

Wraith:

Live Action Roleplay

Character Creation
Manual

Introduction



This packet has been assembled to help storyteller's get their players ready for an exciting game of Wraith Live Action Role-play. Many times in my Storytelling experience, I have had to help players create their characters for Wraith. I don't mind and in fact, rather enjoy this process but there always seems to be the problem of there either being only one copy of Oblivion or if there were multiple copies, someone was using it at the time. This caused a lot of problems and extended the character creation process well beyond the time that it should have taken. I also have had the problem of new players that have shown up late to a game or at the last minute before the game was set to start and want to play. I never mind when a friend brings someone new to play but I would have to delay or stop my game and help him or her create their character. This would either cause my players to have to stop play or one of my narrators would have to fill in for me while I helped the novice player create their character. This inevitably caused difficulty because most of the time when I was helping the novice I would constantly get stopped and asked storyteller questions by other players who were already in play which again extended the character creation process well beyond what it should have taken.

I decided that to help ease the troubles of this fiasco that was proving detrimental to my games that I would create a character creation packet that would allow even the novice player to read along with their character sheet and basically just fill in where the sheet asked them too; all the while providing detailed explanations for any and all questions they may have during the process. I'm sure that this packet can't answer **ALL** questions a new player may have but, it will most certainly help cut the amount of time that a storyteller or narrator will have to spend with the novice answering routine Wraith questions. I have endeavored to make this packet compliant with the latest Camarilla supplement: Wraith 6.0 as of this writing. The packet also includes all the information from the Prime supplement that all venues are allowed to pull from during conversion and character creation. Storytellers should still check over player's character sheets to make sure that all the rules of character creation have been followed. I hope this packet proves useful and I wish everyone a great time playing Wraith Live Action Role-play. There have been some adjustments to the character creation process in that it is designed for players to create Hierarchy Wraiths. Should storytellers be running a game from any of the other factions: Heretic, Renegade or Spectre, simply have the player skip the section on the Legions. Have fun all and hope to see you at a game!!!

Character Creation

Step 1:

Inspiration – Who and what are you, how did you die, and what is your regret?
Choose a Nature and a Demeanor.

Who and what are you?

In order to create a background that makes sense for your character, you need to figure out specifically how he or she lived and who and what they were. Remember, all wraiths started out as normal human beings. Your character might have been a doctor, lawyer, street worker, burglar, drug lord, waitress, husband, wife, a child, a father, or a mother. It's whatever you decide. The point is that the character was an ordinary person but for whatever reason is now one of the restless dead. So you don't have to create a rock star, actress or anything prestigious... you can if you want, but don't feel compelled to create this awesome person. Remember, the game is wraith; now that you're dead you have your chance to become awesome.

How did you die?

In wraith, how you died is very important in your character creation. When a person dies violently, prematurely or with unfinished business, their soul crosses the shroud (the barrier between the living and the dead) and appears in a cocoon like mass called the Caul. Certain Wraiths, called Reapers, wait on the other side of the shroud to cut people out of their caul and induct them into a particular legion. The legions are distinguished by the manner of death a person experienced. For those people who are familiar with Vampire: The Masquerade, the legions in wraith work very similar to the clans of Kindred for purposes of separation, except powers are not determined by legion as clans determine them in Kindred; the player decides what powers his or her character will have. The legions politics vary from legion to legion and a player should give them

a quick look over to make sure that a particular legion's politics do not conflict with your character concept. The choices are:

1. The Grim Legion – died by violence.
2. The Silent Legion – died by suicide.
3. The Emerald Legion – died by happenstance (accident).
4. The Skeletal Legion – died by sickness, famine, or disease.
5. The Legion of Paupers – how they died is a mystery.
6. The Legion of Fate – destined to die (felt their demise was imminent or predestined)
7. The Penitent Legion – died by insanity.
8. The Iron Legion – died of old age.

Details on the legions are included in the back of this booklet. **It is important that you read these legion overviews before choosing your death!!!!** Once you have read the legion overviews, pick the legion that best conforms to your character concept. Then come up with your death tale.

What is your regret?

