



GHASTLY
Affair



QUICK
REFERENCES





Character Classes Quick Reference

BANDIT

Ability Adjustment: Dexterity +2
Special Abilities: Capturing (+1), Danger Bonus (+1), Concealment(+1), Fame, Running/Equestrianism/Sailing (+1)
Weaknesses: Hard Luck, Infamy
Hit Dice: d8
Experience Points to Reach 2nd Level: 8, + 4 per Level after
Damage Bonus Increases: Every Level

DEMON HUNTER

Ability Adjustment: Dexterity +2
Special Abilities: Danger Bonus (+1), Demonology (+1), Feat of Strength (or Dexterity), Resist Preternatural Effects (+1), Tracking (+1)
Weaknesses: Nemesis, Obsession
Hit Dice: d8
Experience Points to Reach 2nd Level: 8, + 4 per Level after
Damage Bonus Increases: Every Level

EVERYMAN

Ability Adjustment: +2 to any Ability (Usually by Profession)
Special Abilities: Affection(+1), Avocation (+1), Inheritance, Profession (+1), Social Contacts
Weaknesses: Phobia (-1), Prejudice
Hit Dice: d6
Experience Points to Reach 2nd Level: 2, + 4 per Level after
Damage Bonus Increases: 2nd, 5th, and 8th Level

GRAVE ROBBER

Ability Adjustment: Strength +1, Dexterity +1, Constitution +1, Charisma -1
Special Abilities: Appraising, Handle Locks and Traps (+1), Iron Constitution (+1), Fighting the Dead (+1), Night Vision
Weaknesses: Criminal Entanglements, Secret Life
Hit Dice: d6
Experience Points to Reach 2nd Level: 6, + 4 per Level after
Damage Bonus Increases: 2nd, 4th, 6th, 8th, & 10th Level

GYPSY

Ability Adjustment: Wisdom +2
Special Abilities: Animal Husbandry (+1), Boxing (+1), Entertaining (+1), Gypsy Curse, Sleight of Hand (+1)
Weaknesses: Desired by the Dead, Social Discrimination
Hit Dice: d6
Experience Points to Reach 2nd Level: 6, + 4 per Level after
Damage Bonus Increases: 2nd, 4th, 6th, 8th, & 10th Level

LIBERTINE

Ability Adjustment: Charisma +2
Special Abilities: Disguise (+1), Dueling (+1/+3), Fraud (+1), Sneak (+1), Seduction (+1)
Weaknesses: Faithless Lover, Fascinated By Innocence
Hit Dice: d6
Experience Points to Reach 2nd Level: 8, + 4 per Level after
Damage Bonus Increases: 2nd, 5th, & 8th Level

MAD SCIENTIST

Ability Adjustment: Intelligence +2
Special Abilities: Academic Credentials, Mad Inventions, Monstrous Servants, Laboratory, Scientific Knowledge (+1)
Weaknesses: Attracts Angry Mobs, Incurable Madness
Hit Dice: d4
Experience Points to Reach 2nd Level: 10, + 4 per Level after
Damage Bonus Increases: 2nd, 6th, & 10th Level

MAGICIAN

Ability Adjustment: Wisdom +2
Special Abilities: Esoteric Knowledge (+1), Use Incantation, Perform Ceremony, Create Talismans, Employ Pact
Weaknesses: Magical Implement, Power Object
Hit Dice: d4
Experience Points to Reach 2nd Level: 10, + 4 per Level after
Damage Bonus Increases: 2nd, 6th, & 10th Level

TRUE INNOCENT

Ability Adjustment: Charisma +2
Special Abilities: Resist Evil Spirits, Grace of Heaven, Inspiration of the Virtuous (+1), Redemption, Faith (+1)
Weaknesses: Fainting, The Misfortunes of Virtue
Hit Dice: d4
Experience Points to Reach 2nd Level: 4, + 4 per Level after
Damage Bonus Increases: 2nd, 6th, & 10th Level

GHASTLY Common Situations Affair Quick Reference

*+1 Bonus or -1 Penalty if a **Class Characteristic** affects an Ability Check.*

*+2 Bonus or -2 Penalty from a **Situational** or **Environmental** factor.*

*+3 Bonus or -3 Penalty from an **Asset** or **Affliction**.*

*-10 Penalty if untrained for an action that **Requires Training**, or in **High Society** if character is unfamiliar with it.*

*+3 Bonus on all actions taken on behalf of a **True Love**.*

- **Acting:** Charisma Check for exceptional performance. [Requires Training]
- **Bartering:** Charisma Check for desirable offer.
- **Bribing:** Charisma Check for acceptable bribe.
- **Confusing** opponents (when Debating): Intelligence Check. Failure means embarrassment.
- Displaying **Connoisseurship:** Wisdom Check. [High Society]
- **Currying Favor:** Charisma Check. -2 if a higher Level character will be adversely affected. [High Society]
- **Dancing:** Dexterity Check for an exceptional performance. [Requires Training]
- **Deciphering** a secret hidden in a text or work of art: Intelligence Check.
- **Debating** (honestly): Charisma or Intelligence Check to make, or counter, a significant statement.
- Donning a **Disguise:** Dexterity Check. -4 to convincingly pass as a different gender. -8 to pass as a specific person.
- **Drawing:** Dexterity Check to create exceptional work. [Requires Training]
- Demonstrating **Etiquette:** Charisma Check to avoid a *Faux Pas*. [High Society]
- Administering **First-Aid:** Dexterity Check. Success = 1 HP restored. Failure = 1 HP lost. [Requires Training]
- Understanding a **Forbidden Book:** Perversity Check (+ possible Perversity increase).
- **Forgery** (letter, money, etc.): Dexterity Check. -2 if original's creator is famous.
- Committing **Fraud:** Contest of Fraud's Charisma versus target's Wisdom.
- **Hiding:** Dexterity Check. Hide from an active watcher: Contest of hider's Dexterity versus viewer's Intelligence
- Locating an **Informant:** Charisma Check. -2 for 5th Level or higher informant. 1-6 hours for well-known data, 1-6 days for obscure, 1-6 weeks for secret.
- Making an **Innuendo:** Charisma Check to make a double entendre. [High Society]
- **Insulting** to inflict Shame: Charisma Check. -2 if target is higher Level. [High Society]
- Learning a **Language:** 24 months, minus 1 month per point of Intelligence.
- Comprehending a **Magical Ritual:** Perversity Check (+ possible Perversity increase).
- Creating a **Medicine:** Intelligence Check. [Requires Training]
- **Painting:** Dexterity Check for exceptional work. [Requires Training]
- Playing **Music:** Dexterity Check for an exceptional performance. [Requires Training]
- **Picking Locks:** Dexterity Check. [Requires Training]
- **Picking Pockets:** Dexterity Check. [Requires Training]
- **Researching** in a book: Intelligence Check.
- Performing a **Scientific Experiment:** Intelligence Check. [Requires Training]
- **Sculpting:** Dexterity Check to create exceptional work. [Requires Training]
- **Searching** (for desired object): Wisdom Check.
- Finding **Secret Doors:** Wisdom Check.
- **Seducing:** Contest of Seducer's Charisma vs. target's Wisdom. *PCs cannot Seduce PCs.*
- Understanding a **Shocking Letter:** Perversity Check (+ possible Perversity increase).
- **Singing:** Constitution Check for an exceptional performance.
- **Slandering** to ruin a reputation: Charisma Check. -2 if target is higher Level. [High Society]
- **Tailing** a target (without being seen): Contest of follower's Dexterity versus target's Wisdom.
- Resisting **Torture:** Wisdom Check, with a -3 Penalty due to pain. If unsuccessful, confirm torturer's beliefs (true or false). If successful, choose what to do.
- **Tracking:** Wisdom Check. [Requires Training]
- Detecting a **Trap:** Wisdom Check.
- Removing a **Trap:** Dexterity Check.
- Making a **Witty Repartee:** Intelligence Check. [High Society]
- **Writing Poetry:** Wisdom Check to compose exceptional work. [Requires Training or talent]
- **Writing Prose:** Intelligence Check to compose exceptional work. [Requires Training or talent]

GHASTLY *Affair* Danger Quick Reference

Time is measured in 10 second Rounds during times of Danger.

