elio. The ghost mimicked the gesture and raised one bony finger in Elio's direction.

Elio put up his hands in mock horror. "Oooh, he made the ghost POINT at me. I'm so scared!"

Elio continued to walk towards the necromancer. The ghost swept towards him, its claws outstretched. As it reared up in front of Elio, it revealed its face: a naked skull filled with bloodshot eyes and wicked fangs.

"I've seen better at some theme parks. Look!"

Elio thrust his hand through the spirit's head. The spirit made a surprised "Rah?" sound.

Elio waved his hand back and forth through the ghost. "See? It's a hologram! A hol-ah-GRAM. It can't hurt anybody! Unless you're afraid of lightshows."

The spirit hovered around in confusion.

"You will pay for your insolence mortal," shouted the necromancer. "You mock my bound

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Becoming a Ghost

Becoming a ghost isn't as simple as "I feel like getting a new template today." For one, the being that is about to die must have a reason to stick around. The reasons can vary greatly, but all are tied to great emotional ties with the Prime Material plane. Sometimes it's the shocking manner of death, a horrible betrayal, or just that Edward really wanted to complete his multicolored museum pencil collection before he died.

Upon dying, the creature takes on a new ghostly form. Since the dead creature is returning in a new form, all physical ills and afflictions are repaired. The condition of its remains is not a factor.

A risen creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. Ability scores depend partly on the new body. If it does not return in its original form, eliminate the subject's racial adjustments (since it is no longer of his previous race) and then apply the adjustments found below to its remaining ability scores.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is well advised to become a multiclass character (like the Spirit advanced class). A Will save roll determines the new incarnation and the form is modified per the table below.

The risen creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like. All ghosts possess a basic pool of psionic power points (1/HD) and have the psionic subtype. Level adjustments and CRs include the modifiers listed for the ghost entry (below).

Mist: A ghost mist usually displays a swirl effect within a vaporous cloud. It appears several feet off the ground and can linger or travel quickly at will. Its usual colors are gray, white or black. Mists have a +4 racial bonus on Move Silently checks. Mists can manifest the *crisis of breath* power three times per day as a psi-like ability.

Orb: Ghost orbs can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. Orbs can manifest the *energy ball* power three times per day as a psi-like ability.

demon? Then perhaps this will make you a believer!"

The necromancer raised one fist and it burst into flame. He pointed and the bolt seared towards Elio.

"Get down!" shouted Brenda from behind the gravestones.

The bolt flashed brightly in front of Elio. Then it sputtered and died, flaming out on his chest.

"I've got to hand it to you kid," said Elio, "I've never seen so many adults scared by a 100-pound weakling who played too many role-playing games."

He stepped over another grave and walked right up to the necromancer.

"Now, enough of this silliness. Gimme the damn book."

The necromancer, whose face was painted like a skull, pointed at Elio's head. "I shall make your brains explode out of your—"

"Oh, will you shut up already?"

Elio punched him in the face. The necromancer crumpled in a heap.

He picked up the book. It appeared to be bound in human flesh.

"This guy must have a discount card at a Halloween chain," Elio said. He flung it towards the other Ghost Hunters. The book whipped right through the bound spirit, who disappeared with a wail.

Jorge and Joey stood up from their hiding place while Brenda retrieved the book.

Elio thrust out one open palm to Jorge. "Did you get that on tape?"

"Uh," Jorge said, gingerly handing it over. "Well I..."

Elio slapped his forehead. "I don't believe this. You're a parapsychologist! You use all kinds of electro-thermo-crap that I can't even understand,

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Vortex: Ghost vortexes appear as whirling funnels of etherplasm and are about eight feet in height. Vortexes can manifest the *tornado blast* power once per day as a psi-like ability.

Shadow: A ghost shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. A ghost shadow is two to three feet tall during the day and travel at a height of up to ten feet at night. A ghost shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks. Shadows can manifest the *shadow body* power once per day as a psi-like ability.