Every person who becomes a wraith regrets something in their life otherwise, they would transcend (go to heaven or hell). The very fact that your character is one of the restless dead means he or she has unfinished business from their life that needs closure. Maybe it's a mother or father who is worried about who will watch his or her kids? Maybe they want revenge for their murder? Maybe they lived to a ripe old age but wanted to keep living? It doesn't matter. It can be whatever you as the player wishes. The important thing is to make it interesting and fun.

Nature & Demeanor:

Nature is your inner personality, what the character doesn't usually reveal to others. Most people dare not reveal their true, inner selves, and will therefore create a Demeanor – a false front – behind which their true self can be hidden. A demeanor may be as consistent during play as the character's eye color is, or it may change from minute to minute. Some extraordinarily open, honest or simple-minded individuals have the same Demeanor and Nature, there is no rule saying that Nature and Demeanor must – or can't – be the same.

The character's nature and demeanor are described by archetypes. They have a practical impact on the game, for characters can be manipulated according to these archetypes or personalities as some might call them. The personality of a character can protect the player or make he or she vulnerable. Archetypes must be chosen with care for this reason. The different archetype choices are:

Architect – You believe in creating something of lasting value. You seek to leave a legacy of some kind for those who will come after you. You are the type of person who would have built a town, created a company, or founded an institution.

Avant-Garde – You are only interested in what is new or on the cutting edge. You must be the first to discover or create something that people have never seen before. The thrill of experimentation is a major lure to the Avant-Garde, and you aren't afraid to take a few risks if they're necessary.

Bon Vivant – You escape the dread of the Void by deadening your senses with pleasure. Your hedonism might or might not be immoral in the eyes of some, but either way, your pursuit of new pleasures is your main concern.

Bravo – You reinforce your own self-worth by pumping yourself up and denigrating others. Fear equals respect in your mind, and you will take every opportunity to make others “respect” you.

Bureaucrat – You enjoy the solace and comfort that the System provides for you. You understand that chaos might come at any moment. However, if the proper procedures are in place and are followed, chaos can be averted, and everyone will be much happier (especially you).

Caregiver – You are highly concerned about other wraith, helping them fight the constant pull of Oblivion. Those who deserve help shall receive whatever aid you can render.

Child – You are at times naïve and have an air of innocence about you, but at the same time, you know that you can get what you want if you pout and grump enough.

Conniver – You try to get ahead in the world by taking advantage of others. As far as you're concerned, the rest of the population consists of suckers for you to exploit, authorities to circumvent and rivals to be avoided.

Critic – You find purpose in death by revealing weakness and faults in others, whether in artwork, an organization or in a person's habits. You strive to perfect others by pointing out their flaws so that those flaws might be corrected. Of course, some wraiths see you as merely self-aggrandizing, but what you do is done for their good.

Explorer – The excitement of finding new people, places and things fills your existence with the greatest excitement imaginable. It's not what you find that's important; it's the discovery itself that matter and consequences be damned.

Follower – Leaders are called leaders for a reason. They know what's best, and the best way to survive is to obey their orders. You don't believe in stepping out of line by being original.

Gambler – You do things, not for the outcome, but for the thrill that the action provides. Whether you win or lose isn't necessarily important; you thrive on the high that comes from risking yourself time and time again.

Jester – Someone's got to look on the bright side of death, and that someone's you. Just because you're dead doesn't mean that you can't lighten the mood a bit – you always were fond of gallows humor.

Leader – You know what's best for everyone, and anyone who disagrees with you is misguided at best. Getting others to follow you isn't a matter of if; it's a matter of when.

Martyr – You are always willing to sacrifice yourself for the betterment of everyone else. Knowing that someone else is happy make any misery you put yourself through worthwhile. You don't want any rewards other than recognition for your sacrifices; through a monument to keep you from being forgotten once you've sacrifice yourself for the last time might be nice...

Mediator – There's always a middle ground that can be reached, and you specialize in helping people find it. You abhor conflict, and will do whatever it takes to ensure compromise and a peaceful solution.

Rebel – The System needs to come down, and you're just the one to start it tumbling. There's always something you're reacting against, though you don't necessarily have a better solution in mind. You just know that things can't stay the way they are.

Scientist – People not thinking things through cause so many of the Underworld's problems. You'll analyze every bit of data that comes your way before acting, formulate a logical plan, weight the consequences, and go. Of course, sometimes this results in your getting sidetracked, but accuracy is more important than speed.