Fight Sequence

FIRST, the Presenter flips a coin to determine Initiative. Players choose heads or tails.

NEXT, individuals on the winning side act in order of Dexterity.

Combatants **choose 1 action** for the Round:

1. **Draw** and ready a weapon (if none is in hand), or change weapons.
2. Make a **Hand-To-Hand Attack** against any creature within 20 feet with any weapon, unless an obstruction prevents it.
 - Dexterity or Strength Check (if weapon is blunt). Penalty on Check = opponent's AC
3. Make an **Artillery Attack** against any creature within their weapon's range.
 - Dexterity Check. Penalty on Check = opponent's AC
4. **Change Position**.
 - Move 2x Speed in feet without granting attackers a Bonus.
 - 5. Prepare to **Dodge** the next oncoming attack.
 - Gain one half of either Dexterity or Speed as AC against next attacker. Can't dodge bullets.
6. Prepare to **Block** the next attack.
 - Dexterity Check for held object to grant **Cover**.
7. Run to, and attempt to **Hold**, any creature within 20 feet.
 - Ability Contest of the grabber's Dexterity against the target's Strength.
8. Attempt to **Flee**.
 - Run distance in feet equal to Speed x 20. Attackers granted +3 Bonus. Can trigger a **Chase**.
9. Try to create a **Preternatural Effect**.
 - Successful attack on User spoils effect. Attacks on Magicians engaged in casting spells enjoy a +3 Bonus.

THEN, the side that lost Initiative acts, in Dexterity order.

Process repeats until one of the following occurs:

- All the combatants on one side are dead, incapacitated, have fled, or have surrendered.
- Neither side is able to continue.
- Both sides agree to stop fighting.

Damage

- Lethal Damage is subtracted from Hit Points.
- If total Nonlethal Damage exceeds current HP, character is incapacitated.
- Most attacks do 1d6 Lethal Damage, plus the attacker's Damage Bonus.
- A Creature's Damage Bonus is equal to their Hit Dice.
- Fists inflict 1d2 Nonlethal Damage – Gypsies can choose to inflict Lethal damage with fists.
- Smooth bore guns: -2 Penalty on Attack Check (unless gun is of exceptional quality), 2 Rounds to reload.

Cover and Armor

- +2 AC per 10% of body covered by impervious material.
- +1 AC per 10% of body covered by resistant or resilient material.
- **Steel Helmet**: +1 AC. **Steel Cuirass**: +3 AC.
- **Antique Plate Armor**: +9 AC (plus the Affliction "Encumbered").
- **Whale-boned Stays**: +1 against slashing attacks only.

Chases

- Determine **Lead** (distance between quarry and pursuer).
- **Speed Contest** each Round – Lead increased or cut by winner's Speed in feet.
- Quarry can **Elude** by:
 1. Forcing a choice of paths.
 2. Getting lost in a crowd.
 3. Throwing off scent (against dogs, etc.).
 4. Throwing down obstacles.

Escapes

- **Strength Contest** to break a Hold.
- **Dexterity Check** to slip out of knotted rope or fabric.
- **Locked manacles** require lock-pick and training.

Morale

- Adversaries **reduced to half HP**, or **mundane creatures confronted by the Preternatural** must **Save versus Charisma**, or flee/surrender.
- Creatures **struck by materials to which they are Vulnerable** must also **Save versus Charisma** or flee.

Using Faith

- Character with **Perversity of 6 or lower** presents religious symbol against supernatural Evil.
- **Charisma Contest** occurs. Evil being must keep at least 25 feet away, if they lose.

GHASTLY *Affair* Exploration & Travel Quick Reference

Searching

- No Check needed if player specifies where and how they are searching.
- Wisdom Check to search an area for a desired object without specifying how and where.

Lighting Effects

- **Total Darkness:** -4 Penalty on actions that need sight.
- **Dim Lighting:** inflicts a -2 Penalty to all Ability Checks that rely on vision, *except for Checks involving Love, Romance or Seduction*. Those with Nightvision, or eyes adapted to low light (including Grave Robbers), can ignore the Penalty.
- **Adequate Lighting:** no Penalty
- **Bright Lighting:** +2 Bonus on Ability Checks involving fine detail work.

Secret Doors

- If Players suspect the presence of secret doors or passages, they can describe the ways that their characters are searching. If they search the correct area (by knocking on the wall, closely looking at the wainscoting, etc.) they can detect the hidden space without rolling dice. They still might not know how to open the space, however.
- Alternately, characters can use a Wisdom Check to find any secret doors in an area. The Presenter can rule that the Check only covers a specific part of an area (such as single wall), or an entire room, depending at the desired pace of game play.
- If a character knows there is a secret door or passage, they can start describing what actions they are performing to trigger its opening. If they perform the action, the door or passage is opened.
- Alternately, the character can use an Intelligence Check to figure out how to open the passage.

Traps

- Found with a Wisdom Check, if a character is actively searching for them.
- Removing a trap requires a Dexterity Check.
- **True Innocents** can't roll dice to find non-lethal traps.
- **Grave Robbers** receive a +1 Bonus on attempts to find and disarm intentional traps.

Travel Rates

- Carriages & Carts: 5 mph. 30 miles a day maximum without changing horses. 60 miles a day on a good road, if horses are changed at coaching inns along the way.
- Foot Travel: 1 mph off-road, 1.5 mph on bad roads, 3 mph on good roads. 5 miles/day over rough terrain, 10 on bad roads, and 20 miles on good roads. *Most roads are bad.*
- Horseback: 4 mph. 30 miles per day maximum.
- Watercraft: 120 miles a day sailed.

