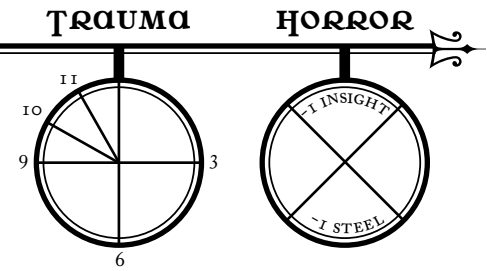


The Third Age GHOST LINES

BADGE	NAME	LEVEL
ROLE	HOMELAND	
ROOK, SPIDER, OWL, ANCHOR	CHOOSE TWO GIFTS FROM YOUR HOMELAND, BELOW	



FORCE

When you employ force, roll+FORCE and choose options. On a 12+, three. On a 10 or 11, two. On a 7-9, one.

- ♦ You inflict great harm.
- ♦ You suffer little harm in return.
- ♦ You drive them back, seize something, or create an opportunity.

FINESSE

When you employ finesse, roll+FINESSE and choose options. On a 12+, three. On a 10 or 11, two. On a 7-9, one.

- ♦ You do it quickly.
- ♦ You avoid trouble, compromise or cost.
- ♦ You do it impressively, stylishly or to greater effect.

INSIGHT

When you employ insight, roll+INSIGHT. On a 12+, hold three. On a 10 or 11, hold two. On a 7-9, hold one. Spend your hold 1-for-1 during the scene to ask the GM questions from the list:

- ♦ What's really going on here?
- ♦ What should I be on the lookout for?
- ♦ What's the best way to _____?
- ♦ What are they really feeling? What do they want?
- ♦ How could I get them to _____?

On a miss, you gain no hold, but may ask one right now.

assist

For every move above (FORCE, FINESSE, INSIGHT), you may also spend one of your choices on these:

- ♦ You assist someone, they take +1 to their roll.
- ♦ You interfere with someone, they take -2.

FORCE	SKOVLAN <input type="checkbox"/> Bold (+I STEEL) <input type="checkbox"/> Tough (-I HARM)	SEVOROS <input type="checkbox"/> Hard (+I FORCE) <input type="checkbox"/> Vicious (+I HARM)
FINESSE	<input type="checkbox"/> Wild (+I IF TRAUMA 9+) <input type="checkbox"/> Hardy (NO SCAR EFFECT)	<input type="checkbox"/> Cruel (+I IF HARM 9+) <input type="checkbox"/> Cold (-I TRAUMA)
INSIGHT	AKOROS <input type="checkbox"/> Sharp (+I INSIGHT) <input type="checkbox"/> Connected (+6 FAVORS)	IRUVIA <input type="checkbox"/> Nimble (+I FINESSE) <input type="checkbox"/> Attuned (ASSIST IS +2)
STEEL	<input type="checkbox"/> Shrewd (+I CHIT/LINE) <input type="checkbox"/> Noble (+I WILL)	<input type="checkbox"/> Sly (FREE INSIGHT Q) <input type="checkbox"/> Swift (YOU'RE FASTER)

GEAR: Heavy gloves, encounter suit, cloak, breather-mask, air-tank, goggles, cable and clamps, lightning-hook, magnetic boots, spirit-flares, lightning-oil canister (4 uses), and choose one loadout, at right:

<input type="checkbox"/> Rook: Heavy lightning-hook.
<input type="checkbox"/> Spider: Lightning-web thrower, bandolier of spirit bottles (4).
<input type="checkbox"/> Owl: Spirit-goggles, spare lightning-oil canister (4 uses).
<input type="checkbox"/> Anchor: Heavy encounter-suit (1-armor, electro-field).