Survivor – You will never say never, even during the final descent to the Void. No matter what Fate throws at you, you'll fight to the bitter end for just one more minute of existence. Sometimes this means sacrificing thing – or people – but hey, a wraith's got to do what a wraith's got to do.

Traditionalist – What worked for your Reaper and your Reaper's Reaper works for you. There are tried and true ways of dealing with things, and you follow them because they work. Why take a chance on something new when the old standbys are still standing by?

Visionary – You have a goal that drives your very existence, something more and unimaginably greater than just existence. This is the thing that drives you, and you won't rest until it's achieved. Let others worry about the day-to-days; you've got much bigger fish to fry.

STEP 2:

Attributes (7 from Primary Attribute, 5 from Secondary, and 3 from Tertiary), 5 Abilities, 3 Basic Arconoi, 4 Passions, and 4 Fetters.

Now we come to the second part of character creation. You need to first choose your attributes. They are 7 from your primary or strongest aspect of your character, 5 from the secondary or intermediate aspect of your character and lastly 3 from your tertiary or weakest aspect of your character. These choices are not static and can be improved with freebie points at the end of the character creation process or bought later down the road with game play experience. What you are choosing right now is the starting point of your character.

Attributes:

Physical

Athletic - You have conditioned your body to respond well in full-body movements, especially in competitive events. *Uses:* Sports, duels, running, acrobatics, and grappling.

Brawny

Brutal

Dexterous

Enduring

Energetic

Ferocious

Graceful

Lithe

Nimble, Quick, Resilient, Robust, Rugged, Stalwart, Steady, Tenacious, Tireless, Tough, Vigorous, Wiry

Mental – Alert, Attentive, Calm, Clever, Creative, Cunning, Dedicated, Determined, Discerning, Disciplined, Insightful, Intuitive, Knowledgeable, Observant, Patient, Rational, Reflective, Shrewd, Vigilant, Wily, Wise

Social – Alluring, Beguiling, Charismatic, Charming, Commanding, Compassionate, Dignified, Diplomatic, Elegant, Eloquent, Empathetic, Expressive, Friendly, Genial, Gorgeous, Ingratiating, Intimidating, Magnetic, Persuasive, Seductive, Witty

Abilities:

Now you will have to choose 5 abilities for your character. They represent the knowledge that was gained in life. Was your character studious and held a college degree? Were they a criminal and had the skills of lock picking? Were they a lawyer with trial experience? These are the choices that will be made during your abilities selection. Abilities represent your training and knowledge beyond the outline provided by your Attributes. They are what you have learned and what you can do rather than what you are. Abilities let you perform specialized tasks that are only possible with training. The universal abilities from Prime 5.1 have been included.

Academics - (Laws of the Night) You possess a level of education and general knowledge beyond rudimentary schooling. With *Academics*, you can express artistic criticism, debate the classics, consider philosophy and indulge in studies of culture. This broad Ability covers all sorts of humanities in learning. *Academics* allow you to recognize historical, art and cultural references. You can use *Academics* when working in such fields, when developing a critique or researching. Calling on the *Academics* Ability may require a Mental or Social Challenge to determine your exact level of competence. You may further direct your studies by choosing a specific field, such as *Art, Criticism, Classical Studies, History, Journalism, Theology* or anything else that could be studied with higher education. Directing your studies in *Academics* counts as a specialization, although there is no cost to do so.

Archery - (Laws of the Hunt) you have studied the difficult skill of using a bow or crossbow. You can care for weapons of this type and identify the quality of various bows and arrows. When firing a bow, you can choose to use your Mental Traits to attack instead of testing with Physical Traits. You may also use this Ability for retests when firing a bow. Also, wooden bolts and arrows are quite effective in staking vampires through the heart.

Athletics - (Laws of the Night) Whether due to a background in sports or just personal talent, you are skilled in all manner of athletic endeavors. You can throw a ball, sprint, climb, jump and swim. Your *Athletics* ability is used for retests on most forms of raw physical activity: acrobatics, swimming, jumping, throwing (use the throwing ability in lieu of this), climbing and running. You may choose to focus on something you do especially well.

Awareness – With Awareness, you can notice when things are not as they should be. This is useful in detecting evidence of Arcanoi or Spectres, seeing if other supernatural beings have been about, and sensing when something contrary to the laws of nature is about to happen. Awareness requires a Mental Challenge to see if you are able to detect the strange and out-of-the-ordinary.