Weather & Environmental Hazards

- **Cold:** 1 point Temporary Con Damage *and* 1 point of Nonlethal Damage per hour, unless dressed properly.
- **Extreme Cold:** 1d6 points Nonlethal Damage per Round, *plus* 1 point Temporary Str, Dex, and Con Damage. Constitution Save to avoid Ability Damage.
- **Collapsing Buildings:** 1d6 points Lethal Damage per Round to each person trapped inside. Dexterity Save to negate all Damage for that Round.
- **Drowning:** 1d6 point Lethal Damage *and* 1d6 point of Nonlethal Damage per Round.
- **Falling:** 1d6 points Lethal Damage, *plus* 1 point of Temporary Damage to Dex and Speed, per 10 feet fallen. Dex Save to negate the Dex and Speed Damage, but not the Lethal Damage.
- **Fire:** 1d6 points of Lethal Damage per Round, *plus* 1 point of Permanent Chr, Dex, and Con Damage. Dex Save to avoid Ability Damage, but not Lethal Damage.
- **Fog and Mists:** -2 Penalty on artillery attacks, and any Check that involves perceiving details. **Heavy Fog** limits vision to 5' in any direction.
- **Heavy Objects:** 1d6 points of Lethal Damage per 5 pounds of weight, per 10 feet fallen. Dex. Save to dodge a falling object.
- **High Heat:** 1 point Nonlethal Damage per hour, unless character stops every hour in the shade and drinks.
- **Lava:** 1d6 points of Lethal Damage per Round, *plus* 10 points of Permanent Chr, Dex, and Con Damage.
- **Lightning:** 1d6 points of Lethal Damage per strike, *plus* 1 point of Temporary Strength, Dex, and Con Damage. Dex Save to avoid Ability Damage. Inflammable materials ignited.
- **Moonless Nights:** Total darkness; see Lighting Effects.
- **Quicksand:** Save versus Dex to avoid. 1d6 Lethal *and* 1d6 Nonlethal drowning Damage if character moves while in quicksand.
- **Rain:** -2 Penalty to all physical actions. Continue to suffer the Penalty if clothes are wet. Guns become useless if their gunpowder gets wet.
- **Rotting Flesh:** All Nearby Save versus Con or suffer a -3 Penalty on all Ability Checks for mental concentration or physical exertion, until Character leaves the Nearby area. Grave Robbers are immune.
- **Smoke Inhalation:** 1d6 points Lethal *and* Nonlethal Damage, per Round, *plus* 1 point of Temporary Con Damage. Con save to avoid the Con Damage. Smoke inhalation can be avoided by holding one's breath.
- Winds above 30 mph: decrease Speed by 2 (except ship sailing with wind), -2 Penalty on artillery weapons. Above 50 mph: effective forward movement impossible, -4 Penalty on artillery weapons. Above 100 mph: as 50mph, *plus* 1d6 points of Nonlethal Damage per minute. Above 150 mph: as 100 mph, *plus* the wind destroys wooden structures, uproots trees, and lifts small ships!

GHASTLY *Affair* Money & Possessions Quick Reference

All prices given in Pence (abbreviated "p").

England: 1 Shilling = 12p. 1 Pound = 240p. 1 Guinea = 252p.

France: 1 Sous = .5p. 1 Livre = 10p. 1 Ecu = 60p. 1 Pistole = 100p. 1 Louis D'or = 200p. 1 Franc = 12p (after 1795).

German States: 1 Pfennig = .2p. 1 Groschen = 2.5p. 1 Thaler = 30p. 1 Reichsthaler = 60p.

Italian States: 1 Soldo = .4p. 1 Lira = 8p. 1 Scudo = 56p.

Spain: 1 Maravedi = .3p. 1 Real = 10p. 1 Peso (Piece of Eight) = 80p. 1 Escudo = 160p. 1 Doubloon = 320p.

Pure Silver: 80p per troy ounce. **Pure Gold:** 1,020p per troy ounce.

GOODS FOR SALE

Art, Jewelry, & Art Objects

Claude Glass (black mirror for appreciating landscapes): 12p
Fan, Lady's: 12 - 250p
Locket, Gold: 1,000p
Paste Gem Pendant: 250p
Pocket-watch: 500p
Portrait, Drawn: 1,000p+
Portrait, Pastel: 3,000p+
Portrait, Painted in Oils: 4,000p+

Ring, Gold: 750p
Ring, Jeweled: 2,000p+
Ring, Silver: 60p
Shade (Silhouette) Portrait: 30p
Snuffbox, Decorated: 500p+
Sculpture, Bronze Monument: 10,000p+
Sculpture, Marble Bust: 5,000p
Watch, Silver: 1,100 p

Clothing

Note that almost all clothing has to be made to order. Clothing can take up to a week to make. 1 ell of fabric equals approximately 45 inches. 15 - 30 ells of fabric are required for a lady's gown. 5 ells are used for a man's jacket, and 2 ells each for a man's breeches and waistcoat (vest).

Lower Class Man's Outfit: 250p
Lower Class Woman's Outfit: 300p
Middle Class Man's Outfit: 1000p
Middle Class Woman's Outfit: 5,000p+
Upper Class Man's Outfit: 1,500p +
Upper Class Woman's Outfit: 8,000p+

Cotton, Chintz, 1 Ell: 60p
Cotton, Plain 1 Ell: 56p
Damask, 1 Ell: 132p
Lace, Cheap, 1 Yard: 2p
Linen, 1 Ell: 40p
Linsey-woolsey (Linen-wool blend), 1 Ell: 65p
Muslin, 1 Ell: 35p
Satin, 1 Ell: 56p
Silk Brocade, 1 Ell: 850p
Silk, Figured, 1 Ell: 250p
Taffeta, 1 Ell: 96p
Wool, 1 Ell: 50p
Velvet, 1 Ell: 200p
Velvet, Gold Brocaded, 1 Ell: 2,900p
Fancy Trimmings For One Gown (Lace, Ribbons, etc.): 500p+

Banyan (Oriental-Style Robe): 400p
Bedgown, Common Woman's: 125p
Breeches, Common: 45p
Breeches, Luxurious: 350p
Chemise, Common: 180p
Chemise, Fine: 750p

Cloak, Cheap: 50p
Dress, Bloody Era: 250p+
Gown, Lower Class: 80p
Gown, Middle Class: 360p+
Gown, Silk: 5,500p+
Hairpiece, Woman's: 100p+
Hat, Man's: 250p
Hat, Woman's: 300p+
Jacket, Common Man's: 150p
Jacket, Gentleman's: 500p
Jacket, Common Woman's: 300p
Jacket, Luxurious: 1,000p+
Masquerade Ball Costume: 2,000p+
Petticoat, Common: 50p
Petticoat, Luxurious: 3,000p+
Shirt, Cotton: 85p
Shoes, Common Leather: 65p
Shoes, Luxurious: 200p+
Stays: 70p
Stockings, Common: 35 - 70p
Stockings, Luxurious: 200p
Toque (hair cushion): 20p
Trousers: 350p
Undergarments Common Man's: 50p
Undergarments, Gentleman's: 90p
Waistcoat, Extravagant: 3,500p
Wig, Man's: 125 - 250p
Wig, Woman's: 200p+

Cosmetics, Drugs, & Medical Supplies

Note that drugs like opium and hashish are freely available.

Bandages: 5p a yard
Beauty Mark, Silk: 20p a dozen
Bloodletting Knives: 12p
Bone Saw: 10p
Dentist's Tools: 100p
Face Powder: 5p a pound
Hair Powder: 5p a pound
Hashish: 500p a pound
Kohl: 5p a stick
Laudanum: 10p a vial
Leeches: 1p a dozen

Lipstick: 12p a stick
Mercury Compounds (for syphilis): 20p a dose
Patent Medicine: 6p+ a vial
Perfume, Common: 60p a pint
Perfume, Fine: 1,000p+ a vial
Rouge: 12p a tin
Surgical Thread (& Needle): 4p
Opium, Low Quality: 750p a pound
Opium, High Quality: 1,920p a pound
Tobacco: 6p a pound

Entertainment

Animal Fight (Cockfight, Bear Baiting, etc.): 6p entry, plus bets
Art Show Admission: 12p
Ballet Tickets, Box: 60p
Ballet Tickets, Floor: 40p
Ballet Tickets, Gallery: 20p
Lending Library Subscription: 300p a year
National Lottery Ticket (4,800,000p prize): 2,400p
Mechanical Art Show: 36p
Opera Tickets, Box: 96p
Opera Tickets, Floor: 60p
Opera Tickets, Gallery: 30p

Theater Tickets, Box: 60p
Theater Tickets, Floor: 40p
Theater Tickets, Gallery: 20p
Attending a Masquerade Ball: 60 – 500p
Prostitute, Common Streetwalker (per act): 12 – 100p
Prostitute, Common Brothel (per night): 250p
Prostitute, Fine Brothel (per night): 1,200p
Prostitute, Courtesan (per night): 1,500p+
Prostitute's Guidebook (listing the names, locations, and specialties of local prostitutes): 30p a copy
Zoological Gardens Admission: 3½ p, or an animal to feed the lions.

