

Haunt Creation

For the creation of a haunting roll a d100 then follow the instructions.

- 01-55 Ghost or Spirit
- 56-85 Evil Manifestation
- 86-98 Psionic Manifestation
- 99 Temporal Slippage
- 00 Multiple Cause

Ghosts

- 01-50 NO VISIBLE MANIFESTATION
- 51-75 WISPS AND VAPORS
- 76-95 APPARITIONS
- 96-98 APPARITIONS WITH SUBSTANCE
- 99 SEMI-SOLID, COLOR APPARITIONS
- 00 GROUP APPARITIONS

Wisps

- 01-40 Type W1
Faint air disturbance.
- 41-55 Type W2
Strong air disturbance.
- 56-69 Type W3
Visible wisp, small, like cigarette smoke.
- 70-80 Type W4
Visible wisp, large, like cigar smoke.
- 81-90 Type W5
Shaped wisp, may take a faint humanoid or animal image of partial or full shape.
- 91-95 Type W6
Changing wisp, may take general human or animal form.
- 96-98 Type W7
Full shape, may take human or animal form in a dense cloud of vapor. May have distinct or discernable features.
- 99-00 Type W8
Multiple or variable shape.

Apparitions

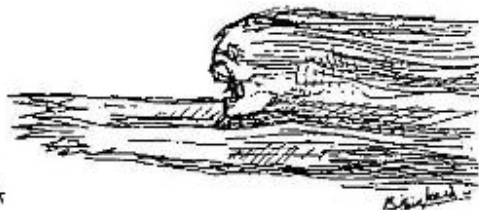
- 01-85 Type H1
Partial humanoid where features can be discerned. This may be a head or other body areas clearly visible. There is a 50% chance this apparition is in color.
- 86-95 Type H2
A full torso shape where clothes, if any, can be discerned. There is a 75% chance this apparition is in color.
- 96-00 Type H3
Full humanoid apparition. There is a 95% chance this apparition is in color.

Semi-Solid

These are full apparitions (type H3) with the ability to open doors, pick up objects, and assume living characteristics for a short time. They can often pass for living people or animals until touched. On rare instances they have mass, warmth, and normal physical substance.

Groups

Last are group apparitions that may travel in like forms or combinations of forms. An example may be several wisps, W2 type with a H3 humanoid.

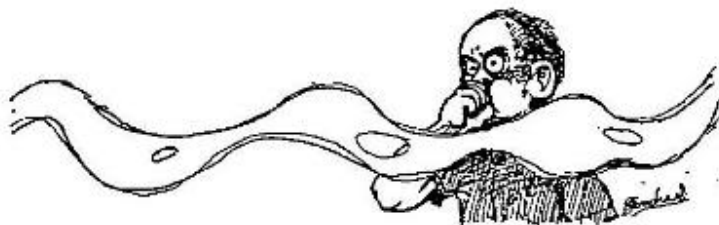


Reasons

The big question may be why a spirit is noticeably haunting an area. Most of these spirits have simple reasons that cause their failure to rest. Elemental spirits often have a mission.

Demonic things simply exist to cause evil and grief or are lured to a place by unusual circumstances of death, violence or amateur use of witchcraft without realization of the possible consequences.

- 01-25 Unhappy incident that led to tragedy and death.
- 26-50 A call for vengeance on some crime or injustice committed on the ghost while it was alive.
- 51-75 Ancestral Home.
- 76-80 The spirit likes the location or will flatly refuse to leave.
- 81-85 The spirit wants a task accomplished.
- 86-90 Something evil animates the spirit for diabolical reasons.
- 91-95 Spirit serves as a warning to protect the living from harm.
- 96-98 Magic animates the spirit until it is broken or dispelled.
- 99 Spirit is infatuated with a living person.
- 00 Something demonic posing as a spirit.



Odor

While ghosts are mostly visible, many also have a distinctive odor about them.

- 01-50 NO ODOR
- 51-75 FAINT ODOR. May be a scent associated with the spirit or something less than pleasant.
- 76-85 MILD ODOR. A sometimes faint odor that changes intensity.
- 86-95 STRONG ODOR. Those who encounter this will definitely smell and be able to easily follow this strength of odor.
- 96-98 OVERPOWERING ODOR. This slaps anyone with a clear nose. It is overpowering to the point of being nauseating.
- 99-00 TERRIFIC ODOR. This level of odor can drive skunks away. It is often an eye-watering, stomach-turning stench that will cause characters to vomit unless they roll under their CON on a d20.