Blindfighting - (Laws of the Night: Sabbat Guide): You've trained to accommodate yourself to low-light conditions, or perhaps you just have naturally good night vision. Whatever the case, you can compensate for darkened conditions through the use of your other senses. Blindfighting allows you to mitigate the two-Trait penalty for taking actions in darkness; each level of Ability removes one penalty Trait. Additionally, you can expend a Trait of Blindfighting when in total darkness to avoid having to retest after a successful challenge. For each Trait of Blindfighting remaining, the Trait penalty for darkness is reduced by one. Blindfighting ability can be expended to negate the retest required by darkness or to force another character to make the test if neither of you can see. This does not prevent you from using another ability retest in the challenge.

Brawl – Brawl is the gentle art of hitting something and watching it fall down. It serves as a catchall term for any form of unarmed combat, from martial arts to two drunks blindly wrestling on a pool table. This Ability covers everything from haymakers to eye gouging to spinning side-kicks, pretty much any combat maneuver that doesn't require a weapon. Brawls are generally less lethal than armed combat, but this Ability can be quite dangerous.

Bureaucracy – Bureaucracy, a.k.a. the System, is theoretically an organization for getting things done more efficiently. With the proper knowledge of how that System functions and how to utilize it to achieve your ends, you can get permission to do what you want and prevent others from getting theirs. Bureaucracy is also a measure of your organizational skills and knack for getting things done, and of your efficiency at manipulating the System in both the Underworld and the Skinlands. Bureaucracy often requires a Mental or Social Challenge, depending upon the type of roleplaying the character performs or what a Narrator deems fit. The challenge's difficulty depends on such factors as security, accessibility of the information, and the cooperativeness of the target.

Computer – This is a general measurement of a wraith's aptitude with computers and all things related to them. It takes into account the skills necessary both to program new software (or create new hardware) and the mental dexterity required to use existing equipment and programs. There's more to this Ability than just hacking into mainframes. In a world where the operation of basic word processing software is still a mystery to many adults, even a modicum of knowledge of how to use a computer can be a very powerful thing. Wraiths with Computer Ability find the electronic superhighway an easy way to access the Skinlands. Maneuvering through systems, gathering (or deleting) data, printing out messages to the living and manipulating computers for their own purposes through the higher levels of Inhabit are ways in which this Ability is useful to the Restless. A Mental Challenge is required to accomplish these and other similar acts. The difficulty is a function of system security and accessibility, equipment, time and rarity of information as assigned by a Storyteller. Failure can lead to investigation by possibly hunters and supernatural agencies that also operate in the computer sphere.

Crafts - (Laws of the Night) You can build things. Depending on your area of expertise, you know how to manufacture items and make handy tools or decorations. You must

choose a focus for Crafts, specifying your form of creation: Carpentry, Clockworks, Blacksmithing, Leatherworking and the like are all possibilities. You can fashion works of art, studying Painting, Drawing or similar physical media. Crafts also cover more technical skills done with labor, such as Mechanics and Electronics.

Demolitions - You are trained or experienced in the use of proper use of explosives, such as C-4, dynamite and possibly white phosphorous. When setting an explosive, you have a decent chance of arming the device without accidentally setting them off. You can also try to disarm explosives with a Static Mental Challenge; the difficulty equals the total Mental Traits of the individual who set the explosive. If you do not possess this Ability, you cannot use or disarm explosives at all. Similarly, *Demolition* does not help you to aim a thrown bomb or grenade, it simply allows you to build, arm, and disarm explosive devices. Note that the use of explosives in The Camarilla's Sanctioned games is strictly regulated. While in reality it is quite easy to acquire or create a myriad of explosive devices and substances, we must acknowledge that such things rarely aid in the telling of stories. Explosives are not to be used as tools to kill characters, but rather as story aids rarely allowed by the Storytellers, and carefully monitored even then.

Dodge - (Laws of the Night) when trouble rears its ugly head, you know how to get out of its way. Unhesitating reactions let you evade blows and shots, getting out of the way of injury. You can use Dodge against any attack that you're aware of: diving for cover as someone fires a gun or twisting away from a sword, for instance. Dodge may be used as a retest when defending against an attack that you can see or sense coming. Dodge can be used to retest physical attacks on you as long as you are aware of the attack and you are not attempting to harm or otherwise affect the attacker. This includes unmatched attacks created by an opponent's use of Celerity or similar powers.