Creating A Ghost

A ghost uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Ghosts have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Defense: Natural armor is the same as the base creature's but applies only to ethereal encounters. When the ghost manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Full Attack: A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

Damage: Against ethereal creatures, a ghost uses the base creature's damage values. Against non-ethereal creatures, the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The ghost also gains a manifestation ability plus one to three other special attacks as described below. The save DC against a special attack is equal to 10 + ½ ghost's HD + ghost's Cha modifier unless otherwise noted.

Special Qualities: A ghost has all the special qualities of the base creature.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Abilities: Same as the base creature, except that the ghost has no Constitution score, and its Charisma score increases by +4.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Environment: Any, often as base creature.

Organization: Solitary, gang (2-4), or mob (7-12).

CR: Same as the base creature +2.

Level Adjustment: Same as the base creature +5.

but you don't know how to operate a camcorder?" He pointed at the front of the camcorder. "Do you see this little red light? It has to be ON!"

"Told you," muttered Brenda.

Jorge handed the camcorder to Elio. "Sorry, I just couldn't believe what you did back there."

"That was quite a performance," said Joey.

Elio dropped the camcorder to the ground and sat on a gravestone. "It's just as well. This whole show is a disaster. I've got nothing but grainy images, choppy film, awful special effects, and you three blathering on about ghosts."

Joey shrugged. "I'd watch it."

Elio shook his head. "I'm ruined."

Brenda dragged Jorge and Joey away from him. They whispered furiously to each other. It was obvious Jorge wasn't too thrilled with the idea. Brenda shook her finger at Jorge and he relented.

Jorge walked back over to Elio. "So we were thinking," he scratched the back of his head, "that maybe if you're not doing anything else you could help us...ah, debunk ghosts like you just did right now."

"We can't pay you \$1,000 per ghost," said Joey, "but we're willing to give you a fourth of whatever we make."

Brenda nodded, hands behind her back. "We think your clear insights would be a valuable asset to the team."

Elio looked up at them. "Really? You're sure?"

"Well, n—OW!" Brenda kicked Jorge before he could finish his sentence. Jorge tried again. "Now's as good as time as any to make you a full ICECC member. What do you say?" He extended his hand.

Elio took it. "I say it's better than a real job."

"That's the spirit!" said Brenda.

All three of them blinked. "Did you just say

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TABLE 4-2: GHOST SPECIAL ATTACKS

D8	Special Attack
1	Corrupting Gaze (Su): A ghost can blast living beings with a glance at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.
2	Corrupting Touch (Su): A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.
3	Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.
4	Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.
5	Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.
6	Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.
7	Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. Opponents on either the Material Plane or the Ethereal Plane can attack a manifested ghost. The ghost's incorporeal state helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.
8	Telekinesis (Su): A ghost can use telekinesis as a standard action (caster level 12 th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

"that's the spirit?" asked Jorge.

"I turned the camcorder back on," Brenda pointed at the little red dot on the camcorder that was facing them on a nearby gravestone. "Now you've got your ending, Elio. We just need to do one more thing."

"What's that?" asked Joey.

Elio rolled his eyes. "We have to laugh. Like we mean it. Every crappy show ends with everyone laughing at the end."

Jorge shrugged. Brenda put her hands on her hips and took a deep breath.

"Altogether now, everyone laugh as hard as you can. One...two...THREE!"

And laugh they did, bellowing and cackling as loud as they could for the camera until a nearby police officer heard the commotion and they were arrested for criminal trespassing and assault and battery.

Ghostly Equipment

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.

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Advanced Classes

Ghosts are, or were, people too. So it only makes sense that they have their own advanced class in which ghosts can excel at whatever it is they do best, be it throwing stuff at homeowners, shrieking their undead lungs out, or hopping in and out of unsuspecting mediums.

