

GURPS

Wraith

THE OBLIVION

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version 1.0

*The following is based on White Wolf's excellent roleplaying game, **Wraith: The Oblivion**, second edition. These rules merely convert the **Wraith** rules to **GURPS**, and present little of the rich background of **Wraith**. If you like these conversion rules, go buy **Wraith: The Oblivion**.*

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Wraiths

Wraiths are mortals that have passed on to death, through the Shroud, and into a world of darkness.

Important Statistics

Wraiths are supernatural creatures of emotion and feeling. To better reflect the world of wraiths, there are two additional "attributes" that are important to wraiths.

Corpus measures the health of a wraith's spiritual body. It is equal to HT, and functions as HT for wraiths.

Pathos measures a wraith's emotional passion. It fuels a wraith's supernatural powers (Aranoi). Wraiths begin with a 10 Pathos.

Character Points

Players should create **Wraith** characters on 200 points. However, because wraiths are mortals who have died and entered the Shadowlands, players should create standard, 100-point characters, and then add wraith abilities.

Wraith characters are limited to 40-points of "normal" disadvantages. However, a wraith's Shadow does not count towards disadvantages. Players should consider how their character died, who they were in life, and why they became a wraith.

All wraiths share a few basic abilities:

Wraith Template

120 points

Deathsight (5 points), Lifesight (20 points), Sharpened Senses (15 points), Wraith Insubstantiality (30 points), Pathos (10 points) and Unaging (15 points). All wraiths have at least five levels of Fetters (20 points) and five levels of Passion (20 points). Wraiths have the disadvantage Enemy: Spectres (-15 points).

Wraiths also have the disadvantage of Shadow, which varies, and does not count towards disadvantages. Nor do the disadvantage costs of Passions – see below.

Template Advantages

Deathsight

5 points

You see everything in a perpetual state of ruin. Buildings always seem shelled and crumbling, automobiles are dented and wrecked. wraiths with Death sight can also see how weak objects are, and the general state of a person's health.

Lifesight

20 points

You see the auras around people, which shows their general mood, demeanor, emotional state, and health. These states are depicted by colors, which vary from mood to mood.

Pathos

10 points

Wraiths begin with a Pathos of 10. Pathos measures a wraith's emotional passion and feelings. Pathos is also used to power a wraith's powers – Arcanoi.

Wraiths may also heal 2 points of damage by spending a point of Pathos.

Sharpened Senses

15 points

This advantage functions like five levels of Alertness in the normal world. However, any excessive sounds, or lights, or other sensory overloads are very uncomfortable to wraiths. GMs may require a HT roll to avoid being stunned in such situations.

Unaging

15 points; see Compendium, p.58

Wraiths do not age, and never have to make aging rolls.

Wraith Insubstantiality

30 points

Wraiths are effectively immortal until they are destroyed by the Oblivion. Wraiths can, however, take damage, and can be very frail creatures. If wraiths "die" by losing all their HT (also called Corpus, in **Wraith**: The Oblivion), they undergo a Harrowing (see p.00).

Wraiths take aggravated damage from certain sources – stygian steel, barrow-flame, soulfire, the claws and teeth from some Spectres, vampires, werewolves, and other supernatural creatures. Aggravated damage can only be healed if the wraith Slumbers and spends 3 Pathos. Wraiths that "die" from aggravated damage immediately undergoes a Destruction Harrowing.

Wraiths can exist in four states – material, corporeal, incorporeal, and harrowed. Wraiths are always corporeal, unless they use the Embody Arcanos, in which case they may become material.

Wraiths in a material form take normal damage from objects in the physical world, and are affected by everything in the real world. Wraiths in this form, however, are automatically considered to have the advantage High Pain Threshold.

Wraiths in the corporeal form take crushing damage from all attacks from the real, material world. As a natural defense against this sort of damage, wraiths that take damage from material objects will turn incorporeal for (damage) turns. Damage from other wraiths and Shadowland creatures will not turn a wraith incorporeal, though they will inflict damage normally.

Incorporeal wraiths are only considered insubstantial to the material world. Objects and places in the Shadowlands will still affect them. While incorporeal, the wraith can pass through all objects in the Skinlands (the material world), and cannot be damaged by such sources.

Any wraith that "dies" will undergo a Harrowing. Harrowed ones are immediately sucked into the Tempest and may actually be destroyed by the process. If a wraith survives her Harrowing, she will appear at the location of her strongest fetter. Wraiths that survive a harrowing permanently lose a HT level.

Template Disadvantages

Shadow

-15 points plus the cost of the disadvantages

You have a tangible darker side to yourself. It will purposely go out of its way to destroy you, and probably will someday.

Shadows are a bit tricky in play. Another player, usually one sitting next to the wraith player, will control the actions of the Shadow. This player is known as the Shadowguide. The Shadowguide should keep the Shadow's character sheet and keep track of the wraith's temporary Angst – see below.

Shadows have two main attributes – Will and Angst. Shadows must have at least 50 points in disadvantages – usually in the forms of Dark Passions (see below). The Shadow can have more than 50 points, of course. Other disadvantages – Sadism, Compulsive Behaviors, Obsessions, Greed, Gluttony, and the like are all excellent choices. Thorns, covered below, are additional disadvantages that can be taken by the Shadow, though most of them affect the wraith as well.

Shadows should not, however, exceed -100 points.

Angst

Angst measures a wraith's negative emotions, and hopelessness. Angst automatically starts at half the wraith's Will. Therefore, a wraith with Will 12 will have an Angst attribute of 6.

Wraiths can acquire temporary Angst points through Arcanoi, Dark Passions, and other situations. When a wraith receives more Angst points than she has Will, the Shadow may try to take control of the wraith's body. Immediately make a contest of Wills – the Shadow's versus the PC's psyche. If the Shadow wins, the Shadow takes control of the character. The player continues to play the character, but must follow the Shadow's beliefs and Dark Passions. This is called Catharsis.