Drive – It is assumed that all modern characters have a base familiarity with Drive, allowing them to handle and automobile with reasonable ease in normal situations. Instead, Drive allows you to perform tricky maneuvers, drive at high speeds and engage in car chases. On the other hand, just because you are familiar with one type of land vehicle doesn't mean that you can handle another; there's a world of difference between a sub-compact and a troop carrier. Older wraiths can be considered to have base familiarity with wagons or horseback riding in the same way modern characters are familiar with cars. These actions often require a Physical or Mental Challenge. Factors influencing difficulty could include vehicle type, road (or Tempest) conditions and the sort of stunt desired. Furthermore, the Drive Ability can allow a character to move from one game scene to another quickly. A Storyteller can reduce and "out-of-game" travel time usually assigned for moving from scene to scene if the character has this Ability and access to a relic vehicle.

Empathy - (Laws of the Night) You are sensitive to the moods and emotions of people around you. When you listen to someone, you understand her feelings. You can identify with others and tell when people are lying or holding back while talking to you. With a Social Challenge and the expenditure of Empathy Ability, you can determine if the last thing that someone said was a lie (although Subterfuge can defend against this expenditure). Alternately, you can attempt to determine the subjects current Demeanor.

Enigmas – The Enigmas Ability concerns your ability at solving mysteries and puzzles. In essence, it is a measurement of your problem-solving skills and how well you combine the vital details into a coherent solution. Enigmas comes in handy when solving mazes, answering riddles and the like. This Ability is used with Mental Challenges in order to see if you figure out the problem before you.

Etiquette - (Laws of the Night) Even though knowing which fork to use isn't as important to Kindred society, you do know the proper way to greet someone, when to rise and how to make introductions. You can hold a toast with the best of them, and you keep your cool in any social scenario, from high tea to a gang's rally. The *Etiquette* Ability can be used with Social Tests to impress or blend in at parties. If you make a social faux pas, you may expend an *Etiquette* Ability immediately to negate the gaffe – your character knew better than to make the mistake.

Expression - (Laws of the Night) Words and feelings flow freely from you. When the muse strikes, you put pen to paper (or fingers to instrument) and pour out a torrent of emotion and stirring imagery. You can convey message and meaning in your art, form symphonies to poetry, and whatever you write is both clear and moving. When writing or composing, you can sink true *Expression* into the work. Works created with *Expression* x 3 or more have the potential to entrance Toreador, as per their clan weakness.

Firearms – This Ability covers both how well you can shoot and your skill at maintaining and repairing firearms. Artillery pieces, mortars, and so on are not covered by this Ability; nor are archaic weapons such as bows or slings. The most common use of this Ability is in combat, but a Storyteller can also allow you to attempt a Mental Challenge to perform other functions. You not only understand how to operate firearms, but you can also care for them, repair them and possibly make minor alterations. A character without this Ability may still use a firearm, but cannot benefit from any other Ability-based advantages like retests. Those with the Firearm Ability may also choose to use Mental Traits instead of Physical Traits during a challenge in which a firearm is involved. At Narrator discretion, Firearms can also be used when scarfing for relic ammunition and similar gun-related phenomena that have no Skinlands comparison.

Fortune-telling - (Laws of the Night: Sabbat Guide)

Intimidation - (Laws of the Night) *Intimidation* represents any of a broad variety of techniques of terrifying people into compliance. This could be anything from physical size, to a particularly frightening grin, to knowing which emotional buttons to push. You can use *Intimidation* when trying to scare someone with a Social Challenge, or with certain Disciplines.

Investigation – Investigation allows you to call upon basic knowledge of criminology to locate evidence and perform forensic analysis. With sufficient expertise, you can conduct a proper criminal investigation, deduce *modus operandi* and reconstruct a crime scene.

Particularly in conjunction with a few Arcanoi, this Ability can be invaluable to wraiths seeking to protect or rescue their Fetters. With a Mental Challenge, you can tell if a person is carrying a concealed weapon or the like. When dealing with plots, you may also request a Mental Challenge with a Storyteller to see if any clues have been overlooked, piece together clues, or uncover information through formal investigation. Hunters often employ this Ability to track down Wraithly disturbances.