Food & Drink

Lower Class Meal: 3p
Middle Class Meal: 10–20p
Upper Class Meal: 50p+
Tavern or Steakhouse Meal: 20p
Delivered Meal: 30p

Bacon: 3p pound
Beef: 4p a pound
Beer, Common: 3p a quart
Beer, Good Ale: 5p a quart
Brandy: 100p+ a bottle
Bread Bun: 1p
Bread, Large Loaf: 5p
Bread, Fine White: 12p
Butter: 9p a pound
Champagne: 90p+ a bottle
Cheese, Common: 6p a pound
Cheese, Fine: 12p a pound
Chocolate, Drinking: 50p a pound
Chicken, Whole: 20p
Cocoa: 50p a pound

Coffee Beans: 100p a pound
Coffee, Demitasse: 1p
Fish, Whole Fresh: 2p
Flour, Brown Wheat: 3p a pound
Flour, White Wheat: 4p a pound
Fruits: 30p a pound
Gin: 1p a pint
Macaroni (imported): 24p a pound
Orange: 1p
Pastry: 6p
Pig, Whole: 30p
Rabbit: 9p
Raisins: 9p a pound
Rum: 200p a gallon
Salt Pork: 3p a pound
Sugar: 7p a pound
Tea: 50 – 200p a pound
Tea, Cup: 1p
Wine, Common: 20p a bottle
Wine, Fine: 60p a bottle
Whiskey: 100p a bottle

Livestock

Note that feral cats and dogs roam most towns. The price listed is for specially bred animals.

Cat: 30p
Chicken: 30p
Cock, Fighting: 50p+
Cow: 2,000p
Dog, Hunting, Fighting, or Guard: 100p+
Dog, Lap: 240p+

Horse, Draft: 2,000p
Horse, Carriage or Riding (fine quality): 3,800p
Pig: 40p
Sheep: 40p
Songbird: 20p

Miscellaneous Possessions

Barometer: 250p
Book, Almanac: 9p
Book, Classic: 60p
Book, Poetry: 10p
Book, Popular Novel or Romance: 36p
Book, Pornographic (Illegal): 100p+
Candle: 2p
Clock, Small: 250p+
Clock, Longcase: 500p+
Comb, Tortoiseshell: 9p
Dice: 4p
Chamber Pot: 12p

Haversack: 50p
Lantern: 12p
Lorgnette (Opera Glasses): 72p
Mirror, Hand: 6p
Newspaper: 1½p
Oil Lamp: 20p
Shaving Razor: 5p
Soap (per piece): 1p
Playing Cards: 10p
Telescope: 252p
Writing Quill: ¼p

Weapons

Arrows: 2p each
Axe, Hand: 12p
Bayonet: 20p
Blunderbuss: 3,000p
Brass Knuckles: 12p
Bomb: 100p
Bow: 12p+
Bullwhip: 5p
Cannon, Light: 10,000p
Cat-O-Nine-Tails: 5p
Cutlass: 100p
Dagger: 20p
Grenade: 50p

Knife: 12p
Musket: 3,000p+
Pistol: 2,000p+
Pistols, Dueling: 10,000p+ a set (includes box and accessories)
Rifle: 4,000p+
Saber: 150p
Sword, Silvered: 1,000p+
Sap: 5p
Spear (also Lance or Spontoon): 20p
Sword Cane: 300p

Black Powder & Wadding: 1p per shot
Bullets: 1p each

PROPERTIES & RENTS

Ancient Castle: 5,000,000p+
Inn Bed, Shared: 2p a night
Inn Room, Private: 12p a night
Rental, Country Hovel: 720p a year
Rental, Farm (1 acre): 240p a year
Rental, Middle Class Townhouse: 6,000p a year
Rental, Squalid Urban Apartment: 18p per week

Rental, Urban Mansion: 200,000p+ a year
Middle Class Home: 36,000 – 72,000p
Upper Class Urban House: 192,000p
Manor Home: 12,000,000p
Farmland (1 acre): 500p
Land, Forest (1 acre): 25p
Land, Swamp (1 acre): 20p

SERVICES & EXPENSES

Assassination: 240p +
Asylum (per person committed): 1,000p
Accounting: 30p a day
Baking & Roasting: 2p to roast a bird or bake a bread.
Bloodletting: 3p
Carpentry: 15p a day, plus materials
Chimney-sweeping: 4p a chimney
Doctor's Visit, Common: 120p
Doctor's Visit, Famous Physician: 500p +
Fortuneteller (per fortune): 5p
General Labor: 12p a day
Grand Tour (3 year vacation): 1,200,000p
Grave Digging: 12p a grave
Hairdressing: 4p
Investigation of a Crime: 20p a night, plus expenses
Link Boy: 1/4p per mile

Membership Dues, Secret Society: 100p+ a month
Mail, Letter Delivered: 5p per sheet
Mail, Parcel Delivered: 15p per ounce
Modiste (Woman's High Fashion Designer): 100p a visit
Nitpicking: 5p
Rat-Catching: 12p a night
Shaving & Barbering: 4p
Smallpox Inoculation: 20p, but sometimes free (and mandatory)
Singing: 1/2p per song
Surgery: 100p+ per surgery
Sweeping: 5p a day
Tailoring: 65p+ a day
Tutoring: 5,700p a year
Washing Clothes: 5p a basket
Water Carrying: 1p for 2 buckets, carried up 2 flights of stairs

Transportation

*Carriages & carts travel at 5 miles per hour, and average 30 miles in a day on a good road.
60 miles a day can be accomplished by a Stage Coach with a change of horses.*

Sedan Chairs travel at 3 mph on city streets.

Riders on horseback travel at 4 mph, and can cover an average of 30 miles per day.

Sailing craft average 120 miles a day.

Carriage, In Town: 18p per hour
Carriage, Between Towns: 120p per day
Ferry: 3 - 12p to cross a river or pond
Sail, Common Passage: 200p per week

Sail, Comfortable Passage: 1,000p per week
Sedan Chair: 5 - 7p per mile, or 12p an hour
Stage Coach: 3p per mile

Typical Taxes & License Fees

Average person's taxes per year: 300p.

Distilling License: 240p
Foot Peddler's License: 960p
Male Servant Tax: 252p per male servant, per year
Marriage License: 60p

Property Tax: 20% of assessed value yearly
Street Hawker's License (with one beast of burden): 1,920p
Tithe: 10% of income, paid to established church, member or not
Window Tax: 24p per window on a business

Expected Bribes & Tips

Bribe to Have a Crime Investigated Properly: 12p+
Bribe for a Constable to Escort a Person at Night: 6p
A Substitute (to serve compulsory military service in one's place):
2,500p

Secret Marriage: 90p
Tip For Marriage Clerk: 6p (otherwise one's marriage might not be recorded as legal)

WAGES & INCOME

Lower Class (Laborer, Farmer, Soldier): 50 – 200p per week.
Middle Class (Clerk, Tradesman, Military Officer): 800 – 5,000p per week.
Upper Class (Nobleman, Financier): 5,000 – 10,000p (or more) per week.

