

NAME LOOK *Geister Names:* Dresden, Durham, William, Desmond, Sue, Clair, Jack, Gethen, Anton,

Marcellus, Cecelia, Alcina, Emilie, Hathor, Inez, Autumn

Spirit Names: Marmosa, Hyperion, Old Bones, Sainter, Ol' Howler, Scythe, Grim Jaw, Twig

Limbs, Jitter Teeth, Grave Curtains, Death Maiden, Mephistopheles

Corpse Eyes, Wide Eyes, Scornful Blue Eyes, Mysterious Eyes.

Ghostly White Hair, Kempt and Trimmed Hair, Wiry Hair.

Traveling Cloak and Frock, Ritual Robes, Travelers Garb.

As Pale as a Ghost, Lanky as a Corpse, Sculpted like Marble.

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT

☐ **GOOD**

Banish or otherwise defeat evil otherworldly forces.

☐ **NEUTRAL**

Set free tormented souls.

☐ **EVIL**

Terrorize the living with your otherworldly passenger.

EMBARKED SPIRIT

☐ **POLTERGEIST**

You always count as rolling a 10 for the Storm of Objects Haunt, but get -2 to Ghostly Tantrum rolls.

☐ **REVENANT**

Get +2 to all damage rolls against living targets. You must always choose to open yourself to an attack to deal extra damage against living targets.

☐ **BANSHEE**

You can reroll any failed Last Breath rolls, but your party members must reroll successful Last Breath rolls.

☐ **MOROI**

Whenever you heal damage, heal 1 additional damage.

☐ **YUKI-ONN**

You are immune to extreme hot or cold conditions, and are also immune to and fire based or ice based damage.

☐ **RUSALKA**

You may reroll all Parley rolls.

BONDS

Fill in the names of your companions in at least one:

_____ gets upset when I "talk to myself."

I am glad _____ gets along so well with my spirit.

Am I the only one who likes _____?

STARTING MOVES

SPIRITUAL PASSENGER

You have dedicated your life to the weird and unusual art of harboring a second soul in your body, sharing your conscious with the lost soul of a forsaken ghost. It lends you its unnatural powers in exchange for sanctuary. When you have an extended rest of an hour, roll 1d4+1 and learn that many Haunts, forgetting any previous Haunts you had before resting. In addition to these Haunts, you always learn the Iconic Haunt tied to your chosen Embarked Spirit(s).

HAUNTS (BASED ON SPIRIT)

Haunts are the unnatural effects that spirits can utilize while in the world of the living. Each Embarked Spirit has a certain stat tied to its Iconic Haunt. When you create your character, you choose one of these two stats and that will be the stat you cast all of your Haunts with. When you use a Haunt, roll +the STAT you chose for your Embarked Spirit. *On a 10+, the Haunt is casted without complication as your passenger cooperates. *On a 7-9, choose 2:

- Get a -1 ongoing to all Haunt rolls till you rest.
- Draw the feverous hatred of normal folk or unwanted attention of unwelcome guests.
- You must make a Ghostly Tantrum roll.

EXORCIST (WIS)

Calling upon the power of your bound spirit and your knowledge of sacred wards, you banish lingering souls and otherworldly entities from the area which you exorcise. Roll +WIS. *On a 10+, choose three. *On a 7-9, choose 2:

- The banishment is quiet and quickly over.
- The evicted spirits don't take up residence nearby.
- Rebuked entities do not retaliate against you.
- Witnesses of the event are not sent into panic or violence.

If you get 6 or less, you must make a Ghostly Tantrum roll.

GHOSTLY TANTRUM

This move cannot be used optionally and can only be used when a move or a spell calls for it. This move represents you trying to calm your embarked spirit down after it becomes violently enraged. Roll 2d6. *On a 10+, all is good as you calm the ghost. *On a 7-9, choose 1. On a 6 or less, both occur:

- Your ghost struggles for control and the GM decides what you do next.
- Your spirit ravages your memories, preventing you from using Haunts or making any Spout Lore roles till you have an extended rest of an hour or so.