Anytime the Shadow's Angst exceeds the wraith's Will, the Shadowguide may instead opt to increase the character's Angst attribute by 1. If the Angst attribute ever reaches Will, the character is overwhelmed by her Shadow and becomes a Spectre.

Dark Passions

Varies

Dark Passions are disadvantages that Shadows use to oppose wraiths. Most Dark Passions take the form of Vows (“kill my wife”), and Obsessions (“destroy my unfinished home,”), and are often directly opposite of a wraith's Passions. Point cost is figured as the disadvantages.

Strong Will

-4 points / level

Shadows start with a Will of 10; further levels of Strong Will may be purchased.

Weak Will

4 points / level

This decreases the Will of Shadows, thus making it an *advantage*.

Increased Angst

-5 points/level

Each level of this disadvantage increases a Shadow's Angst level by one.

Reduced Angst

5 points/ level

This advantage reduces a level of Angst. Wraiths must have at least one point of Angst.

Thorns

Spectre Prestige

-2 points/level

This Thorn is like a Reputation, for Spectres! Your Shadow is well-known by Spectres, and receives a +1 Reaction bonus to them.

Dark Allies

-5 points

Your Shadow can communicate with Spectres, and call on them for aid.

Tainted Relic

-5 points

This relic manifests itself during Catharsis – when a Shadow takes control of a wraith. The relic always has some importance to the wraith.

Infamy

see Reputation

This functions like a bad reputation, among the living. Wraiths with this disadvantage usually inspire fear and hatred from the living, given the Shadow the chance to garner more Angst.

Death's Sigil

-5 to -15 points

The wraith is marked by a sign that is entirely unique. This can range from the bothersome (wings of smoke; -5 points), to the hampering (footprints of sand in the living world, -10 points), to the Crippling (the odor of a corpse; -15 points). Wraiths may make a Will roll to cover the Sigil up for an hour.

Shadow Traits

Varies

The wraith's Shadow may purchase additional levels of attributes, at half cost, useable only during Catharsis.

Aura of Corruption

-10 points

The wraith appears disturbing and unpleasant to other wraiths. All wraiths react to the PC at -2.

Shadow Call

-10 points

When the wraith is near the Tempest, the Shadow may shriek to summon spectres. This costs the Shadow a temporary Angst point. Make a Will roll for the Shadow – the amount by which the roll is made indicates the number of Spectres summoned.

Pact of Doom

-10 points

This disadvantage allows a character to trade permanent Angst points (at a cost of -5 points each) for new levels of Arcanoi. This is a tempting, but ultimately bad trade.

Trick of the Light

-15 points

The Shadow can manipulate what the Wraith sees. At a cost of one temporary Angst point, the Shadowguide may alter the PCs perception of reality. This may only effect one sense, however.

Bad Luck

see Unluckiness

This disadvantage is identical to the one in the Basic Set.

Shadowed Face

-5 / -8 points

During Catharsis, the wraith's appearance changes to another form. The Shadow chooses this visage during creation – it can't change from Catharsis to Catharsis.

The -8 point version allows the Shadow to keep the wraith's face, if it wishes.

Tainted Touch

-20 points

The wraith is a spreader of the Oblivion. Whenever a wraith touches another wraith, roll a quick contest of Will. If the subject fails, he immediately gains temporary Angst equal to the amount by which he failed his roll. Wraiths may make a Will-5 roll to turn this disadvantage off temporarily.

Shadowplay

-10 points

This disadvantage allows a wraith to trade a point of Pathos, and gain a point of Angst, for an additional action for a turn.

Shadow Familiar

-15 points

The Shadow has a familiar – usually in the form of a rat, raven, or snake – which acts as the Shadow's eyes and ears. This essentially lets a Shadow roam outside the character. All Shadow Familiars are normal animals – but they are creatures of Oblivion. If attacked, they will flee, and if destroyed, another will take its place soon enough.

Freudian Slip

-20 points

At the cost of one temporary Angst point, the Shadow may make the wraith perform an instantaneous, quick action, or speak a thought aloud. This can also put suggestions into a wraith's mind – if the Shadow wins a quick contest of Will.

Shadow Life

-25 / -30 points

When the wraith Slumbers, the Shadow takes control of his corpus and wreaks havoc in the Shadowlands, creating enemies, causing destruction, and giving the wraith a bad reputation!
For -30 points, the wraith is unaware of this state!

Devil's Dare

-25 points

At the beginning of a game, the Shadow will dare the wraith to accomplish some task. The task must be able to be done, and cannot be impossible. The Shadow must “bet” a certain amount of temporary Angst points – until the dare is complete, the wraith suffers a penalty to all Will rolls equal to the Angst points “bet.” Once the dare is accomplished, the Angst points are destroyed.

Example Shadow: Erik's Shadow (-97 points)

Shadow cost (-15 points)
Angst 6 (Erik has a Willpower 12; 0 points)
Will 13 (-12 points)
Stubbornness (-5 points)
Pact of Doom (-10 points)
Trick of the Light (-15 points)
Dark Passion: Ruin Erik's former students' lives (-15 points)
Dark Passion: Wreck Erik's favorite car (-10 points)
Dark Passion: Ruin Erik's reputation (-15 points)

Advantages

Extra Pathos

4 points/level

Each level increases your Pathos, your emotional energy, by +1. All wraith's start with a base Pathos of 10.

Passions

4 points / level

Passions are disadvantages that help ground a wraith to the world, and prevent her from slipping into Oblivion. Most Passions take the form of Vows (“avenge my death”), and Obsessions (“guard my unfinished home,” “find my daughter”).

Because these “disadvantages” are advantages to wraiths, yet still limit the character's actions, they are treated as both advantages and disadvantages. The disadvantage counts towards the -40 point limit. All wraiths must have a minimum of 20 points – five levels -- of Passion divided between those disadvantages. Each level represents how important that is to the wraith.