Typical Criminal Bounties

Bounty on a Gin Smuggler: 1,200p
Bounty on a Highwayman: 9,600p

Bounty on a Livestock Thief: 2,400p

Borrowing, Banking, and Investing

Those who don't pay back their loans might be sentenced to a debtor's prison.

Debtor's prisons are run for profit. Inmates must pay for their lodgings and food. Those unable to pay will be starved and beaten.

Those who pay the minimum room and board will be allowed to leave during the day, in order to earn money.

Inmates of a debtor's prison can purchase better lodgings and food from the prison, if they are able.

Loan (Upper Class Borrower): up to 250,000p, Charisma Check for a larger loan. 6% Interest.

Loan (Middle Class Borrower): up to 50,000p, Charisma Check for a larger loan. 8% Interest.

Loan (Lower Class Borrower): loans from moneylenders and criminal usurers only. 10 – 100% Interest.

Bank Deposits: 4% interest

Real Estate Investments: 5% return (per annum)

Government Bonds: 3 – 6% return (per annum)

Speculative Stocks: complete loss – 1000% return

Debtor's Prison: 10p per day minimum room and board

GHASTLY *Affair* Preternatural Effects Quick Reference

*Nearby = within 25' indoors, or 50' outdoors. Nearby Area = everywhere within 25' of the User indoors, 50' outdoors.
All Saving Throws against Preternatural Effects are made using Wisdom.*

A

Acid Arrow (Malediction): User casts a bolt of acid at a target for 1d6 damage, + 1d6 next Round.
Alter-Ego (Transmutation): User temporarily becomes a different person, with different appearance, abilities, and outlook.
Alter Self (Transmutation): User assumes a new form of a type broadly similar to their own.
Animal Friendship (Fascination): User gains the trust and companionship of 2 x User's Level of mundane animals.
Animate Dead (Evocation): User transforms corpses into Walking Skeletons or Mindless Revenants with total Levels equal to User's.
Arcane Mark (Transmutation): User places a magical inscription upon an object, visibly or invisibly.
Astral Projection (Transmutation): The mind and soul of the User, and anyone they touch, travel on the Astral Plane.
Attract Lover (Fascination): Recipient will meet a devoted lover at the next possible opportunity.
Augury (Divination): User can try to ascertain whether a particular action will be beneficial or harmful within the next day.

B

Babble (Fascination): Recipient loses the ability to read, comprehend, or speak any language.
Ball Lightning (Malediction): User shoots a ball of crackling energy which can move around obstacles, and inflicts 3d6 damage.
Banish Vermin (Malediction): All normal vermin in the Nearby Area are forced to flee.
Banish Spirit (Fascination): User forces one or more Spirits (including Ghosts and Fairies) to flee from an area or Recipient.
Barrenness (Malediction): Recipient becomes completely unable to produce offspring.
Beguile (Fascination): User gains a +3 Bonus on any Charisma Checks to determine a Recipient's reaction.
Bewitch Cattle (Malediction): User causes livestock such as cattle, sheep, goats, and horses to die in strange ways.
Bind Spirit (Fascination): User forces a Spirit being (such as an Angel, Devil, Demon, Fairy or Ghost) to perform one or more tasks.
Blacken Sky (Transmutation): The sky overhead turns as black as a starless night.
Blast Crops (Malediction): All the edible and useful plants present in an acre of land become blighted and ruined.
Blazing Dexterity (Blessing): The Vampire's Dexterity temporarily increases to 22.
Blind/Deafen (Malediction): User makes the Recipient either blind or deaf, with all appropriate Penalties.
Blink (Transmutation): User rapidly and randomly blinks in and out of reality.
Blur (Transmutation): Recipient's form and features becomes blurry and uncertain, granting a +2 Bonus to Armor Class.
Bond With Victim (Divination): The Vampire communicates telepathically with any victim they have ever previously fed upon.
Burning Hands (Malediction): An arc of fire momentarily shoots from the User's outstretched fingers for 1d6 damage.

C

Call Lightning (Malediction): User calls from the air one vertical bolt of lightning per Round for 2d6 points of Lethal Damage.
Calm Animals (Fascination): User calms hostile, frightened, or otherwise uncontrollable animals, whether wild or domestic.
Cause Fear (Fascination): Recipient is overwhelmed with Fear, and will seek to flee anyone who is aggressive towards them.
Cause Critical Wounds (Malediction): User inflicts 1d6 points of Lethal Damage per Level or HD (if a creature) of the Recipient.
Cause Light Wounds (Malediction): User inflicts 1 points of Lethal Damage per Level or HD (if a creature) of the Recipient.
Cause Serious Wounds (Malediction): User inflicts 1d4 points of Lethal Damage per Level or HD (if a creature) of the Recipient.
Change Gender (Transmutation): Recipient changes gender.
Charm Creature (Fascination): Recipient creature regards the User as a friend and ally who has the Recipient's best interests at heart.
Charm Person (Fascination): Recipient person regards the User as a friend and ally who has the Recipient's best interests at heart.
Clairaudience (Divination): User can hear (but not see) a distant location as if they were there.
Clairvoyance (Divination): User can see (but not hear) a distant location as if they were there.
Close Wounds (Blessing): Recipient reduced to 0 or fewer Hit Points does not lose any more Hit Points to blood loss or shock.
Commune With Spirit (Divination): User mentally contacts a Spirit (Angel, Demon, Devil, Fairy, or Ghost) and asks it a question.
Comprehend Language (Divination): Recipient can read and understand (but not speak) one language specified by the User.
Cone of Cold (Malediction): User shoots a cone-shaped emanation of incredible cold which inflicts 5d6 points of Lethal Damage.

Confusion (Fascination): Recipient become disoriented, making it difficult for them to think and act in a rational manner.

Conjure Familiar (Evocation): User summons a minor Spirit, and permanently binds it as a personal servant and protector.

Conjure Monster I (Evocation): User summons a Monster (but *not* a Spirit) of Level 1 or 2, and forces it to perform one service.

Conjure Monster II (Evocation): User summons a Monster (but *not* a Spirit) of Level 3 or 4, and forces it to perform one service.

Conjure Monster III (Evocation): User summons a Monster (but *not* a Spirit) of Level 5 or 6, and forces it to perform one service.

Conjure Monster IV (Evocation): User summons a Monster (but *not* a Spirit) of Level 7 or 8, and forces it to perform one service.

Conjure Monster V (Evocation): User summons a Monster (but *not* a Spirit) of Level 9 or 10, and forces it to perform one service.

Consecrate Object (Blessing): An object or substance becomes holy, and anathema to beings of supernatural Evil.

Continual Flame (Glamor): User creates a perpetual phantom flame which doesn't shed heat or consume air.

Control Plants (Transmutation): User animates and controls the movement of all Nearby plants.

Control Winds (Transmutation): User can alter the speed and direction of the wind anywhere in visual range.

Create Flame (Transmutation): User creates a small flame, equal to a lit candle in size, heat, and illumination.

Create Food and Water (Transmutation): Bland but nourishing food suddenly appears, along with drinkable water.

Create Water (Transmutation): Drinkable water is created.

Create Werewolf (Transmutation): User curses the Recipient to become a Werewolf.