Law – Law is the measure of how well you understand the legal system in which you are entangled. A knowledge of Law will allow you to manipulate the legal system to your ends, confounding your enemies and helping your friends. The difficulty of the Mental Challenge necessary to accomplish these tasks depends on factors like precedents, the severity of the crime, the interference of outside factors and the punishment called for.

Leadership – Leadership is more than barking orders. It measures how well you can get others to obey your decisions, whether they are issued as memos, orders, or polite requests. It also covers how willingly people accede to your wishes, as reluctant followers are worth far less than willing ones. You may use the Ability to cause others to perform reasonable tasks for you. These requests may not endanger the subject or violate the subject's Nature or Demeanor. Leadership works with a Social Challenge.

Linguistics – More a record of how many languages you speak than how well you understand the theory of languages. Linguistics measures how many languages you are fluent in besides your native tongue. Linguistics also allows for identifying accents, reading lips, picking up slang, and a certain amount of linguistic mimicry. This Ability allows you and anyone who also knows the language to speak privately. Furthermore, you can translate written text in one of the languages you know. This may or may not require a Mental Challenge, depending upon the clarity of the text.

Lore - You have gained some inside knowledge about a particular subject, such as vampires, werewolves, wraiths or changelings. You know what is true and what is folklore concerning their strengths and weaknesses. You even have some knowledge of their society including any divisions within it. You must specify what creature types this *Lore* concerns when it is taken. Having it more than once allows knowledge of more than one type of creature, or more in-depth knowledge of a particular supernatural entity. Specific types of *Lore* include, but are not limited to, *Vampire Lore*, *Wraith Lore*, *Faerie Lore*, *Spirit Lore* and *Infernal Lore*. A character does not need to take a *Lore* Ability for knowledge that she could reasonably have due to personal capabilities. Thus, any vampire other than the rankest neonate does not need *Vampire Lore* in order to know that sunlight is dangerous and that blood is necessary for survival. Similarly, a werewolf who has already undergone a Rite of Passage knows the names for the various changing forms, auspices and tribes without *Werewolf Lore*. This is not an excuse to come up with reasons why your character should have *Lore* Abilities for free; it simply indicates that vampires, werewolves and the like have no need to study *Lore* that relates to their own species, unless they desire particularly esoteric knowledge. Mortals generally have to learn supernatural *Lore* the hard way. Each particular *Lore* is considered a separate Ability for the purposes of maximum ratings. The Storyteller may also award *Lore* to

characters at their discretion for no cost in order to reflect things learned in play. This award is not to be more than one free level per month that the character has been in play. *Lores* at levels five and six require *High Approval*, while level seven requires *Top Approval*.

Medicine – This Ability details how well you know the workings of the mortal body and how to repair it in case of injury. Of course, that also implies knowledge of what is harmful to the human form as well. While Medicine might seem to be a useless Ability to the Restless Dead, there are multiple uses for it, both benign and malicious. Understanding of this field, combined with Deathstight, can help determine what steps need to be taken to protect a living Fetter, while an appreciation of physiology could combine with Outrage to produce some devastating results. Also, you can help (say, by giving knowledge to someone) a living creature to recover a single Health Level per night with rest and a Mental Challenge.

Meditation – In an existence in which the voice of your Shadow is a constant threat, Meditation, the ability to focus and center one's thoughts, can be an essential skill. To meditate, one does not necessarily need to be in the lotus position. This is a very personal Ability, and one for which you develop your own technique. Meditation can be used to catch up on lost Slumber. A wraith makes a series of Simple Tests against a Narrator, with each win counting as one hour of effective Slumber. If you tie or lose, you are not able to gain any more hours of Slumber this way. If you do win, you may test again to see if you are able to gain more Slumber through Meditation. Each level of Meditation allows one "tie" to count as a win (i.e., two levels of Meditation means that you can tie twice and it will still count as a win).

Melee – Melee is the broad term for all sorts of combat that involves hand-to-hand weapons. The definition of a hand-to-hand weapon is a loose one, as it includes knives, swords, broken bottles, chains, saps and just about anything else that can be used to inflict damage on another Wraith. With the Melee Ability comes knowledge of proper care for your chosen weapon as well. A character without this Ability may not use any of the advantages of Abilities in armed combat, including retests.