Spirit

Not all ghosts are alike. Each ghost varies wildly in its appearance and nature, but those who are around for a long time begin to develop exceptionally powerful abilities. The Spirit advanced class represents a ghost's "specialization," be it apparition, guide, haunt, poltergeist, spook, or vision.

Requirements

To qualify to become a Spirit, a character must fulfill the following criteria.

Special: Must have the ghost template.

Class Information

The following information pertains to the Spirit advanced class.

Hit Die: 1d12.

Action Points: 6 + ½ character level, rounded down, every time the character attains a new level in this class.

Class Skills: The apparition's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (any) (Int), Disguise (Cha), Knowledge (psionics) (Int), Perform (Cha), and Psicraft (Int).

The haunt's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Escape Artist (Dex), Jump (Str), Knowledge (psionics) (Int), Psicraft (Int), Ride (Dex), and Use Rope (Dex).

The poltergeist's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration

(Con), Disable Device (Int), Knowledge (psionics) (Int), Open Lock (Dex), Psicraft (Int), Search (Int), and Sleight of Hand (Dex).

The spirit's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Knowledge (psionics) (Int), Listen (Wis), Psicraft (Int), Sense Motive (Wis), and Spot (Wis).

The spook's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (psionics) (Int), and Psicraft (Int).

The vision's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (psionics) (Int), Psicraft (Int), and Sense Motive (Wis).

Skill Points at Each Level: 4 + Intelligence modifier.

Class Features

The following features pertain to the Spirit advanced class.

Psionic Skills: A Spirit has access to the Concentration, Autohypnosis, and Psicraft skills. These skills are considered class skills for the Spirit, and he can use skill points to buy ranks in them, just like other skills in the game.

Psionic Powers: The Spirit's main strength is his ability to manifest psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Spirits don't have spellbooks and they don't prepare powers ahead of time. In addition, a Spirit can use psionics while wearing armor without risking the failure of the power.

A Spirit's level limits the number of power points available for manifesting powers. In addition, a Spirit must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

The Spirit's selection of powers is extremely

limited, although he enjoys ultimate flexibility. At 1st level, a Spirit knows three 0-level powers of his choice and one 1st-level power. At each level, the Spirit discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Spirit's key ability modifier.

Spirit Level	Pts/Day	Powers Discovered by Level					
		0	1	2	3	4	5
1 st	2	3	1	—	—	—	—
2 nd	3	3	2	—	—	—	—
3 rd	4	3	3	—	—	—	—
4 th	7	4	3	1	—	—	—
5 th	10	4	3	2	—	—	—
6 th	15	4	3	2	1	—	—
7 th	20	5	4	3	2	—	—
8 th	27	5	4	3	2	1	—
9 th	34	5	4	3	3	2	—
10 th	43	6	4	3	3	2	1

A Spirit can manifest a certain number of powers per day based on his available power points. (0-level powers have a special cost) He just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table above. This number is improved by bonus points determined by the Spirit's Charisma score, as shown on the table below.

Cha Score	Bonus Power Points per Day
12–13	1
14–15	3
16–17	5
18–19	7
20–21	9
22–23	11

A discipline is one of six groupings of powers, each defined by a common theme. The six disciplines are clairsentience, metacreativity, psychokinesis, psychometabolism, psychoportation, and telepathy.

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TABLE 4-3: THE SPIRIT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Psionic Skills, Psionic Powers	+0	+1
2nd	+1	+0	+0	+3	Trigger Power, Psionic Powers	+1	+1
3rd	+1	+1	+1	+3	Bonus Feat, Psionic Powers	+1	+1
4th	+2	+1	+1	+4	Psi-like Ability, Psionic Powers	+1	+2
5th	+2	+1	+1	+4	Trigger Power, Psionic Powers	+2	+2
6th	+3	+2	+2	+5	Bonus Feat, Psionic Powers	+2	+2
7th	+3	+2	+2	+5	Combat Manifestation, Psionic Powers	+2	+3
8th	+4	+2	+2	+6	Trigger Power, Psionic Powers	+3	+3
9th	+4	+3	+3	+6	Bonus Feat, Psionic Powers	+3	+3
10th	+5	+3	+3	+7	Maximize Power, Psionic Powers	+3	+4

Clairsentience: A spirit who chooses clairsentience is known as a guide. Guides can learn precognitive powers to aid their comrades in combat, as well as powers that permit them to gather information in many different ways. Guides can select any power that has Wisdom as a key ability.