Create Vampyre (Transmutation): User damns the Recipient to become a Vampyre.

Cure Critical Wounds (Blessing): Recipient is cured of 1d6 points of Lethal Damage per Level possessed.

Cure Light Wounds (Blessing): Recipient is cured of 1 point of Lethal Damage per Character Level or HD (if a creature).

Cure Serious Wounds (Blessing): Recipient is cured of 1d4 points of Lethal Damage per Level possessed.

Curse (Malediction): User inflicts a negative supernatural condition upon the Recipient.

D

Dancing Lights (Transmutation): User can create either 1 – 4 floating balls of light, *or* one glowing humanoid shape.

Darkness (Transmutation): *All* light within a 20 foot radius is extinguished, creating total and impenetrable darkness.

Darkvision (Transmutation): User can see in total darkness, but without the ability to distinguish color.

Daze (Fascination): Recipient's mind becomes momentarily confused, causing them to lose their next action.

Death Ward (Blessing): Recipient cannot be harmed by Maledictions for the duration of the effect.

Decrease Charisma (Malediction): Recipient's Charisma temporarily decreases by 4 points, with all corresponding consequences.

Decrease Constitution (Malediction): Recipient's Constitution temporarily decreases by 4 points, with all consequences.

Decrease Dexterity (Malediction): Recipient's Dexterity temporarily decreases by 4 points, with all corresponding consequences.

Decrease Intelligence (Malediction): Recipient's Intelligence temporarily decreases by 4 points, with all corresponding consequences.

Decrease Strength (Malediction): Recipient's Strength temporarily decreases by 4 points, with all corresponding consequences.

Decrease Wisdom (Malediction): Recipient's Wisdom temporarily decreases by 4 points, with all corresponding consequences.

Delay Poison (Blessing): Any poison affecting the Recipient is temporarily neutralized.

Detect Evil (Divination): User can detect the presence and location of Evil in the Nearby Area.

Detect Illusion (Divination): User can detect if anything they see or otherwise sense is actually an illusion.

Detect Lies (Divination): User will know instantly if any lies or deceptions are perpetrated in the Nearby Area.

Detect Magic (Divination): User will know if any aspect of their immediate environment is magical.

Detect Poison (Divination): User can detect the presence and location of poison in the Nearby Area.

Detect Scrying (Divination): User will know if they are being scried upon, or otherwise observed through supernatural means.

Detect Secret Doors (Divination): User can detect the presence and location of any secret doors or passages in the Nearby Area.

Detect Snares & Pits (Divination): User is aware of any intentionally set traps, snares, and pits in the Nearby Area.

Detect Undead (Divination): User can detect the presence of any Ghosts or Revenants in sensory range.

Dimension Door (Transmutation): Recipient is teleported to any place the User can see.

Discover Dead (Divination): For the next hour the User can sense all dead bodies in their Nearby Area, even if hidden or buried.

Discover Treasure (Divination): The day after employing this effect the User will learn the location of a treasure.

Disguise Others (Glamor): User can make one other person per Level appear to be somebody else.

Disguise Self (Glamor): User can change the details of their own appearance in order to appear to be somebody else.

Dismissal (Evocation): User forces a Spirit to leave the Mundane World entirely and return to its place of origin (or proper abode).

Dispel Magic (Transmutation): User dispels temporary Preternatural Effects, or temporarily suppresses permanent Effects.

E

Eat Sin (Transmutation): Recipient enjoys all the Spiritual benefits of low Perversity (below 6), without actually changing their ways.
Elf Stroke (Malediction): User shoots an invisible force at the brain of a visible Recipient, automatically striking for 1d6 damage.
Empowered Weapon (Blessing): The User makes a weapon or ammunition capable of striking Creatures immune to normal arms.
Enchant Weird Object [Specific Object] (Transmutation): The User creates one of the Weird Objects of legend.
Enhanced Hearing (Transmutation): Recipient's sense of hearing becomes similar to that of a cat.
Enhanced Sense of Smell (Transmutation): Recipient gains a sense of smell equal to that of a dog.
Enhanced Sense of Taste (Transmutation): Recipient gains a sense of taste far exceeding the most talented wine expert.
Enhanced Sense of Touch (Transmutation): Recipient gains a sense of touch so acute they can read inked pages in total darkness.
Enhanced Vision (Transmutation): Recipient can see in daylight with an ability similar to an eagle.
Enlarge Person (Transmutation): Recipient grows 10% taller per User Level.
Enter Ethereal Plane (Transmutation): Recipients' bodies and equipment dissolve fully or partially into the Ethereal Plane.
Erase (Transmutation): User destroys both mundane or magical writing.
Exorcism (Blessing): All Evil supernatural creatures flee, and all Preternatural Effects from Evil sources immediately end.
Explosive Runes (Malediction): User creates runes that, when read by an unauthorized being, explode for 3d6 points of damage.

F

False Magical Aura (Glamour): User can place a false magical aura on an item, which will fool *Detect* effects (such as *Detect Magic*).
Fame (Fascination): Recipient is almost immediately confronted with new-found fame.
Feeblemind (Malediction): Recipient's Intelligence is reduced to 1 until the next full moon.
Fear (Fascination): Every being not allied with the User in the Nearby Area must Save versus Wisdom or be overcome with *Fear*.
Feather Fall (Transmutation): Recipients fall slowly and softly, taking no damage upon impact.
Fertility (Blessing): The next time the Recipient can possibly conceive offspring (or impregnate another), it will happen.
Fire Shield (Blessing): User's body is surrounded by flames that will burn anyone who comes too near.
Fire Trap (Malediction): User places a magical trap upon a closeable object, which explodes for 2d6 damage.
Fireball (Malediction): User shoots a small projectile which creates a fiery explosion for 3d6 damage.
Flame Strike (Malediction): A roaring column of flame descends and inflicts 6d6 points of fire damage to everything Nearby.
Fly (Transmutation): Recipient gains the power to fly through the air in any direction, at Speed 16.
Fog Cloud (Transmutation): User creates cloud of fog that emanates from any desired point within visual range.

G

Gambler's Curse (Malediction): Recipient is more likely to lose at games of chance.
Gambler's Luck (Transmutation): Recipient is more likely to win at games of chance.
Gaseous Form (Transmutation): Recipient, along with any carried items, turns into a misty cloud.
Ghost Sound (Glamour): User creates phantom sounds equal in maximum volume to that of 4 people per User Level.
Gust of Wind (Transmutation): User creates a blast of gale-force wind.

H

Hallucinatory Terrain (Glamour): User makes an area outdoors appear to be another type of terrain.
Haste (Transmutation): Recipient moves and thinks at twice the normal rate.
Hide Lies (Fascination): User's lies will be believed without question, unless the hearer employs magic that detects lies or falsehood.
Hide Thoughts (Fascination): The Recipient is immune to the *Read Minds* effect.
Hold Person (Fascination): User paralyzes a person, locking them into whatever position they held when subjected to the effect.
Hold Portal (Transmutation): User holds the doors (or gate) of a portal in exactly the position they are currently in.
Hypnotic Pattern (Fascination): User creates in the air a fascinating pattern of smoke or colored light.
Hypnotism (Fascination): User commands the attention of a Nearby person, and makes them more susceptible to suggestion.