Example: Vella has three Passions: Obsession: Avenge son's death (-15 points / 12 point Passion); Keep Watch Over Grandmother's Locket (a quirk, -1 point / 4 point Passion); and Vow: Protect her old home from destruction (-10 points / 8 point Passion).

Passions do *not* count against the -40 point disadvantage limit.

Fetters

4 points / level

While Passions drive a wraith, Fetters bind him to the world. Fetters work in the same way as Passions – wraiths must have at least 20 points worth of Fetters. Examples of Fetters are “Lost daughter,” “half-finished film,” “favorite car,” or “my guitar.” The higher the level of the Fetter, the more your life (or death!) is bound to it. The maximum number of Fetters any one object can have is five levels.

Disadvantages

Reduced Pathos

-4 points/level

Your Pathos rating is one less for each level of this disadvantage.

Arcanoi

Arcanoi are the powers that wraiths use to affect their world. All Arcanoi have a point cost, plus 5 points for each level. There are five levels available in each Arcanoi, which allow the PCs to use different “arts”. Each art must also be learned as a Mental/Hard skill.

The base cost of each Arcanus is 10 points, plus the cost of the automatic skills that come with the Arcanus. Wraiths usually have at least one level in an Arcanoi.

Most Arcanoi have a cost in Pathos; the wraith loses that many Pathos, which is not regained until she Slumbers. Many Arcanoi have a cost in Angst – the Shadow will gain that many temporary Angst when the power is used.

Many Arcanoi can be resisted by IQ. Strong Will always adds to the subject’s IQ; Weak Will subtracts from it. If a victim resists a wraith’s Arcanoi, any Pathos or Angst is still spent.

Critical Failures always produce awful results for the wraith. Generally, these are left up to the GM’s discretion. **Wraith: The Oblivion** provides some good ideas.

Maintaining Arcanoi

An art’s effect has a specific duration, listed under the Arcanoi. This duration, however, is for each point by which the original roll is made. In the cast of Resisted Arcanoi, use the amount by which the contest was won. If the roll is made exactly, use the minimum duration.

Example: Erik uses Master’s Voice on a mortal, which has a duration of 1 second. He wins the contest by 4. He may speak through the mortal for 4 seconds.

Arcanoi without a listed duration cannot be maintained as such. The art lasts only as long as the description says.

Arcanoi Summary

Arcanoi	Guild	Cost
Argos	Harbingers	22 points + 5 / level
Castigate	Pardoners	18 points + 5 / level
Embody	Proctors	18 points + 5 / level
Fatalism	Oracles	14 points + 5 / level
Inhabit	Artificers	14 points + 5 / level
Keening	Chanteurs	18 points + 5 / level
Lifeweb	Monitors	14 points + 5 / level
Moliate	Masquers	22 points + 5 / level
Outrage	Spooks	14 points +5 / level
Pandemonium	Haunters	14 points + 5 / level
Phantasm	Sandmen	14 points + 5 / level
Puppetry	Puppeteers	14 points + 5 / level
Usury	Usurers	14 points + 5 / level

Argos, the Guild of Harbingers **22 points + 5 /level**

Argos is the Arcanoi of travel through the Tempest, to find secret paths, and even allow the wraith to carry companions with her.

Automatic Argos Advantages

All wraiths with Argos receive the following skills at IQ level. Additional points may be spent to increase these skills.

Orienteering (Mental/Hard)

No default

This skill allows a wraith to determine his relative position in the Tempest. A successful roll will reduce the travel time needed to get to a given location.

Tempestpeek (Mental/Hard)

No default

This skill lets a wraith look into the Tempest and see any objects or people drifting within. This also allows communication with those drifters.

Tempest Threshold (Mental/Hard)

No default

This skill allows wraiths to create portals to the Tempest – they don't have to use Nihils like most wraiths. The portals are very small, and close quickly after being opened.

Argos Levels

Enshroud

Level One

This is the art of hiding from unfriendly eyes, of pulling shadows to cover herself from prying eyes. This ability allows a wraith to disappear in both the Shadowlands and the Tempest. Wraiths using this art will seem to suddenly vanish... temporarily.

Duration: 1 second.

Cost: 1 Pathos.

Phantom Wings

Level Two

This art allows a wraith to fly in both the Shadowlands and the Tempest. This flight is slow -- Wraiths may fly at a speed equal to half their normal Move, though they may "hover". The wraith must be incorporeal to fly in the Shadowlands. Flight skill is recommended for tight maneuvering.

Duration: 1 minute.

Cost: None.

Flicker

Level Three

A wraith with this art may quickly travel from one point to another in the tempest. wraiths must see the location where they are going. GMs should penalize this roll with the standard **GURPS** range chart. Any failure with a Flicker will strand the wraith in the Tempest.

Cost: 1 Pathos.

Jump

Level Four

A wraith with this art may be transported to any of his Fetters, going there via secret pathways. A wraith may not use this art to travel to a place without a Fetter, though it is rumored elder wraiths may do so.

Modifiers: +1 for each level of Fetter the wraith is Jumping to.

Cost: 3 Pathos.

Oubliette

Level Five; Resisted by IQ

This dark art sends other wraiths straight into the chaos of the Tempest. This art allows a wraith to hurl others into the Tempest, or hold them in one place (in either the Tempest or the Shadowlands).

Any wraith getting sent into the Tempest automatically and permanently loses a level of Corpus (HT).

Duration: 1 minute for paralyzed wraiths.

Cost: 3 Pathos, and one point of temporary Angst.

Castigate, the Guild of Pardoners 18 points + 5 /level

Castigate is the Arcanus of the Shadow, or rather, the control of one's Shadow.

Automatic Castigate Advantages

All wraiths with Castigate receive the following skills at IQ level. Additional points may be spent to increase these skills.