THE GEISTER

LEVEL XP

GEAR

Your load is 8+STR. You start with rapier (close, precise, 1 weight), dungeon rations (5 uses, weight), and 50 coins. Choose your defenses:

- ☐ Chainmail (1 armor, worn, 1 weight)
- ☐ Scale mail (2 armor, worn, clumsy, 3 weight)

Choose your weapon:

- ☐ Crossbow (near, +1 damage, reload, 1 weight) and arrows (ammo, 3 uses, 1 weight)
- ☐ Long sword (close, +1 damage 2 weight)
- ☐ Spear (reach, thrown, near, 1 weight)

Choose one:

- ☐ Bandages (slow, 3 uses, 0 weight) and Antitoxin (1 use, 0 weight)
- ☐ Shield (+1 armor, 2 weight)

Choose two:

- ☐ Shovel (close, +1 damage, two-handed, 1 weight)
- ☐ Pickaxe (close, +1 damage, two-handed, 2 weight)
- ☐ Bag of books (5 uses, 1 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Tears of the afterlife (1 use, removes one condition, 0 weight)
- ☐ Holy chime (+1 to all Exorcist rolls, 1 weight)
- ☐ Anointed Salts (3 uses, +1 to Exorcist rolls, 0 weight)
- ☐ Pendant of stray souls (Learn 1 extra Haunt after an extended rest, 0 weight)
- ☐ Dead man's hand (5 uses, count your level as 1 higher for the purpose of a Haunt's effects. 0 weight)
- ☐ Effigy of spiritual comfort (+1 to all Ghostly Tantrum rolls, 0 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ MY ONLY FRIEND

You add +CHA to all Ghostly Tantrum rolls.

☐ A HAUNTING SPREE

Count your level as 1 higher for the purpose of their effects.

☐ MORTAL COIL'S MASK

After you rest, hold 2. You may spend this hold to have the GM tell you the current HP of any enemy.

☐ BLOODY MARY

You add +1 damage and the messy tag to all your weapon damage rolls.

☐ SECRETS TAKEN TO THE GRAVE

You may reroll one dice when you make a Spout Lore roll.

☐ NEVER A LONELY NIGHT

Whenever you Take Watch, your ghostly friend assists and lets a roll of 9 count as a roll of 10 and a roll of 6 as a roll of 7-8.

☐ DEAD OF NIGHT

Requires: Never a Lonely Night

You can see perfectly fine total darkness thanks to your embarked spirit.

☐ WANDERING SOULS

When you Undertake a Perilous Journey, your ghostly friend can help lighten the load. You can choose two jobs instead of one to perform or you can reroll one dice for the roll of your own job.

☐ GHOST SKIN

Gain +1 armor.

☐ ALABASTER BANISHMENT

Whenever you roll 7-10 on Exorcism, you may choose an extra option.

☐ DANCE OF THE DEAD

Add +CHA to all Carouse rolls.

☐ GHOST TOWN

Whenever you come to the ruins of destroyed, abandoned, or otherwise lifeless town, you may still make Supply rolls even if there seems to be nothing left or nothing can be salvaged. Local ghosts show you hidden items, weapons, armor and other supplies, but still ask you pay for them out of respect for the merchant ghost still watching over their wares

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ LIGHT AT THE END OF THE TUNNEL

Whenever you roll +10 on Exorcist, mark an xp.

☐ HORRIFYING CHORUS

Requires: A Haunting Spree

You learn 1d6+2 Haunts after an extended rest instead of the usual amount.

☐ TOMBLIKE HIDE

Replaces: Ghost skin

Gain +2 armor.

☐ JEALOUSLY BEYOND THE GRAVE

Whenever you attack an undead or are attacked by an undead, you hold 3, which can be spent on the Defend Basic Move as your spirit refuses to accept any competition.

☐ TEMPEST OF SOULS

You gain a second Embarked Spirit. You gain the traits and its Iconic Haunt. However, gain -2 to all Ghostly Tantrum rolls; it is far worse when two angry spirits lash out instead of just one.

☐ ECTOPLASM

After an extended rest of an hour or so, you gain Ectoplasm 3. You may spend a point of ectoplasm to heal 1d4 points of damage or gain a +1 forward to your next roll. When you have zero points left, you must make a Ghostly Tantrum roll. Remaining Ectoplasm is lost whenever you have an extended rest.

☐ SERVANT OF THE REAPER

Increase your damage dice to a d8.

☐ EVOLVING SPIRIT

You learn an iconic haunt that belongs to an Embarked Spirit that is different from your own.