Metacreativity: A spirit specializing in metacreativity is known as an apparition. This discipline includes powers that draw etherplasm or matter from the Ethereal Plane, creating semisolid and solid items such as armor, weapons, or animated constructs to do battle at the apparition's command. Apparitions can select any power that has Intelligence as a key ability.

Psychokinesis: Spirits who specialize in psychokinesis are known as poltergeists. They are the masters of powers that manipulate and transform matter and energy. Poltergeists can attack with devastating blasts of energy. Poltergeists can select any power that has Constitution as a key ability. All powers are manifested using the poltergeist's Charisma instead of Constitution.

Psychometabolism: A spirit who specializes in psychometabolism is known as a spook. This discipline consists of powers that alter the psychobiology of the spirit, or that of creatures near him. A spook can heal others and transform himself

into a fearsome fighter. Spooks can select any power that has Strength as a key ability.

Psychoportation: A spirit who relies on psychoportation powers is known as a haunt. Haunts can wield powers that propel or displace objects in space or time. Haunts can select any power that has Dexterity as a key ability.

Telepathy: A spirit who chooses the discipline of telepathy is known as a vision. He is the master of powers that allow mental contact and control of other sentient creatures. A vision can deceive or destroy the minds of his enemies with ease. Visions can select any power that has Charisma as a key ability.

Trigger Power: At 2nd, 5th, and 8th level, the Spirit chooses one psionic power that he can attempt to manifest for no power point cost.

At each of these levels, a Spirit selects one 0-, 1st-, 2nd-, or 3rd-level power that he can use. From that point on, the character can attempt to trigger that power without paying its cost. To trigger a power, a Spirit must have enough power points to cover the normal cost of the power manifestation. Then, he makes an ability check appropriate to the power.

If the ability check succeeds, the power manifests with no cost in power points. If the check fails, the Spirit must pay the power point cost and the power manifests.

DCs for the ability check depend on the level of the power: 0-level, DC 11; 1st-level, DC 13; 2nd-level, DC 15; and 3rd-level, DC 17.

Bonus Feats: At 3rd, 6th, and 9th level, the Spirit gets a bonus feat. The bonus feat must be selected from the following list, and the Spirit must meet all the prerequisites of the feat to select it.

Alertness, Animal Affinity, Attentive, Blind-Fight, Confident, Creative, Deceptive, Delay Power, Educated, Enlarge Power, Extend Power, Focused, Frightful Presence, Heighten Power, Hide Power, Iron Will, Persistent Power, Psionic Skills, Quicken Power, Renown, Studious, Twin Power, Wild Talent.

Psi-Like Ability: The Spirit gains a psi-like ability that it can use at will without the cost of power points.

Apparition: etherplasmic cocoon.

Guide: detect thoughts.

Haunt: control object.

Poltergeist: telekinetic thrust.

Spook: second chance.

Vision: false sensory input.

Combat Manifestation: At 7th level, a Spirit becomes adept at manifesting psionic powers in combat. He gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

Maximize Power: At 10th level, a Spirit learns to manifest psionic powers to maximum effect. All variable, numeric effects of a maximized power automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Powers without random variables are not affected. A maximized power costs a number of power points equal to its normal cost +6.