Time

Many apparitions have a specific time when they appear. This can be a static time with a definite cycle of hours to years. Cyclic time is, for example: An appearance very year on June 11th at 6:29 am.

- 01-50 No Set Time (totally random).
- 51-75 Generally Set Time Cycle with high variation.
- 76-85 Semi-Set Cycle, with variation.
- 86-95 Set Cycle, within days.
- 96-98 Set Cycle, accurate within hours.
- 99 Set Cycle, accurate within minutes.
- 00 Specific Cyclic Time



Residue

Apparitions and spirits will rarely leave a temporary residue over areas they have contacted.

- 01-85 No residue.
- 86-95 SPARKLE, FAINT
Minor residue of a glittery substance that evaporates when touched or in 6 minutes if undisturbed. This material resembles gold, silver, or a brightly colored dust
- 96-98 SLIME, THICK
Slime is a thickened version of ooze usually limited to clear or a pale, transparent green in color. See #99 for information and duration.
- 99 OOZE, THIN
Ooze, a protoplasmic substance that is liquid. It may seep from objects or walls. In rare instances, it may be left as footprints, handprints, tracks or unusual marks. Ooze may come in any color. Most common is clear, red, transparent green, and black. Nearly all ooze lasts for 4d10 minutes before it evaporates.
- 00 Small, physical objects dated back to the spirit's time of origin. This may be dirt, buttons, jewelry, etc.

Temperature

In areas associated with a spirit there is often a spot that is different in temperature than the surrounding area. This is most often a stable manifestation where some act of violence was committed. Psionics or users of magic are overly sensitive to the cold spots.

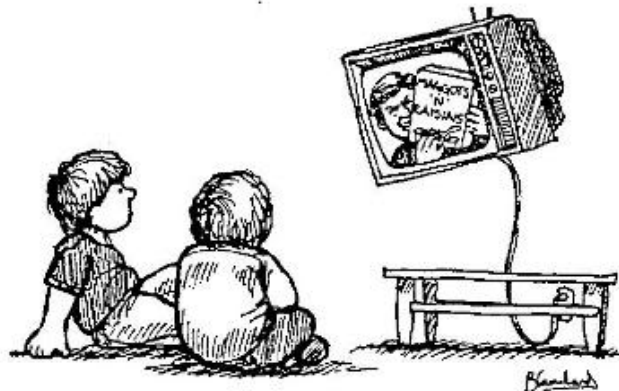
- 01-75 No Spot
- 76-85 Minor cold spot, of a few degrees.
- 86-95 Cold spot, (d10 +10 F) difference.
- 96-98 Very cold spot, (d10 +20 F) difference.
- 99 Frigid Spot, (d10 +40 F) difference.
- 00 Warm Spot, (d10 +10 F) difference.

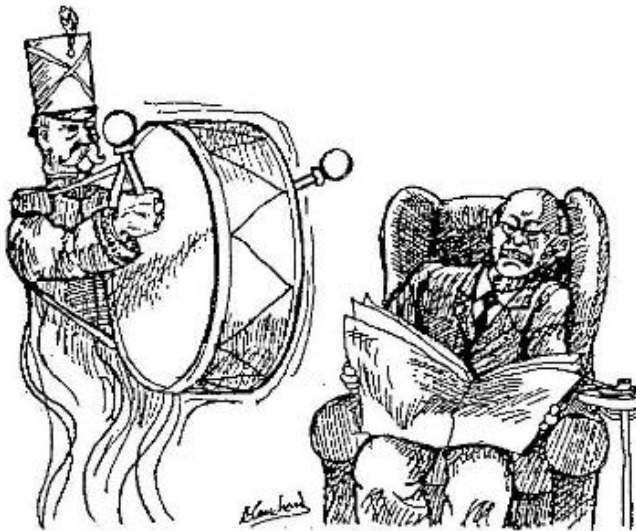


Telekinetic Activity

Telekinetic Activity is the ability or desire of a manifestation to move material objects.