Bulwark (Mental/Hard)

No default

This skill allows a wraith to shield herself and any other wraith that she touches from a Maelstrom. Bulwark acts as DR against damage from a Maelstrom. The amount of DR is equal to the wraith's skill level. It costs 1 Pathos to activate, though additional Pathos may be spent to double this DR.

Soulsight (Mental/Hard)

No default

This skill lets a wraith look into another's Shadow, and determine how strong it is. A wraith with this ability may not look into her own soul. This is particularly useful in detecting the presence of Spectres, who have immensely strong Shadows.

Castigate Levels

Coax

Level One

This allows a character to call on her Shadow for help. Using this ability gives the wraith a +1 to +3 on any skill use, or damage result. The Shadowguide ultimately determines how much help the Shadow is willing to give.

Cost: One Angst per use.

Dark Secrets

Level Two; Resisted by IQ

This art allows a wraith to study another wraith's Shadow, and learn dark secrets from them. It is resisted by the Will of the Shadow. In game terms, this will reveal all of the disadvantages the wraith has, though a failed roll will only reveal a few of them, if any. A critical failure means the Shadow *lies*.

Cost: 1 Pathos and 1 Angst.

Purify

Level Three; Resisted by IQ

This is an attack against another's Shadow. The player should decide how, exactly, this is done – songs, chants, or a good beating are suggestions. For each point by which the Pardoner wins the contest of Wills, the subject's Angst is reduced by that much. This also causes 1d of damage if the contest is won.

Cost: Failure will increase the Pardoner's Angst by as many points as the contest was lost!

Housecleaning

Level Four; Resisted by IQ

This allows a wraith to unveil his purity, and drive away Spectres (though not Doppelgangers). Any Spectre that comes within Skill yards must resist with Will, or be driven away.

Duration: 1 minute.

Cost: None.

Defiance

Level Five

This skill will replace a wraith's Will when a Shadow attempts to take control. Likewise, it can replace another wraith's Will when her Shadow attempts Catharsis.

Cost: 1 Pathos, plus 1 Angst, if failed. A critical failure will increase a wraith's Angst permanently by 1!

Embody, the Guild of Proctors **18 points + 5 /level**

Embody is the Arcanos of manifestation, especially in the material world. It naturally violates Charon's law of meddling with the real world. All Embody skills are usually penalized by the strength of the Shroud (see p.00)

Automatic Embody Advantages

All wraiths with Embody receive the following skills at IQ level. Additional points may be spent to increase these skills.

Ghostly Touch (Mental/Hard)

No default

This skill allows a wraith to barely touch the material world. Affecting anything larger than a speck of dirt is almost impossible with this skill.

Maintain the Material Form (Mental/Hard)

No default

This is the skill a wraith rolls against when she wishes to maintain her material form. After a wraith makes a roll to use a power, and sees how long that will last (see Arcanoi Duration, above), she may roll against Maintain the Material Form for additional duration.

Embody Levels

Whispers

Level One

A wraith may whisper into the lands of the living, letting her faint voice be heard to mortals. Some supernatural creatures, such as the Sluagh changelings, can automatically hear wraiths.

Duration: 1 second.

Cost: None.

Phantom

Level Two

This art allows a wraith to manifest as a traditional ghost – a translucent image that vaguely looks like a wraith’s mortal body. When most mortals see this, a Fright Check will be called for. Using this skill allows the wraith to appear only for a brief moment in the material world.

Duration: 1 second.

Cost: 1 Pathos.

Statue

Level Three

Wraiths may materialize as a solid, immobile form. The wraith becomes idealized, though her flesh looks like a marble statue’s. A wraith in this form cannot move or speak – it is useful to blend into the mortal world.

Duration: 1 minute.

Cost: 2 Pathos.

Life-in-Death

Level Four

This ability allows a wraith to manifest herself as a mortal, though the mortal’s appearance is how the wraith saw her own appearance – usually idealized. The wraith looks cold and stark compared to normal mortals; friends will be able to tell that something is *wrong*.

Duration: 1 minute.

Cost: 2 Pathos.

Materialize

Level Five

This allows a wraith to appear in the world of the living as she did in life – she will sweat, bleed, produce warmth, and do almost anything she could do as a human.

Duration: 1 second.

Cost: 3 Pathos.

Fatalism, the Guild of Oracles

14 points + 5 /level

Fatalism is the Arcanos of fate and divination. It can be extremely powerful, though it can also draw a wraith so far into its depths that only Oblivion awaits.

Automatic Fatalism Advantages

All wraiths with Embody receive the following skills at IQ level. Additional points may be spent to increase these skills.

Kismet (Mental/Hard)

No default; Resisted by IQ

This skill allows a wraith to see the destiny of another, to gauge her importance, influence, and future life.

Fatalism Levels

Fatal Vision

Level One; Resisted by IQ

This ability allows a wraith to see a person's Deathmark, which shows how close the mortal or wraith is to dying, and in what fashion. The more this roll is made by, the more insight the character gains into her subject's last few moments. This also reveals if the subject has been affected by Fatalism recently.

Cost: None.

Foreshadow

Level Two

This art acts like Danger Sense. The GM should roll when the character approaches a dangerous situation.

Cost: If the roll is successful, the character gains 1 Angst.

Interpretation

Level Three

This art functions exactly like the Divination spell. It reads into a person's future, and produces vague images of what lies therein. Some sort of divining tool is necessary – tarot cards, crystal balls, runes, et cetera. Any roll without such a tool is at -5. This art generally gives a wraith enough information to answer a single question.

Cost: 2 Pathos.

Guesswork

Level Four

This art allows a wraith to read into another's intentions, especially in combat. In functions, for all intents and purposes, as the Body Language skill (see Compendium, p.132), though the information garnered will be more specific.

Cost: 2 Pathos.

Luck

Level Five

This is a sort of Luck that may be "activated" at a cost. This functions exactly like the Luck advantage, but is not limited to a certain time during which it can be used. Whenever this is invoked, the subject may roll 3 dice and take the best of the three rolls.