I

Ice Storm (Malediction): The targeted area suffers a sudden and powerful localized storm for 3d6 hailstone & 1d6 cold damage.
Identify (Divination): User determines the properties of a Nearby Weird Object, Talisman or Mad Invention.
Ignore Pain (Blessing): Recipient become immune to all pain and pain effects, mundane or magical.
Illusory Trap (Glamor): User creates an apparent deadly trap (such as pit or dead fall) which is really nothing but an illusion.
Increase Charisma (Blessing): Recipient's Charisma temporarily improves by 4 points, with all corresponding benefits.
Increase Constitution (Blessing): Recipient's Constitution temporarily improves by 4 points, with all corresponding benefits.
Increase Dexterity (Blessing): Recipient's Dexterity temporarily improves by 4 points, with all corresponding benefits.
Increase Intelligence (Blessing): Recipient's Intelligence temporarily improves by 4 points, with all corresponding benefits.
Increase Strength (Blessing): Recipient's Strength temporarily improves by 4 points, with all corresponding benefits.
Increase Wisdom (Blessing): Recipient's Wisdom temporarily improves by 4 points, with all corresponding benefits.
Incredible Constitution (Blessing): The Vampyre's Constitution temporarily increases to 22.
Indistinct Phantasmagoria (Glamor): User induces an indistinct hallucination involving one sense.
Infest Wounds (Malediction): User causes horrible worms and crawling insects to erupt from the victim's wounds for days.
Inflict Disease (Malediction): User inflicts a mundane disease of some some kind upon the Recipient.
Inflict Love (Fascination): User names a desired person, who must Save versus Wisdom or fall completely in love.
Inhuman Strength (Blessing): The Vampyre's Strength temporarily increases to 22.
Insect Plague (Evocation): User summons a swarm of locusts (or other destructive vermin) that covers a full acre of land.
Inspire Dark Devotion (Fascination): Recipient regards the Vampyre as a friend and ally with the Recipient's best interests at heart.
Invisibility (Transmutation): Recipient vanishes from all forms of non-magical sight.

J

Jump (Transmutation): Recipient can make incredible jumps, 30' forward, and 10' feet vertically or backwards.

K

Knock (Transmutation): User opens a locked, barred, or stuck door, chest, box, or portal, even if shut by magical means.
Know Direction (Divination): User knows the precise direction of true North, and the direction they are currently facing.

L

Lesser Globe of Invulnerability (Transmutation): No Preternatural Effect of Level 3 or below can be directed within 10' of User.
Lesser Restoration (Blessing): Recipients who have had Basic Abilities reduced by damage or magic can be healed with this effect.
Levitate (Transmutation): Recipient floats in the air at a height controlled by the User.
Light (Transmutation): Either a touched object, or the air itself, sheds light that brightly illuminates the Nearby Area.
Lightning Bolt (Malediction): User creates a single bolt of lighting that inflicts 3d6 points of Lethal Damage.
Locate Creature (Divination): User knows the location of a desired creature that can be potentially reached within an hour's time.
Locate Object (Divination): User knows the location of a desired object that can be potentially reached within an hour's time.
Lull Victim (Fascination): The Vampyre puts puts a single intended victim to sleep.

M

Magic Cipher (Divination): User encodes a text using a magical cipher that cannot be broken by any mundane means.
Magic Circle (Blessing): User creates a magical boundary that cannot be crossed by Spirits.
Magic Lock (Transmutation): User magically locks a closeable box, door, gate, or other portal.
Magic Mouth (Transmutation): When a chosen event occurs in Nearby Area, a message will be delivered audibly.
Major Creation (Transmutation): User creates one or more objects of common, non-precious materials.
Mass Confusion (Fascination): All Nearby people except the User become disoriented.
Mass Sleep (Fascination): User puts puts to sleep one to more beings.
Mending (Transmutation): User repairs damage to a small mundane item.
Mesmeric Healing (Fascination): User places the Recipient in a trance and convinces them that they are being healed.

Minor Creation (Transmutation): User creates one or more objects of relatively soft, organic (but non-living) material.
Mirage Arcane (Glamor): User can make any environment appear to be any other environment.
Mirror Image (Glamor): User surrounds themselves with a number of illusory copies of their body, confusing potential attackers.

N

Neutralize Poison (Blessing): All poisons and toxins affecting the Recipient are neutralized.
Nightvision (Transmutation): User can see in conditions of very low light with an ability equal to a cat.
Nondetection (Transmutation): User protects a being or object against detection by Preternatural Effects.

O

Obtain Oracle (Divination): User learns the result of a proposed course of action.
Obscuring Mist (Transmutation): User is surrounded by a mist that reduces visibility to 5'.
Obscurity (Fascination): It becomes impossible for the Recipient to achieve any form of glory or recognition.
Open/Close (Transmutation): User opens or closes a container, box, bag, door, pouch, or other such item at a distance.

P

Pass Without Trace (Transmutation): Recipient leaves no footprints or scent for the duration of the effect.
Perpetual Motion (Transmutation): User causes a machine of some kind to continually operate without an external power source.
Permanency (Transmutation): User creates an enduring version of a normally impermanent Preternatural Effect.
Phantasmagoria I (Glamor): User induces a hallucination involving one sense: vision, smell, taste, touch, or hearing.
Phantasmagoria II (Glamor): User induces a hallucination involving two senses: vision, smell, taste, touch, or hearing.
Phantasmagoria III (Glamor): User induces a hallucination involving three senses: vision, smell, taste, touch, or hearing.
Phantasmagoria IV (Glamor): User induces a hallucination involving four senses: vision, smell, taste, touch, or hearing.
Phantasmagoria V (Glamor): User induces a hallucination involving all five senses.
Phantasmal Killer (Glamor): User causes the victim to hallucinate a fight with an imaginary monster embodying their greatest fears.
Polymorph Other (Transmutation): Recipient is transformed bodily into a creature larger than a fly, but smaller than an elephant.
Polymorph Self (Transmutation): User is transformed bodily into a creature larger than a fly and smaller than an elephant.
Prestidigitation (Transmutation): User can perform minor tricks of an entertaining variety.
Prodigious Regurgitation (Malediction): Recipient is wracked with nausea and pain, while they vomit strange objects and creatures.
Projected Double (Glamor): User creates and projects their consciousness into an illusory double.
Programmed Phantasmagoria (Glamor): User creates a total illusion that follows a predetermined series of actions.
Protection From Bullets (Blessing): Recipient becomes immune to bullets, thrown knives, arrows, or any other projectile weapon.
Protection From Evil (Blessing): Recipient is protected against Evil, Summoned, and Conjured beings.
Protection From Serpents (Blessing): Snakes of any size are unable to touch or attack the Recipient.
Protective Beast (Fascination): The Vampyre gains the trust and companionship of one or more traditional animals of darkness.
Purify Food and Drink (Transmutation): Decayed, spoiled or contaminated food and drink become safe, wholesome and nutritious.
Putrefy Food and Drink (Transmutation): Wholesome or nutritious food and drink become rotten, wormy and disgusting.
Pyrotechnics (Malediction): User can choose to cause a flame to explode in a blinding colored burst, or emit thick, choking smoke.

Q

Quench Fire (Transmutation): Every fire, mundane or magical, in the Nearby Area is immediately extinguished.

R

Rain of Blood (Transmutation): A large quantity of blood falls from the sky or ceiling.

Rain of Fish (Transmutation): A large quantity of living fish fall from the sky.

Rain of Frogs (Transmutation): A large quantity of living frogs fall from the sky.

Rain of Flesh (Transmutation): Chunks of bloody flesh fall from the sky.

Raise Dead (Evocation): User restores animation upon a recently dead creature.