Occult – There are many supernatural secrets in the World of Darkness, and with the Occult Ability, some of them are yours. Occult implies a general knowledge of things such as *voudoun*, curses and fortune telling, as well as information more specific to the supernatural beings that inhabit the world. Most uses of the Occult Ability involve a Mental Challenge. The difficulty of this challenge can be subject to many factors, such as obscurity, amount of existing data, and the character's individual scope of understanding (wraiths know more about their own Arcanoi, etc.).

Performance – Performance covers the entire gamut of live artistic expression. Singing, acting, dancing, playing musical instruments, and similar skills are all covered under this rubric. In addition to actual performing ability, this Ability also measures how well you know the society surrounding your particular art form and how you fit in. Advanced levels of Performance usually mean some form of specialization. A Social Challenge

determines the genius of your creativity or the power with which you convey it. A particularly sensitive type can even become entranced by the use of this skill. If using Keening, the wraith or other supernatural must first be defeated in a Social Challenge. Your specialty should be declared when the Ability is taken.

Politics – This Ability covers the theory and practice of politics. With points in the Trait, you can figure out who's on top on the local system and how they got there. Politics covers both human and Restless political structures, and can be essential in dealing with both living and dead authorities. Most uses of the Politics Ability require entering into a Social Challenge, although if the Narrator deems it appropriate, a Mental Challenge might also be correct depending upon the situation.

Repair – Restoring anything mechanical, electronic, or solid state that is broken comes under the rubric of the Repair Ability. This Ability covers everything from advanced electronics to shoring up a sagging beam – assuming, of course, that you have the proper tools to do so. Among the Restless, this Ability allows you to find your way around systems that you Gremlinize, or understand where the best place might be to whack a device with Outrage. Using this Ability usually calls for a Mental Challenge, the difficulty of which depends on such factors as the item's complexity, tools and parts available, extent of damage and the item that must be spent on the repairs.

Science – This Ability measures not only theoretical knowledge but also how well you can put it to practical use. It puts equal weight on knowing the difference between a boson and a quark and being able to whip up a Molotov cocktail from chemicals used for scrubbing bathrooms. Lower levels of Science indicate a general familiarity with modern science; higher ones usually involve some sort of field specialization. While the science of the living doesn't always apply to the Underworld, knowing how things work in the Skinlands can help a wraith to manipulate them from across the Shroud. A Mental Challenge is necessary for all but the most trivial uses of this skill. The difficulty depends upon resources (equipment, data, etc.) available, complexity of the task, and time.

Scrounge - Scrounge allows the character to produce items through connections, wits, and ingenuity. Many individuals who lack the wealth to purchase the things they desire or need develop this Ability. Materials acquired with Scrounge aren't always brand new, are rarely exactly right, and often require some time to acquire, but this Ability can sometimes work where high finance and outright theft fail. A Mental or Social Challenge is necessary to use Scrounge. Some factors that influence the difficulty of the challenge include rarity and value of the item, and local supply and demand of the relics being sought after.

Security – You have a degree of experience and knowledge of the variety of ways people defend and protect things. Not only can you counter existing security, such as locks, alarms, and guards, but you can also determine the best way to secure items and areas. Other uses include breaking and entering, infiltration, safecracking, and hot-wiring. Almost all applications of the Security Ability require a Mental Challenge with the

difficulty determined by the complexity of the task, the thoroughness of the defenses, your equipment, and the length of time required to crack whatever you're going after.

Soulforging- You know the secrets of forging souls into inanimate objects. This Ability is very powerful and requires a great deal of preparation and equipment before it can be brought into play. Soulforging requires the following: a chained Thrall, a forge, at least 10 points worth of Soulfire, an hour and a Narrator. Soulforging also requires Extended Physical and Mental Challenges to turn another wraith into the desired inanimate object.

Stealth - (Laws of the Night) By blending into cover, blurring your lines and moving carefully and quietly, you can evade notice or sneak past people. You know how best to take advantage of surrounding cover and how to use light and shadow. Opportunities for unnoticed surrounding cover and how to use light and shadow. Opportunities for unnoticed movement are not lost on you, as you understand the uses of timing and diversion.