Cost: 2 Pathos

Inhabit, the Guild of Artificers **14 points + 5 /level**

Inhabit is the Arcanos of affecting inanimate objects, and becoming the master of them.

Automatic Inhabit Advantages

All wraiths with Inhabit receive the following skills at IQ level. Additional points may be spent to increase these skills.

Sense Gremlin (Mental/Hard)

No default; Resisted by Shellride

Gremlin is the slang word for a wraith that inhabits a machine. This roll will allow a wraith to detect such a manifestation.

Shellride (Mental/Hard)

No default

This skill allows a wraith to inhabit a machine or object. She has no control over the object, and is not "possessing" it, though other wraiths will not be able to find her unless they use Sense Gremlin. They may stay in it as long as they like.

Inhabit Levels

Surge

Level One

By touching a machine, a wraith can cause a surge of electrical energy. This will permanently damage a lot of sensitive equipment, such as computers.

Cost: None.

Ride the Electron Highway

Level Two

This art allows a wraith to travel through electrical currents, satellite feeds, and computer networks. Travel of this sort is at the speed of light, though a failure could end up stranding a wraith in a dangerous place.

Cost: 1 Pathos. Failure costs 1 temporary Angst.

Gremlinize

Level Three

This allows a wraith to possess a machine and control it. Unless wraiths are familiar with a given piece of equipment, they will only be able to do simple things, such as turning it on or off.

Cost: 2 Pathos to possess a machine, 1 to make it do something.

Claim

Level Four

This ability allows a wraith possess a machine or object. They will feel what it feels, sense what it senses. They control it easily enough, and are able to lock doors, shut them mysteriously, break windows, et cetera. The higher the skill, the more control should be allowed. If the object is destroyed while Claimed, wraiths may form it into a Relic if they choose to take 1d damage and make a Will roll.

Cost: 3 Pathos.

Empower

Level Five

This allows a wraith to create an artifact by placing one of their Arcanoi into an object. Other wraiths can then use the Arcanus by using the artifact. A roll must be made at -1 for each level of Arcanoi the wraith is imbuing into the artifact. For example, if a wraith wishes to put Dark Secrets into a crown, he would roll at -2 because it is a second level Castigate Arcanos.

After creation, the wraith must activate the appropriate Arcanos and expend any necessary Pathos. He then chooses the way the object is activated (e.g. a command word), and then expends 3 Pathos for the Empowering.

This will create a minor Artifact. It may be used by any wraith, though they must spend the normal amount of Pathos to use the Arcanos. Each use will expend one of the object's "charges," after which the object becomes normal again.

Cost: 3 Pathos, +1 for each "use" the object will get (maximum of half skill).

Keening, the Guild of Chanteurs 18 points + 5 /level

Keening is the Arcanos of "emotion transmitted by sound." It is the Arcanos of Orpheus and unearthly music.

Automatic Keening Advantages

All wraiths with Keening receive the following skills at IQ level. Additional points may be spent to increase these skills.

Perfect Pitch (Mental/Hard)

No default

This skill allows a wraith to detect nearby uses of Keening.

Sotto Voce (Mental/Hard)

No default

This skill allows a wraith to hide her uses of Keening in ordinary conversation, talking, humming, or singing.

Embody Levels

Dirge

Level One; Resisted by IQ

A wraith using Dirge is able to stir feelings of angst, loneliness, depression, greed, lust, and any other “dark” emotion from their subject

Duration: 1 day for mortals; 1 second for wraiths, for they are already in the world of the dead, and are not as affected by such thoughts.

Cost: 1 Pathos and 1 Angst.

Ballad

Level Two; Resisted by Will

The opposite of Dirge, this ability stirs “good” feelings, such as joy, bliss, love, honor, excitement, et cetera.

Duration: 1 day for mortals; 1 second for wraiths, who are not easily made happy.

Cost: 1 Pathos.

Muse

Level Three; Resisted by Will

This art allows a wraith to plant a subconscious thought into the subject. It is often used to control mortals in subtle ways, perhaps allowing an artist to paint what the wraith wishes him to paint. It can also be used to manipulate wraiths. Such thoughts will not be listened to unless they are in line with the subject’s personality and general philosophy. Blatantly dangerous suggestions will most likely be ignored.

Cost: 2 Pathos and 1 Angst.

Crescendo

Level Four

An incredibly loud, musical blast, capable of doing damage, and being heard from miles around by other wraiths. This cannot be concealed by Sotto Voce.

Cost: 1 Pathos per 1d damage; maximum 3. 1 Angst.

Requiem

Level Five

A torrent of raw emotions fills the subject. The wraith may choose any appropriate emotion, though it will be overwhelming for the subject. Generally, this will force a Fright Check, though different emotions (such as overwhelming joy) may simply stun the subject.

Cost: 3 Pathos, plus 1 Pathos and 1 Angst for each -1 to the Fright Check. This always costs at least 1 Angst.

Lifeweb, the Guild of Monitors

14 points + 5 /level

Lifeweb is the Arcanos of the tenuous link between the lands of the living and the lands of the deceased and the Restless.

Automatic Lifeweb Advantages

All wraiths with Lifeweb receive the following skills at IQ level. Additional points may be spent to increase these skills.

Locate Fetters (Mental/Hard)

No default

This skill allows a wraith to sense the location and position of his fetters.

Lifeweb Levels

Sense Strand

Level One; Resisted by IQ

A wraith with Sense Strand may perceive the links between a fetter and a wraith, and vice versa. It will often provide clues as to the fetters of a particular wraith, or which wraith an object is linked to. A fetter may only be studied once per day.

Cost: 1 Pathos.

Web Presence

Level Two

This art allows a wraith to affect the area surrounding a Fetter; to communicate with wraiths near it, to use Arcanoi or other skills

Cost: 1 Pathos.