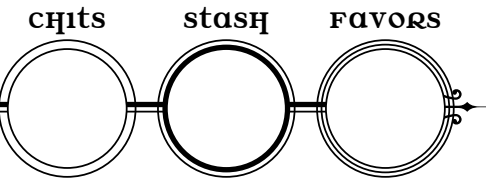
LIGHTNING-OIL: ○ ○ ○ ○

LEVEL 1: APPRENTICE <input type="checkbox"/> Clear 10 ghosts <input type="checkbox"/> Work 3 lines <input type="checkbox"/> Work 2 roles	LINES WORKED <input type="checkbox"/> Skovlan: Upper (III) <input type="checkbox"/> Skovlan: Lower (II) <input type="checkbox"/> Akoros: Duskwall (I) <input type="checkbox"/> Akoros: Heights (II) <input type="checkbox"/> Akoros: Bayside (I) <input type="checkbox"/> Akoros: Pass (III) <input type="checkbox"/> Iruvia: Islands (II) <input type="checkbox"/> Iruvia: Cloudspire (II) <input type="checkbox"/> Iruvia: Lakewood (I)	ROLES GHOSTS SILENCED <input type="checkbox"/> Rook □□□□□□ <input type="checkbox"/> Spider □□□□□□ <input type="checkbox"/> Owl □□□□□□ <input type="checkbox"/> Anchor □□□□□□ GHOSTS CLEARED □□□□□□□□□□□□ □□□□□□□□□□□□ □□□□□□□□□□□□ □□□□□□□□□□□□ □□□□□□□□□□□□ □□□□□□□□□□□□ □□□□□□□□□□□□ □□□□□□□□□□□□ □□□□□□□□□□□□ □□□□□□□□□□□□
LEVEL 2: JOURNEYMAN <input type="checkbox"/> Clear 30 ghosts <input type="checkbox"/> Silence a ghost <input type="checkbox"/> Work 6 lines <input type="checkbox"/> Work every role	<input type="checkbox"/> Iruvia: Highland (III) <input type="checkbox"/> Sevoros: Plains (II) <input type="checkbox"/> Sevoros: Coast (III)	
LEVEL 3: MASTER <input type="checkbox"/> Clear 60 ghosts <input type="checkbox"/> Silence 12 ghosts <input type="checkbox"/> Work all 12 lines <input type="checkbox"/> Train a new bull		

STEEL

When you steel yourself against injury, duress, or supernatural horrors, choose an action below that you hope you **don't** do, and roll+STEEL. On a 10+, you do none of them. On a 7-9, you do one you didn't pick, GM chooses. On a miss, it's the one you don't want.

- ♦ Freeze up, leave myself wide open.
- ♦ Panic, disengage, flee.
- ♦ Collapse, let go, give up.
- ♦ Rage, lose control, do unintended harm.
- ♦ Suffer more trauma or harm.



DOWNTIME

When you have downtime off work, choose one:

- ♦ **Hit the pub.** Heal trauma (if above 6 o'clock, heal to 6. If 6 or below, heal all).
- ♦ **Visit the physicker.** Heal harm (if above 9, heal to 9. If at 9, heal to 6. If 6 or below, heal all).
- ♦ **Work a side job.** Choose: bouncer, courier, craft, crematorium, crime, distillery, docks, forge, leviathan-hunting, slaughterhouse, stables, trade. Collect 2-STASH or 1-FAVOR.

You may choose additional options by spending CHITS, 1-for-1. You may choose the same option twice.

NOTE: when you are instructed to roll, sum two six-sided dice and apply the indicated modifier.



CHARACTER CREATION

Choose a badge and name (below). Choose a homeland and two gifts. Assign points to FORCE, FINESSE, INSIGHT, and STEEL so they total +2 (max +3, min. -1). So you might choose [+1, 0, 0, +1], for example. Or [+2, 0, 0, 0]. Or [0, +3, -1, 0].

NAMES

Your badge has a name on it, chosen from the registry of the Purified, as tradition demands:

Brogan, Tyrconnell, Dunvil, Comber, Millar, Slane, Strangford, Nevis, Dalmore, Edrad, Lomond, Clelland, Arran, Scapa, Kinclaith, Coleburn, Penalten, Strathmill, Haig, Morriston, Penderyn, Danfield, Hellyers, Wasmund, Templeton, Michter, Bowman, Prichard, McKeel, Wathen, Clermont, Rowan, Booker

You also have a personal name:

Caul, Adric, Amison, Andrei, Milos, Stev, Laudius, Phin, Wester, Bragon, Vond, Mardus, Brance, Canter, Carro, Morlan, Timoth, Arvus, Clard, Kristov, Wonck, Orleance, Astin, Boury, Hance, Kale, Lanvell, Larn Lenia, Tesslyn, Veretta, Sethla, Vey, Polonia, Bry, Talitha, Arden, Candra, Cavelle, Brenna, Vauri, Emeline, Volette, Lyntbia, Cyrene, Arcy, Quess, Roethe, Kamelin, Lauria, Lizete, Corille, Daphnia, Carissa, Odrienne, Casslyn, Arilyn, Naria, Vestine



AGAINST THE SUPERNATURAL

When you lead the bulls against a ghost, the GM will ask you questions:

- ♦ Have you completed your apprenticeship? If so, take +1.
- ♦ Have you completed your journeymanhood? If so, take +1.
- ♦ Are you a master line bull? If so, take +1.
- ♦ Do you have the support of another gang? If so, take +1.
- ♦ Did you hold an anchor lottery? If there's no ANCHOR, take -1.
- ♦ Do you have a bull in every other role: ROOK, SPIDER, and OWL? If not, take -1.
- ♦ Do the other bulls swear to follow your orders without hesitation? If not, take -1.
- ♦ Have you worked this line/area before? If not, take -1.