Raise Storm (Transmutation): The User creates a violent storm of a type appropriate to the climate and location.

Ray of Enfeeblement (Malediction): An invisible ray reduces the Recipient's Strength by 1d6 points, +1 per User Level.

Read Magic (Divination): User can decipher magically encrypted writings, as well as glyphs, sigils, and runes of a magical nature.

Read Minds (Divination): User can hear the current thoughts of any desired Recipient within normal earshot.

Reconcile/Separate (Fascination): Two former friends or lovers reconcile, or two current friends or lovers become hostile.

Reincarnate (Evocation): User causes a recently dead person to return in animal form as a Zoomorphic Revenant.

Remove Blindness/Deafness (Blessing): Recipient is cured of either *Blindness* or *Deafness*, whether magical or mundane in origin.

Remove Curse (Blessing): Recipient is freed from any supernatural *Curses* that currently afflict them.

Remove Disease (Blessing): Recipient is cured of all physical diseases and parasitic infections.

Remove Fear (Blessing): All *Fear* effects, mundane or magical, are removed from the Recipient.

Remove Paralysis (Blessing): The Recipient is cured of all paralyzing or movement inhibiting effects.

Resist Cold (Blessing): Recipient becomes partially immune to the effects of extreme cold.

Resist Fire (Blessing): Recipient becomes partially immune to the effects of great heat.

Restoration (Blessing): All Experience Point loss and Ability Damage suffered by the Recipient for any reason will be restored.

Rope Trick (Transmutation): A length of rope thrown in the air can be climbed to an invisible hiding place.

S

Sanctuary (Blessing): Anyone attempting to target the Recipient with an attack or Preternatural Effect must Save or stop the effort.

Scare (Fascination): User causes all creatures in the Nearby Area to become overwhelmed with fear.

Screaming (Divination): User spies on a known individual from a distance.

See Invisibility (Divination): User can see any creatures that are *Invisible*, whether due to a magical effect, or being fully Ethereal.

Shadow Conjuration (Glamour): User summons and commands an apparently real entity actually made of shadows.

Shatter (Malediction): User emits a noise so loud that it shatters all thin items of glass, crystal, or similar materials.

Shield (Blessing): User is protected by an invisible disk of force similar in size and shape to a large antique-style shield.

Shocking Grasp (Malediction): User inflicts 1d6 points of Lethal Damage with a touch.

Shower of Stones (Malediction): The User causes stones to materialize and strike a single target, inflicting 1d6 Lethal Damage.

Shout (Malediction): User emits a shriek that deafens every Nearby being (except themselves), and inflicts 4d6 points of Damage.

Shrink Person (Transmutation): Recipient grows 10% smaller than their original size per User Level.

Sleep (Fascination): User puts a being to sleep.

Slow (Transmutation): The Recipient moves and acts at half their normal rate.

Sorcerer's Hand (Transmutation): User can move in any direction an object weighing up to 5 pounds.

Speak With Animals (Divination): User can speak to any Animals encountered.

Speak With Dark Beasts (Divination): Speak with wolves, bats, cats, rats, spiders, crows, owls, vultures, goats, moths, and snakes.

Speak With Dead (Divination): User can gain knowledge from an inanimate corpse, including anything it knew while alive.

Speak With Plants (Divination): User can question the local plants about actions that have transpired near them.

Spider Climb (Transmutation): Recipient can walk (but not run) up walls and across ceilings in a manner similar to a spider.

Steal Gender (Malediction): Recipient loses all physical attributes of gender, which are teleported to an area determined by the User.

Steal Milk (Transmutation): User steals all the milk from inside the udder of a Nearby animal, and teleports it into a container.

Stinking Cloud (Malediction): User creates a cloud of vapors that smell horrifically bad.

Suggestion (Fascination): User causes the Recipient to obey a reasonable sounding directive which can be phrased in one sentence.

Summon Dark Beasts (Evocation): User summons the traditional beasts of darkness and forces them to perform 1 service.

Summon Spirit I (Evocation): User causes the appearance of a Level 1 or 2 Devil, Demon, Angel, Fairy, or Ghost.

Summon Spirit II (Evocation): User causes the appearance of a Level 3 or 4 Devil, Demon, Angel, Fairy, or Ghost.

Summon Spirit III (Evocation): User causes the appearance of a Level 5 or 6 Devil, Demon, Angel, Fairy, or Ghost.

Summon Spirit IV (Evocation): User causes the appearance of a Level 7 or 8 Devil, Demon, Angel, Fairy, or Ghost.

Summon Spirit V (Evocation): User causes the appearance of a Level 9 or 10 Devil, Demon, Angel, Fairy, or Ghost.

Summon Swarm (Evocation): User causes a swarm of disgusting vermin to suddenly appear.

Swap Heads (Transmutation): User transposes the heads of any two organic creatures no more than one category different in size.

T

Telekinesis (Transmutation): User can move objects in any direction through the air up to 500 feet per Round.

Telepathic Bond (Divination): User links the minds of a number of visible Recipients.

Teleport (Transmutation): The Recipient instantly disappears, reappearing in another place on the same world.

Tongues (Divination): The Recipient is granted the ability to read, understand, and speak any language encountered.

Transform Other Into ... [Specific Creature] (Transmutation): User transform a Recipient's body into a single specific creature.

Transform Self Into ... [Specific Creature] (Transmutation): User transforms bodily into a single specific creature.

True Seeing (Divination): User sees thing exactly as they are, or were before they were affected by any Preternatural Effects.

U

Unnatural Charisma (Blessing): The Vampyre's Charisma temporarily increases to 22.

Unseen Servant (Transmutation): User creates an invisible force that serves as a completely obedient servant.

V

Ventriloquism (Transmutation): User's voice appears to come from some other place, while the User's lips do not move.

W

Walk Across Air (Transmutation): Recipient can walk across air as if it was solid ground.

Walk On Water (Transmutation): Recipient can walk across water (or any similar fluid, including quicksand) as if it was dry ground.

Walk Through Shadows (Transmutation): User, and those they touch, can walk though shadows to other places.

Walk Through Walls (Transmutation): User (and any Recipients) can walk though a wall as if it didn't exist.

Wall of Fire (Transmutation): User creates a thin wall composed of brilliant flame, located anywhere in the Nearby Area.

Wall of Force (Transmutation): User creates an invisible wall that blocks movement, located anywhere in the Nearby Area.

Wall of Ice (Transmutation): User creates a smooth, 1 foot thick wall of solid ice, located anywhere in the Nearby Area.

Wall of Iron (Transmutation): User creates a 1 inch thick wall of solid iron, located anywhere in the Nearby Area.

Wall of Stone (Transmutation): User creates a 1 foot thick wall of solid stone, located anywhere in the Nearby Area.

Wall of Thorns (Transmutation): User creates a 5 foot thick wall of twisting brush covered with finger-length thorns.

Water Breathing (Transmutation): Recipient can breathe water as if it was air.

Web (Transmutation): User creates a sticky Web similar to that of a spider, but on a much larger scale.

Whispered Message (Transmutation): User can have a whispered conversation with one or more desired Recipients at a far distance.

Wind Wall (Transmutation): User creates a vertical sheet of strong, upward wind 2 feet in thickness.

Witch's Mount (Transmutation): User confers strength and flying ability on a person, and compels them to serve like a farm animal.

X, Y, Z

Zone of Silence (Transmutation): User turns the Nearby Area into a zone of impenetrable silence.

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