- 01-75 No Movement
- 76-85 Door Openings, Window Closings, and general household disturbances.
- 86-90 Small objects float or move to new locations.
- 91-95 Medium objects move or can float a short distance. This can include light furniture. This can also be a gentle shove given to a person.
- 96-98 Heavy objects can move or slide across the floor. This may violently push an investigator or hurtle medium or small objects.
- 99 This level may float heavy objects and people.
- 00 With no general weight limits, this level of telekinetic ability can float and throw heavy objects with ease.

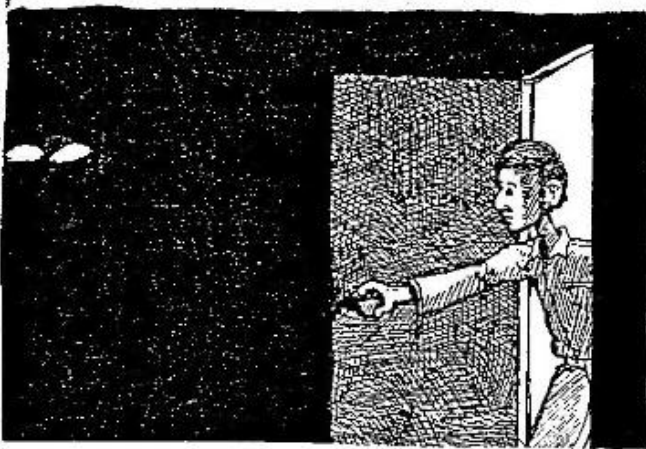




Sound

While most spirits are silent, a few are vocal and on rare instances, extremely vocal.

- 01-75 No Auditory Phenomena
- 76-85 Very Faint Sounds, May be a rustle or a sound of moving air past an object.
- 86-95 Definite Sounds, voices or footsteps can be heard at this level.
- 96-98 Loud Sounds, shouting, commotion, or even singing is disturbingly obvious.
- 99-00 Earsplitting Noise levels characterize this level of activity.



SNS Modifiers

As characters enter haunted areas their SNS or Supernatural Sensitivity may have modifiers and automatically activate if the modifier pushes their score over 20. This is the common "feel" to the haunted area. Often this is manifested as the hair on the back of the neck rising or a general sense of "evil" or weirdness about an area.

- 01-50 No SNS modifier.
- 51-75 A d4 SNS modifier.
- 76-85 A d6 SNS modifier.
- 86-95 A d6 +4 SNS modifier.
- 96-98 A d6 +6 SNS modifier.
- 99-00 Automatic activation.

Hauntings

Hauntings can range from mild to extremely violent. The more violent, the more chance of difficulty in the investigation.

Poltergeists

Poltergeists are short-time manifestations of a highly energetic nature. Hauntings are often lengthy and cover a span of years, or centuries.

Character of the Haunting

The general character of the infestation is often the personality of the spirit or a clue to the nature of the source. This table is used for "active" spirits as opposed to cyclic apparitions.

- 01-50 **BENIGN**
The haunt goes about its own business as if were a permanent resident. Often this type will move objects or tilt a picture. On a 01 roll the spirit will be helpful by straightening things, bringing in mail or dusting.
- 51-75 **BOTHERSOME BENIGN**
Goes about its own business while only occasionally creating very small disturbances.
- 76-85 **BOTHERSOME**
Creates disturbances of a noticeable variety that can cause minor, though aggravating, damage to property.
- 86-95 **DISRUPTIVE**
This level of activity can create general havoc as furniture will move, bottles spill, glass shatters, and neighbors run screaming.
- 96-98 **TOTALLY DISRUPTIVE**
In these cases the lives of those around the phenomena are totally upset by flying objects and a wide range and number of the noticeable higher intensity manifestations such as sound and residue. Often these creatures will stack furniture in unique ways.
- 99 **DANGEROUS DISRUPTIVE**
Creates general disturbances that can cause injury or mental problems for the victims. At this level the eerie phenomena of dematerialization takes place where small or large household objects vanish and reappear somewhere else in the general area.
- 00 **DEADLY DISRUPTIVE**
These evil manifestations have lesser levels of activity to begin with and escalate into forces that will maim or kill. They can have any general shape of manifestation and are always demonic in nature. Instead of simple furniture stacking, these will throw furniture at high speeds.