Then roll and choose options. On a 12+, all three. On a 10 or 11, two. On a 7-9, one.

- ♦ You seize the initiative.
- ♦ You maintain an orderly disposition; the bulls are deployed where you want them and are ready for action.
- ♦ You seize a particular opportunity or advantage; bulls take +1 ongoing while exploiting that advantage.

In addition, the bull who leads the team makes the opening move against the ghost(s):

- ♦ ANCHOR: secure the ghost's attention and draw it into contact with you (STEEL).
- ♦ SPIDER: use a lightning-web (FINESSE) to tether the ghost to a spirit-bottle.
- ♦ ROOK: use a lightning hook (FORCE) to tear the ghost loose from the train and/or weaken it.
- ♦ OWL: Study the ghost and situation with your spirit-goggles (INSIGHT) to determine the best gambit.

IMPOSE YOUR WILL

When you impose your will to get your way, roll.

- ♦ If your steel is greater, take +1.
- ♦ If your level is greater, take +1.
- ♦ If you are a Noble of Akoros, take +1.
- ♦ If you threaten bodily harm, and your FORCE is greater, take +1.

On a 12+, they are so overwhelmed they do what you say without another thought. On a 10 or 11, they choose: either do what you say, or take 2-trauma. On a 7-9, it's 1-trauma. If you threatened bodily harm, they can force your hand and take the threatened harm instead of trauma.

HARM & TRAUMA

HARM SEVERITY, BY NO. OF CLOCK SECTIONS:

1. Punches, wrestling, indirect electricity, choking deathland fog.
2. Vicious beating, lightning hook jolt, manifestation attack by ghost.
3. Deadly weapons, lightning hook surge, major manifestation attack from a ghost.
4. Electrocutation, explosion, major fall/impact.
5. Fall from moving train, set on fire.

TRAUMA SEVERITY, BY NO. OF CLOCK SECTIONS:

1. See a teammate hurt, encounter a ghost, assault a person.
2. See a friend hurt, teammate badly hurt, mild supernatural weirdness, approach a ghost, assault a person with deadly force.
3. Direct contact with a ghost, friend badly hurt, teammate killed, commit murder.
4. Psychic assault from ghost, friend killed.
5. Assault from major supernatural power.

When you take harm to 12 o'clock, you die. When you take trauma to 12 o'clock, your mind shatters.

You can avoid an instance of harm or trauma by choosing to mark a SCAR or HORROR, respectively, instead. Scars and horror are permanent. Fill them in clockwise.

LEVELS

You start at Level 0. When you level up, choose another gift from your homeland, or from a land in which you have worked any combination of 4 lines/jobs. When you become a master, add +1 to a stat (max +3).



ON THE GHOST LINES

It is the year 891 of the Imperium that united the shattered isles of the cataclysm under one rule—all glory to his majesty the Immortal Emperor.

You work the ghost lines—the electro-railroad that passes through the ink-dark deadlands between cities. Spirits of the dead—free to roam the world since the gates of death were broken in the cataclysm—often get entangled in the powerful electrical field generated by the trains. **LINE BULLS** like you walk the length of the cars, magnetized boots clanking and breather-mask hissing, to clear the offending spirits with your lightning-hooks before they do too much damage.

Each city of the Imperium is encircled by crackling lightning-towers to create an electrical shell that spirits cannot penetrate. By law, all corpses are incinerated with lightning-oil (to destroy the spirit essence within) but wealthy citizens, heretics of the spirit cults, or the criminal element often arrange for a ghost to escape destruction at the crematorium. *So called “rogue spirits” are also dealt with by bulls like you. For a fee, of course.*

When the frontier scouts of the Imperium (the HOUNDS) find a spirit-well in the deathlands, they sometimes call in an experienced gang of bulls to help clear it out. This is the most dangerous work—far from the relative safety of the electro-rail and the possibility of a quick escape on the line. But the pay is substantial, and a bull that clears a spirit-well and survives might just scrape together enough of a stash to retire in style someday.