Splice Strand

Level Three

Wraiths with Splice Strand may create temporary Fetters to people, places, or objects. Only one Fetter may be created using this, and must be maintained each day. This can also reattach severed Fetters.

Cost: 1 Pathos each day. If a Fetter is created for another wraith, that wraith must also spend a Pathos if he wishes to maintain it.

Sever Strand

Level Four; Resisted by IQ

Sever Strand allows a wraith to remove fetters. This must be done when the wraith is within sight of the Fetter to be affected. If the contest is won, the subject's Fetter is severed, and may only be reattached by Splice Strand. If a wraith wishes, she can sever one of his own Fetters, on a successful Will roll.

Cost: 2 Pathos.

Soul Pact

Level Five; Resisted by IQ

This dark ability allows a wraith to claim a mortal's soul as a Fetter for as long as the mortal remains alive. This is usually struck as a "deal" – the soul for some form of supernatural aid. Such Fetters cost 0 points – they are usually weak ones. If the mortal becomes a wraith, the two will remain in close contact with each other, and will often become Allies.

Cost: 5 Pathos.

Moliate, the Guild of Masquers **22 points + 5 /level**

Moliate is the Arcanos of plasm, the sculpting and shaping of the wraith's very being. It is also called Soulshaping.

Automatic Moliate Advantages

All wraiths with Moliate receive the following skills at IQ level. Additional points may be spent to increase these skills.

Glow (Mental/Hard)

No default; Resisted by IQ

Successful use of this skill allows a wraith to glow from within.

Duration: 1 minute.

Cost: 1 Pathos.

Return of Death's Visage (Mental/Hard)

No default

This skill allows a wraith to appear as she did when she first entered the underworld and her caul was removed.

Cost: 1 Pathos.

Shapesense (Mental/Hard)

No default

This skill allows a wraith to detect if another has used Moliate, and to what degree and manner.

Moliate Levels

Imitate

Level One

A wraith with this art may change their own faces to match another's. Doing this while looking at the subject is fairly easier, while doing it from memory might be difficult (a good friend may be -2, a stranger -5 or more). A skinmask gives +5.

Cost: 1 Pathos.

Sculpt

Level Two

This art allows a wraith to change her shape in any way, from the benign, to the unusual (four limbs), to the monstrous (a tentacles beast). The only “weapons” a wraith can add to her body with this ability are monstrous teeth, which will do +1 cutting damage based on the character’s strength (see the Animals chapter in Basic Set). This can also be used to heal aggravated damage – up to 2 points for each Pathos spent.

Cost: 1 Pathos. The subject always takes 1d damage upon using this ability.

Martialry

Level Three

This art allows a wraith to shape her limbs into weapons, or her skin into armor. Weapons will do thrust/cutting damage, though additional Pathos may be spent to make them deadlier. It also gives the wraith DR 2. Martialry cannot be used on others.

Cost: 3 Pathos. One less Pathos may be spent to make the damage crushing; an additional point will make the damage impaling. Each additional DR+2 costs an extra point of Pathos. Wraiths may not create weapons and armor at the same time – this is two different uses of Martialry.

Rend

Level Four

This gruesome ability allows a wraith to manipulate another wraith’s body, tearing them apart, or contorting them in painful ways. Wraiths often use this ability to tear off another’s face – a skinmask.

Cost: 1 Pathos for 1d of aggravated damage. Each additional Pathos spent (minimum 1) will increase damage by 1d. If any attack does HT/2 damage, a piece of flesh is literally torn off. Each use of Rend costs the attacker 1 Angst.

Bodyshape

Level Five; Resisted by IQ

This ability allows a wraith to shapeshift into any object, animate or otherwise. The final mass of the shapeshifted wraith should roughly equal the mass of the new object. Bodyshaping into complex objects should be rolled at a penalty (a dresser might be -1, a lawnmower, -3, et cetera).

Duration: 1 hour.

Cost: 4 Pathos. Using this harmfully against another wraith costs the Masquer 2 Angst.

Outrage, the Guild of Spooks

14 points + 5 /level

Outrage allows a wraith to affect the material world through anger and strength. Many of these abilities will be penalized by the Strength of the Shroud (see p.00).

Automatic Outrage Advantages

All wraiths with Outrage receive the following skills at IQ level. Additional points may be spent to increase these skills.

Leap of Rage (Mental/Hard)

No default

This skill allows a wraith to jump an additional yard, for each point by which the roll was succeeded. It also allows the wraith to change direction in the Tempest.

Outrage Levels

Ping

Level One

This skill allows a wraith to affect small, coin-sized objects in the real world. Anything larger is nearly impossible – a bottle would be at -10!

Cost: 1 Pathos.

Wraithgrasp

Level Two

Using this art allows a wraith to affect slightly bigger objects. A successful roll allows a wraith to lift up to ST lbs. This can only be used to lift objects – wraiths may drop them at will.

Cost: 2 Pathos.

Stonehand Punch

Level Three

This is the ability to lash out across the Shroud. The wraith may punch or kick normally. Like Karate, she will do an extra point of damage for every 5 points of skill; though this can be used in conjunction with Karate, Boxing, and the like.

Cost: 2 Pathos.

Death's Touch

Level Four

Wraiths with Death's Touch may manipulate most objects in the real world. They may type on keyboards, break glass, or even start a fire. Complicated tasks (typing) should be penalized anywhere from -1 to -5.

Duration: 1 hour.

Cost: 3 Pathos.

Obliviate

Level Five

This form of attack is deadly, and has been known to send creatures into Oblivion. Any objects, wraiths, or mortals destroyed by this power can go directly into the unknown depths of Oblivion. This attack does 3 dice damage. Anything killed by this will undergo a Destruction Harrowing.

Cost: 3 Pathos and 2 Angst.

Pandemonium, Guild of Haunters 14 points + 5 /level

Pandemonium allows a wraith to tap into the waters of insanity and chaos.

Automatic Pandemonium Advantages

All wraiths with Pandemonium receive the following skills at IQ level. Additional points may be spent to increase these skills.