☐ GHOSTLY GOALS

Whenever you would roll Ghostly Tantrum, your embarked spirit will offer you a hard bargain. If you accept, it pleases the ghost and you don't have to roll for Ghostly Tantrum. If you refuse the bargain, the ghost proceeds to be enraged and you must make a Ghostly Tantrum roll.

☐ THROUGH DEATH'S EYES

As per the fighter's Advanced Move.

ICONIC HAUNTS

☐ STORM OF OBJECTS (STR OR DEX)

Poltergeist Iconic Haunt

Every unattended object in the room or immediate area is violently tossed about as a swirling storm of blunt bludgeoning or sinfully sharp items crash into everyone but you and deals 1d4 damage + your level.

☐ SPITE LIVING (STRG OR DEX)

Revenant Iconic Haunt

You channel the hatred for the living from your restless Revenant that has pent up and cause a number of living targets up to your level to faint from excruciating pain.

☐ DEATHLY WAIL (CON OR CHA)

Banshee Iconic Haunt

You reel back and open your mouth, cueing your spirit to let loose an unearthly screech through the air. Everyone must stop what they are doing to cover their ears or suffer damage equal to 1+ your level that ignores armor.

☐ HEARTBEAT THIEF (CON OR CHA)

Moroi Iconic Haunt

You allow your Moroi spirit to reach out from your soul and snag a pulse of life from another with razor sharp claws. You can deal damage up to your level to a living target and heal that much damage you have previously taken. This damage ignores armor.

☐ A CHILLED FOG (INT OR WIS)

Yuki-Onn Iconic Haunt

As the ghostly outline of a snow-colored maiden embraces you, your form loosens into a frigid mist that can freely dissipate and flow through the air, leaving a thin sheen of frost on anything you move past. You can instantly travel anywhere in the near distance that you can see, ignoring any physical obstacles.

☐ ALLURING CALL (INT OR WIS)

Rusalka Iconic Haunt

You speak out a charming and comforting beckon that draws someone to you, as the ragged form of the drowned spirit ushers them to you with a gentle nudge. A number of people equal to your level will calmly approach or follow you without any hostile action.

HAUNTS

☐ GHOSTLY TROT

HAUNT

ONGOING

Your form becomes hollow and takes on an unliving appearance, skipping through walls. You pass through all solid objects or creatures and can only be hurt by magic attacks or by ghosts.

While this Haunt is ongoing, you cannot cast Haunts and can only attack other ghosts.

☐ CURTAIN OF BONES

HAUNT

ONGOING

Ghosts physically encase you with the stuff of the underworld to protect you from harm. Gain +armor equal to half your level rounded down.

While this Haunt is ongoing, you get -1 to cast Haunts.

☐ VISITATION

HAUNT

A restless ghost appears before you and seeks your assistance. It has been wronged in life in some way pertaining to your current quest. It offers a final request and will give you a number of Clue points equal to your level. You can spend a Clue point to gain a +1 forward to your next roll. Any Clue points you have when you rest are lost. However, when all is said and done, if you do not fulfil the ghost's request, you must roll Ghostly Tantrum at -2.

☐ CORPSE POPPET

HAUNT

ONGOING

Your ghostly companion stirs the stiffened bodies of the long dead to crawl forth from shallow graves to serve you. You gain a number of Undead Serfs equal to your level. Treat these serfs as your character, but with access to only the basic moves. They have a +1 modifier for all stats, 1 HP, and uses a d6 for damage dice. When you rest or willingly dismiss the serfs, they return to slumber in the soil. However, if the last of them are destroyed by an enemy, you must roll Ghostly Tantrum.

While this Haunt is ongoing, you get -1 to cast Haunts.

☐ SPECTRAL FLIGHT

HAUNT

A phantom host materializes and lifts you up, taking you on a flight with your spirit at the head of the soaring host. You are carried to anywhere in the far distance, and gain a +2 to all Defy Danger rolls while being carried there by the soaring host.

☐ PREMONITION

HAUNT

Your ghost shows you a vision it has glimpsed from the underworld. You may ask the GM a number of questions up to half your level rounded down, pertaining to your current quest.

GIESTER HAUNTS

HAUNTS

☐ WHISPERING WINDS

HAUNT

You utter a short message to your embarked spirit, who carries it across chilled winds to a number of recipients equal to your 1+your level. The message travels any distance and is quietly whispered to the recipient without detection from anyone nearby.