EVENTS ON THE LINE

- The train has to stop.** Need repairs, damaged track, loss of power, demands of an important passenger (a natural philosopher, noble), imperial orders, spirit-well spotted, weather.
- The train can't stop.** Engineer incapacitated, throttle damaged, demands of an important passenger, imperial orders, impending weather.
- Supernatural event.** Time slows/speeds up, landscape shifts, mass delusions/hysteria, amnesia, strange weather (fire rain, black wind).
- Ghost.** Does anyone recognize them?
- Ghosts, several.** Whose name do they call?
- Ghost, major.** Not necessarily a human spirit. Worth 5-clears.

SPECTROLOGY

- ♦ **SOUL.** A living body with its own spirit.
- ♦ **POSSESSED.** A living body w/ 2 or more spirits.
- ♦ **HOLLOW.** A living body without a spirit.
- ♦ **UNDEAD.** A dead body with a spirit.
- ♦ **GHOST.** A spirit without a body.
- ♦ **SPIRIT-WELL:** A rift in reality where ghosts and other supernatural beings congregate to draw energy.
- ♦ **ELECTROPLASM:** The energetic residue that remains when a ghost is “silenced” (destroyed). Handle with extreme caution.
- ♦ **WITCH:** A person who is sensitive to spirits. May be able to summon and communicate with ghosts, but most people don't believe in such powers.

CHITS, STASH, FAVORS SIDE JOBS

When you work a line, you get paid in **CHITS**: stamped lead slugs you can redeem for food, housing, and sundries from the Imperial Rail Office.

- ♦ Line rating x Level = CHITS earned.

You also get **1+Level hazard pay** for being the Anchor, and **+1 chit for each ghost cleared**.

You can spend chits during downtime to recover from your harm and trauma, work a side job, etc.

Your **STASH** is the loot you've hidden away for your retirement. The bigger your stash, the better off you'll be. Your stash is like your score in the game.

- ♦ **Stash 0:** Lost soul. You die alone in the gutter.
- ♦ **Stash 1-10:** Desperate beggar. You die on the street, cold and forgotten.
- ♦ **Stash 11-20:** Poor soul. You die in a reeking flophouse, awash in booze and misery.
- ♦ **Stash 21-30:** Meager. You die in a tiny (but warm) hovel that you can call your own.
- ♦ **Stash 31-40:** Modest. You die in a simple home or apartment, with some small comforts.
- ♦ **Stash 41-50:** Fine. You die in a well-appointed home or apartment, claiming a few luxuries.

FAVORS can be earned by working a side job. You can spend favors on the following:

- ♦ 1 Favor: +2 ghosts cleared, different line assignment, request specialty gear.
- ♦ 2 Favor: +1 line worked
- ♦ 3 Favor: +1 role worked, request custom gear.
- ♦ 4 Favor: Get secret information, make a powerful contact, make a major request.

When you work a side job, roll 1d6.

On a 1, there's a complication. The GM will say how you make an enemy, get put in a bad spot, or are on the hook for a favor.

On a 2, 3, or 4, you work the job and also hear a rumor about ghosts (see tables on following page).

On a 5, you work the job and also choose: you earn +2 stash, or get a solid lead on ghost work (see tables on following page).

On a 6, you work the job and also choose: you earn +2 stash, or +1 favor, or get offered a job doing ghost work by someone who can pay well (GM will give you the details).

GM: When they work a side job, give their employer a name, homeland, and distinguishing feature. Keep track of these NPCs and use them to fill out the world around the PCs.

GEAR & OIL

Ghost-clearing gear runs on leviathan oil (aka “lightning-oil”). One use will power up an item. The GM may charge further oil uses depending on circumstances and the outcome of rolls.

SPECIALTY GEAR:

- ♦ **CRIMSON ELIXIR.** A small vial of reddish fluid. Heals 1-harm instantly upon imbibing.
- ♦ **VIOLET REMEDY.** A small vial of purple fluid. Heals 1-trauma instantly upon imbibing.
- ♦ **LIGHTNING CAGE.** A set of portable rods, cables, and generator that can produce an electrical barrier that spirits cannot pass.

RUMORS / LEADS

SIDE JOB, RESULTS 2-4. ON A 5, FOR A SOLID LEAD, GIVE THEM A NAME AND DETAILS, TOO.