Psi-Like Abilities

Crisis of Breath

Telepathy (Cha) [Mind-Affecting]

Display: Auditory

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One breathing humanoid

Duration: 1 round/level

Saving Throw: Will negates, Fortitude partial; see text

Power Resistance: Yes

This power compels the subject to purge its entire store of air in one explosive exhalation, thereby disrupting the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the power's duration lasts.

If the target succeeds on a Will save when *crisis of breath* is manifested, it is unaffected by this power. If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath.

An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

If a subject fails a Fortitude save, it is disabled (0 hp). In the following round, it drops to -1 hit points

and is dying. Curing powers or spells can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

Energy Ball

Psychokinesis [see text] (Dex)

Display: Auditory

Manifesting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Power Resistance: Yes

Upon manifesting this power, the manifester chooses cold, electricity, fire, or sonic. *Energy ball* creates an explosion of energy of the chosen type that deals 7d6 points of damage to every creature or object within the area. The explosion creates almost no pressure.

Cold: A ball of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a *cold ball* is a Fortitude save instead of a Reflex save.

Electricity: Manifesting a ball of this energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: A ball of this energy type deals +1 point of damage per die.

Sonic: A ball of this energy type deals -1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Shadow Body

Psychometabolism (Con)

Display: Auditory

Manifesting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

The manifester's body and all his equipment are subsumed by his shadow. As a living shadow, the manifester blends perfectly into any other shadow and vanishes in darkness. The manifester appears as an unattached shadow in areas of full light.

The manifester can move at your normal speed, on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall. The manifester's space does not change, so he cannot move into locations he would not normally be able to move into.

While in the shadow body, the manifester gains damage reduction 10/magic and darkvision out to 60 feet. The manifester is immune to extra damage from critical hits, ability damage, disease, drowning, and poison. The manifester takes only half damage from acid, electricity, and fire of all kinds.

While affected by this power, the manifester can be detected by powers that read thoughts, life, or presences (including true seeing), or if he makes suspicious movements in lighted areas.

The manifester cannot harm anyone physically or manipulate any objects but can use powers normally. Doing so may attract notice, but if the manifester remains in a shadowed area, he receives a +15 bonus on his Hide check to remain unnoticed.

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Telekinetic Thrust

Psychokinesis (Str)

Display: Visual

Manifesting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Targets: One or more objects or creatures with a total weight of 250 lb. or less

Duration: Instantaneous

Saving Throw: Will negates or Will negates (object); see text

Power Resistance: Yes or Yes (object); see text

The manifester can affect one or more objects or creatures by concentrating his mind upon, sending them in a deadly hail at your foes—or simply by hurling his foe! The manifester can hurl one object or creature per manifester level (maximum fifteen separate targets), as long as all are within the power's range and each is no more than 10 feet away from another one. Each object or creature can be hurled a maximum distance of 10 feet per level.

The manifester must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items with the items, applying his Intelligence modifier to the attack roll instead of the Dexterity modifier. Hurling weapons deal their standard damage (Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner). Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder). Creatures are allowed Will saves (and power resistance) to negate the effect, as are those whose held possessions are targeted by this power. If you use this power to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).



Tornado Blast

Psychokinesis (Str)

Display: Auditory and visual; see text

Manifesting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half; see text

Power Resistance: No

The manifester induces the formation of a slender vortex of fiercely swirling air. If the manifester wants to aim the vortex at a specific creature, he can make a ranged touch attack to strike the creature. If he succeeds, direct contact with the vortex deals 8d6 points of damage to the creature (no save).

Regardless of whether the ranged touch attack hits (and even if the manifester forgoes the attack), all creatures in the area (including the one possibly damaged by direct contact) are picked up and violently dashed about, dealing 17d6 points of damage to each one. Creatures that make a successful Reflex save take half damage.

After being dashed about, each creature that was affected finds itself situated in a new space 1d4 x 10 feet away from its original space in a random direction. Walls and other barriers can restrict this relocation; in such a case, the creature ends up adjacent to the barrier.

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