☐ GRAVE DIRT ORACLE

HAUNT

You may cast this spell at a grave yard or burial site and hear the whispers of the souls entombed beneath the dirt. Their secrets grant you one of the following.

- Gravesoil Golem (Treat this golem as your character, but with access to only the basic moves. It has a +2 modifier for all stats, HP equal to your level, and uses a d10 for damage dice. It stays with you and follows your order till you rest or you dismiss it.)
- Hideous Secrets (Gain Lore 3. You may spend Lore to get +2 to a Spout Lore rolls. Lose any Lore you have when you rest.)
- Treasures of the Dead (Roll 1d4+1 on the treasure table.)
- Corpse's Insight (Get +4 forward to your next Haunt roll or Ghostly Tantrum roll.)

However, once you cast this Haunt, you cannot cast it until you rest again.

☐ SPIRIT HANDS

HAUNT

ONGOING

Your partner in crime helps you carry things as you go about your adventure. Increase your load by 2+your level.

While this Haunt is ongoing you take -1 to cast a Haunt.

☐ UNSEEN PRESENCE

HAUNT

You become invisible as the dead veil you in their arms. The next number of targets that would see you equal to your level +4 cannot perceive you as you silently pass by. This Haunt ends when you have used up all your targets or when you attack or cast a Haunt. If you end this Haunt with such an action, immediately roll Ghostly Tantrum.

☐ CHILLING PRESENCE

HAUNT

ONGOING

The air in the room becomes hatefully cold, wilting plants and putting a sheath of frost on surfaces if you linger too long. A number of foes equal to your level are stunned and get -2 to all their damage rolls and armor as long as your unnatural cold is present.

While this Haunt is ongoing you take -1 to cast a Haunt.

☐ VISIONS OF THE DAMMED

HAUNT

Your ghostly companion ebbs out into the minds of others and shows them a horrible fate that waits all in death. A number of targets equal to your level refuse to approach any closer to you for rest of the day.

☐ DREAD CEREMONIES

HAUNT

You must spend an uninterrupted moment preparing this Haunt as you set up all the components for this ritual. Once cast, this strange rite blessed by forsaken spirits empowers you with one of the following gifts:

- A forsaken spirit, bitter as it is powerful, obeys your wishes until you rest. (Use the profile for Spectre.)
- Arcane Knowledge (Pick any number of Wizard spells whose total level don't exceeds your own and learn them as Haunts you have prepared. You forget them after you rest.)
- Ill Gotten Gains (Roll 1d6+1 on the treasure table.)
- Uncanny Powers (+2 ongoing to all damage rolls till you rest.)

However, every time this Haunt is used, the GM is allowed to make an extra two moves.

☐ POSSESSION

HAUNT

ONGOING

Your ghostly ally leaps from your body and forces its way into another, fighting for dominance of control over the host. For as long as your spirit is embarked in another body, the possessed body will follow a number of commands equal to 1 + your level. If a command would ever bring harm to the possessed subject, they can try to resist your spirit's control. For each dangerous command, roll your damage dice. On a 3+, the command is executed as you wished, but on a result of 1-2, the host breaks free of your ghost's control and the Haunt prematurely ends. If the Haunt ends prematurely, roll Ghostly Tantrum.

While this Haunt is ongoing you cannot cast Haunts.

☐ PHANTOM ARMAMENT

HAUNT

Your ghost works its way around your fingers and molds itself into a physical weapon. Choose one of the following:

- White-Shrouded Blade (close, +3 damage)
- Skeleton Halberd (reach, +3 damage, two handed)
- Ghostly Rapier (close, piercing 1, precise, +2 damage)
- Grim Hunter's Bow (near, far, +2 damage.)

You can attack with this weapon for a number of times equal to 1+ your level before your weapon disperses and your ghost returns to the safety of your soul.

☐ SPECTRAL TORMENT

HAUNT

Your embarked spirits lets out an onslaught of horrid sounds that would shake the hardest of souls flee in terror. All animals and a number of people up to your level abscond from you in cries of horror.

☐ DEATHLY CURSE

HAUNT

Any blow that foes strike against you incites a malicious fury in your embarked spirit and it places a curse on any aggressor who dare attack its host. The next time a target would deal damage to you, it takes damage equal to 3 + your level.

GIESTER HAUNTS