	1	2	3	4	5	6
1	Someone is making hollows to provide cheap labor.	Someone is selling a "cure" for hollows.	Someone is running a gang made up of hollows.	A Bull was hollowed for daring to touch a royal during a job.	Someone saw hollows gather at the old relic in the square.	Someone is offering a bounty on hollows brought in alive.
2	The Church of the Ecstasy of the Flesh will buy inhabited spirit bottles.	Someone is buying and selling inhabited spirit bottles at a bar under the docks.	An explorer claims to have a map showing every spirit-well in the deathlands.	The "abandoned" northern rail line is used to ship spirit bottles... somewhere.	There are secret doors in the city that only witches/ghosts/undead/possessed can see.	There's an ancient ghost in Blackvale tower that's older than the cataclysm.
3	The night market is run by undead.	A highly-placed Imperial official is possessed.	Some wealthy citizens are throwing "possession parties."	Witches have powers because they have a demon bloodline.	Someone is trying to organize a union for line Bulls.	Someone will pay Bulls to smuggle goods on the lines.
4	A non-human spirit has been seen around the docks.	Someone is running a ghost-animal menagerie.	People live on an island off the coast, with no electro-barrier.	An inventor has built a "spirit-locator" and needs testers.	There is a witch who can call ghosts from your bloodline.	There is a wealthy undead who offers strange jobs.
5	Someone at the university will trade for electroplasm.	Someone is refining electroplasm into a drug.	A tattooist has been mixing her ink with electroplasm.	<i>Violet Remedy</i> is made from electroplasm!	A "ghost ship" has been spotted off the coast.	The Emperor is responsible for the broken gates of death.
6	There's a spirit-well somewhere inside the city.	There's a Hound that takes bribes to keep spirits hidden.	Several key Church officials are spirit cultists.	A spirit cult meets in an ancient temple under the city.	Demons from myths are real, and are behind the spirit cults.	Spirit cultists are smuggling ghosts in possessed people.

FREELANCE PATRONS

SIDE JOB, RESULT 6

	1	2	3	4	5	6
1	Collector	Banker	Refugee	Hound	Drug Dealer	Noble
2	Natural Philosopher	Explorer	Tradesman	Sailor	Mercenary	Underworld Boss
3	Detective	Official	Scholar	Spy	Courier	Diplomat
4	Guard	Merchant	Judge	Ship Captain	Shopkeeper	Soldier
5	Clerk	Journalist	Smuggler	Revolutionary	Clergy	Demon
6	Assassin	Thief	Witch	Pimp or Madame	Artist	Doctor

city events

	1	2	3	4	5	6
1	Plague	Festival	Raids	Revolution	Accident	Disaster
2	Refugees	Political Trouble	Prohibition	Construction	Supernatural Weather	Crime Spree
3	Demolition	Election	Scandal	Martial Law	Conscription	Exodus
4	Shortage	Excess	Discovery	Paranoia	Assassination	Witch Hunt
5	Parade	Celebrity	Holiday	Riots	Lockdown	Hysteria
6	Charity	Strike	Prison Break	Diplomacy	Siege	Spirit Cult Gatherings

GHOST QUALITIES

ADD +1 TO ROLL FOR EACH DECADE OF GHOST EXISTENCE.

- Jealous, desperate, violent, hysterical, skittish, fleeting.
- Curious, conniving, deceptive, clever, probing, knowledgeable.
- Prophetic, insightful, true, revelatory, guiding, instructive.
- Reactive, territorial, dominant, insistent, bold, demanding.
- Angry, unpredictable, aggressive, wild, savage, vengeful.
- Mad, chaotic, vengeful, bizarre, destructive, insane.

NPC FEATURES

- Patient, kind, forgiving, gentle.
- Wild, uncouth, savage, rough.
- Suspicious, calculating, sly.
- Honorable, direct, dependable.
- Weird, spooky, secretive.
- Loyal, stalwart, headstrong, uncompromising.

CREDITS

VERSION 1.5 | JANUARY 2013 | ONESEVENDESIGN.COM/GHOST_LINES.PDF

WRITING & DESIGN: John Harper.

ART: Bob Basset (gas masks), James Paick (train).

PLAYTESTERS: Allison Arth, Suzanne Asprea, Keith Anderson, Jonathan Walton, Mike Standish, Judd Karlman, Jim DelRosso, Charlotte Williams.

INSPIRED BY: *Apocalypse World* by V. Baker; *Dishonored* by Arkane Studios; *Ghostbusters* by D. Aykroyd, H. Ramis, I. Reitman; *Final Fantasy: The Spirits Within* by A. Reinert & J. Vintar; *Planarch Codex* by J. Walton; *MicroTraveller* by C. Bennett.

LICENSE: Creative Commons attribution non-commercial share-alike. (CC BY-NC-SA)