Sense Chaos (Mental/Hard)

No default

This skill allows a wraith detect the use of Pandemonium in a subject or area.

Pandemonium Levels

Weirdness

Level One; Resisted by IQ

This affects a subject's mind in a strange, though trivial manner. She might feel suddenly cold, or see a strange light briefly from a window, or think someone tapped her on the back.

Cost: 1 Pathos.

Befuddlement

Level Two; Resisted by IQ

This confused a subject. If the subject fails to resist, he is mentally Stunned until he makes an IQ roll. During this time, the subject is confused, not knowing who he is or where he is.

Cost: 1 Pathos.

Dark Ether

Level Three

The wraith may change the light or weather condition in a small area. The larger the area, and the more the effect the wraith wants, the harder it will be to accomplish. A light rain might be no penalty, while a heatwave or lightning storm could be -3. A grapefruit-sized hailstorm would be -5. At the most, this can inflict a small amount of damage – up to 1 die.

Cost: 2 Pathos, and 1 Angst if used to harm.

Foul Humour

Level Four

This allows a wraith to penetrate the Shroud and cause vile effects. Walls might bleed, insects crawl over the floor, a deathlike stench enter a room. The effects dissipate normally.

Cost: 1 Pathos and 1 Angst.

Tempus Fugit

Level Five

This allows the manipulation of time and distance. Time may not be repeated or reversed, but hours might pass in minutes, and a house might seem miles high. For each -1 a wraith penalizes this art, time and distance may be affected by a factor of 2. So, -3 would make a door seem six times as large, or let an hour pass in 10 minutes. This can also be used to give the wraith an extra turn in combat.

Cost: 4 Pathos, or 2 for an extra attack. Multiple Pathos may be spent for additional turns.

Phantasm, the Guild of Sandmen 14 points + 5 /level

Phantasm is the Arcanos of dreams and sleep. Here, **Wraith** points out that dreamers may be brought into the Shadowlands as unusually solid wraiths, who can only be harmed by aggravated damage, or powerful artifacts.

Automatic Phantasm Advantages

All wraiths with Phantasm receive the following skills at IQ level. Additional points may be spent to increase these skills.

Sleepsense (Mental/Hard)

No default

This skill allows a wraith to monitor and read a mortal's dreams, or their sleep.

Phantasm Levels

Elysia

Level One

This art allows a wraith to gently remove a sleeper's soul and carry it with her. The dreamer becomes a sort of temporary wraith. Anybody in a deep sleep is hard to effect -- -5 at least. People in hypnotic states (watching TV) can also be affected, thought at least at -10.

Cost: 1 Pathos.

Lucidity

Level Two

The art of dream weaving, this Arcanos allows a wraith to change a mortal's dreams. This can turn an ordinary dream into a nightmare, and vice versa.

Modifiers: Radically changing dreams is more difficult than just altering them. GMs should assign a penalty from -1 to -5.

Cost: 2 Pathos.

Dreams of Sleep

Level Three; Resisted by IQ

This puts a wraith to sleep, and allows them to dream, just like they did when they were alive.

Cost: 1 Pathos.

Phantasmagoria

Level Four

This allows a wraith to create visual illusions from Pathos. These illusions affect all senses, though they remain but for a minute. A wraith may give the illusion some of her corpus (HT) to make the illusion become real to other wraiths. 1 hit point will give the image HT 1. Illusions can do damage to wraiths, as long as they are solid.

Cost: 3 Pathos, plus 1 Pathos for each second the illusion is maintained.

Agon

Level Five; Resisted by IQ

The wraith forcibly rips a sleeping mortal's soul from her body. The wraith may keep the soul indefinitely, though each hour the mortal may try to resist again. Soul ripping is painful and damaging – the mortal will take 1d of damage for each hour her soul is gone from her body.

Cost: 3 Pathos and 2 Angst.

Puppetry, Guild of Puppeteers

14 points + 5 /level

The dark art of possession, forbidden by Charon throughout the ages. Like all powers that extend through the Shroud, Puppetry is affected by it.

Automatic Puppetry Advantages

All wraiths with Puppetry receive the following skills at IQ level. Additional points may be spent to increase these skills.

Detect Possession (Mental/Hard)

No default

This skill allows a wraith to detect if another wraith is Skinriding a subject, or if subjects have been recently affected by Puppetry.

Puppetry Levels

Skinride

Level One; Resisted by IQ

This allows a wraith to enter the body of a mortal and ride her; the wraith cannot control the mortal, but merely rides within her. Only one wraith may Skinride a mortal at a time; if a second wraith tries, the two should roll a Quick Contest of Skinriding to see who gains possession of the mortal. All other Puppetry Arcanoi first require that the wraith Skinride the subject. The wraith may Skinride the subject for as long as she wants.

Cost: 1 Pathos. Any victim that resists costs the wraith 1 Angst.

Sudden Movement

Level Two; Resisted by IQ

Using this art allows a wraith to take brief control of one of the mortal's limbs. The wraith will gain control of the limb for just a second.

Cost: 1 Pathos. Any victim that resists costs the wraith 1 Angst.

Master's Voice

Level Three; Resisted by IQ

For just a second, the wraith may speak through the subject; the mortal's voice will sound like an eerie combination of the two's voices.

Duration: 1 second.

Cost: 1 Pathos and 1 Angst.

Rein in the Mind

Level Four; Resisted by IQ

Wraiths use this ability to possess a subject without them knowing; they become passive and unaware, even after the possession is done. However, any damage the host takes will damage the wraith.

Duration: 1 hour.

Cost: 4 Pathos and 1 Angst.

Obliterate the Soul

Level Five; Resisted by IQ

This Arcanoi may only be used by wraiths who have successfully used Rein in the Mind at least ten times on a subject. The subject's own personality is destroyed by the wraith's Shadow. If this Arcanoi is successful, the wraith turns the subject into a shell, which she may completely possess freely, without any limit or cost. The subject's mind is annihilated and useless; when the wraith is gone, the subject is catatonic.

Cost: 4 Pathos and Angst equal to half the target's IQ.

Usury, Guild of Usurers

14 points + 5 /level

The art of currency, balance, and the control of the underworld.

Automatic Usury Advantages

All wraiths with Usury receive the following skills at IQ level. Additional points may be spent to increase these skills.

Assessment (Mental/Hard)

No default

This skill allows a wraith to detect the levels of life and death within a being. Wounds are blatantly obvious, as is sickness, or even great health. In game terms, this reveals a person's HT and hit points.

Usury Levels

Transfer

Level One; Resisted by IQ

This allows a wraith give her own Pathos to another, or to steal it away. Wraiths can always resist with IQ. Pathos stolen may not exceed the Usurer's maximum Pathos.

Cost: 1 Angst.

Charitable Trust

Level Two

An art of healing, wraiths may give their own Corpus (HT) to restore another's. This art can be used on mortals without manifesting in the mortal world. The most HT a wraith can restore is equal to half his skill in Charitable Trust.

Cost: 1 Pathos.

Early Withdrawal

Level Three; Resisted by IQ

The very reverse of Charitable Trust, this allows HT to be stolen away from a victim. The wraith must touch the subject. The wraith can only withdraw HT equal to half his skill in Early Withdrawal.

Cost: 1 Angst.

Exchange Rate

Level Four

Wraiths use this ability to exchange Corpus (HT) for Pathos. 1 point of Pathos is equal to 1d of HT. Therefore, an Usurer could take, for example, 3d of damage in exchange for 3 Pathos; he could also expend 2 Pathos to heal himself 2d HT.

Cost: 1 additional Pathos.

Investment

Level Five

This art allows a wraith to put Corpus and Pathos into an object – a relic – and store it for future use. The most Pathos or HT he can store is equal to his skill. A skill roll must be made again to withdraw the stored points from the relic. A single relic can store either HT or Pathos, not both. Once created, the relic can be activated by anyone, though the wraith can protect with a command word or gesture.

Cost: 2 Pathos, plus whatever HT or Pathos he wishes to store.

Passions and Fetters

Fetters and Passions attach the wraith to the world of the dead. If a wraith ever loses a either, he immediately undergoes a Harrowing. There are several ways a PC can lose one of these important qualities:

If a wraith neglects a Fetter or Passion, it will weaken by a level. The GM is the ultimate decider on when this happens. This immediately drops the wraith into a Harrowing.

Harrowings can also weaken both Fetters and Passions. Spectres can also Rend Fetters with their fearsome abilities, or numb Passions.

Ultimately, wraiths wish to resolve all of their Fetters. Only then can they Ascend.

The Shroud

The shroud is defined as, "the veil of fear and mystery that separates the Skinlands from the Shadowlands." In other words, the more secluded, mysterious, and frightening a given place is, the easier it is for wraiths to penetrate the Shroud and affect the world of the living.

Wraiths trying to penetrate the Shroud are penalized, depending on the locale:

Times Square at noon. -10
A bus station at midday. -5

An ordinary suburban house.	-3
A dark club.	-1
An old country road at night.	0
A cemetery.	+1
A crumbling house rumored to be haunted at night.	+3

Travel in the Underworld

Travel in the underworld is entirely decided on how close the wraith is anchored to the real world through his Fetters.

Wraiths without Fetters may stay in the Shadowlands for only HT turns, after which they are pulled into Oblivion. It is best that they flee to the Tempest, or Stygia.

Wraiths who have resolved some of their Fetters can stay in the Shadowlands for HT hours, after which they must return to the Tempest, or Stygia.

Wraiths with no unresolved Fetters have a hard time leaving the Shadowlands. When they enter Stygia, the thoughts of returning to their Fetters bother them so much, they must make a Will roll every hour to stay. The farther they go from Stygia, the bigger the penalty on this Will roll. GMs should penalize all rolls such a wraith makes in Stygia because of his lack of concentration. -1 to -3 is a good start.

Harrowings

Harrowings are horrible events for wraiths, in which spectres drag the wraith down into a dark labyrinth of indecision and horror. Harrowings should be roleplayed.

Target Harrowings

A target Harrowing occurs in the following situations:

The wraith critically fails an important Will roll. In these situations, a low-point Fetter or Passion is targeted by the Harrowing. If the Harrowing is survived (see below), she immediately appears near one of her Fetters. If the Harrowing turns out poorly, the wraith will lose a level of the Passion – it becomes less important to her; she must spend character points to make up for the loss, or to take another disadvantage (though not another Fetter or Passion). If a Passion or Fetter ever reaches 0 points, it is gone forever. A wraith that fails the spectres' test must make a Will roll against her Shadow's Angst. If she fails, she permanently loses a point of HT!

Extremely important Will rolls that are critically failed may result in a Destruction Harrowing.

Anytime something violates or a wraith's Passions, or fails in the protection of her Fetters, a Harrowing occurs. For example, if a Passion is "Protect my mother's life," and the wraith witnesses a car accident that she might have prevented, or ignores the after effects, a Harrowing would occur.

If a character ever "dies" – fails a HT roll after taking -HT damage – she'll undergo a Harrowing. If this sort of Harrowing is failed, the wraith loses a permanent level of HT.

Destruction Harrowings

A Destruction Harrow targets a wraith herself – her Shadow will try to overwhelm her and pull her into the Oblivion.

Destruction Harrowings occur when wraiths critically fail vital Will rolls, or *permanently* lose all of their HT. Destruction Harrowings will also be triggered when the wraith's last Passion is threatened.

After the Harrowing, the wraith should roll a quick contest of Will versus the Shadow's Angst. If the character wins, she immediately appears back at one of her fetters, with one less level of HT. If the wraith loses the contest, she is pulled forever into the Oblivion.