Streetwise – With this Ability you have a feel for the street. You know how to uncover its secrets, how to survive out there and how to utilize the network of personalities it houses. You can get information on events on the street, deal with Renegade gangs and the homeless and survive (if somewhat squalidly). Some uses of Streetwise require a Social Challenge that is influenced by such things as composition of the local street community and the current environment of the street.

Subterfuge – Subterfuge is an art of deception and intrigue that relies on a social backdrop to work. When participating in a social setting or conversation with a subject, you can attempt to draw information out of him through trickery and careful probing. Information, such as one's name, nationality, Negative Traits, friends, and enemies can be revealed by a successful use of Subterfuge. The first requirement for using this Ability properly is that you get the target to engage in a conversation on a topic related to the information you're seeking. If you can accomplish this, then you may state your true question and initiate a Social Challenge. If you win, your target must forfeit the information. Repeated uses of Subterfuge require repeatedly drawing your target into appropriate discussions. Furthermore, Subterfuge may not reveal more than one Negative Trait per session, and it may be used to defend from others with Subterfuge. Conversely, the Subterfuge Ability may also be used to conceal information or lie without detection. This may not be used to counter the effects of Arcanoi such as Mnemosynis.

Throwing - (Laws of the Hunt) You've spent a lot of time as either a hard-core survivalist with a throwing ax, a wannabe ninja with shurikens, or you just spent far too much free time playing baseball. You have the techniques of throwing down pat, and you can hit your target with ease almost every time. While most people don't even know how to hold a throwing knife, you're a virtuoso with any sort of thrown weapon, from a spear to a rock. You can use Mental Traits instead of Physical Traits when throwing a weapon, and you may use this Ability to retest with thrown objects.

Torture - (Laws of the Night: Sabbat Guide) You're practiced in the methods of inflicting pain. With some tools and some time, you can extract information and cooperation from a properly restrained subject, all without doing permanent harm (should you so desire). You can make a Social Challenge against your victim's Physical Traits in order to garner valuable information or secrets, given enough time. You may choose whether to actually inflict damage with your ministrations; characters without this Ability who engage in torture always injure the victim during the course of the questioning, due to lack of finesse. Use of the *Torture* Ability generally takes about half an hour to elicit the answers to any one question in any detail (or to make the attempt), though individuals with a high degree of Willpower may resist longer – spending a Willpower Trait allows the victim to automatically win one of the *Torture* Challenges.

Arcanoi:

Now you will have to pick your Arcanoi which are the powers that your wraith will have. But, before we begin, let's pause the character creation process to put some of the setting of wraith in perspective for you. The land of the living is called the Skinlands. The Restless call their version of the real world the Shadowlands. This gloomy realm, though physically similar to the Skinlands, lacks the vitality of the living world. The Shadowlands corresponds exactly to the Skinlands in terms of geography, a wraith standing in Times Square in the Shadowlands is, in a sense, standing in Times Square in the Skinlands, and runs the risk of being trampled by mortals who don't see him and rush right over his position. Everything mortals can see, wraiths can witness as well. Everything that exists in the Skinlands exists in the Shadowlands, more or less. Anywhere the living go the dead go as well, and only the metaphysical Shroud separates the two. The more emotion an object or a place inspired in the living lands, the more concretely it appears in the Deadlands, and buildings long gone in the Skinlands still rise on the other side of the Shroud. Although barriers and hazards are quite real and irreducibly solid to wraiths in the Shadowlands, things in the Skinlands are less so. Without the use of Arcanos, ghosts cannot even open a door or touch a living loved one's face. Walls may initially pen a wraith into a room as they would any living thing, but by expending a minimum of Corpus (health level) they can pass through them with little effort. The Shadowlands epitomize the tragedy of the Restless; the living world exists for them, but they do not exist for it. This may seem like a hard concept at first but as you play wraith it begins to make more sense. So, hopefully you have a little better idea of the setting that wraith takes place in.

Now with that explanation out of the way, do you want your character to be able to make walls bleed or bugs appear like in the Amityville Horror? Maybe you want your character to be able to appear in the Skinlands. Maybe you would like to be able to cause nightmares in peoples sleeping dreams. Any of these things are possible with a wraith's arcanoi. But, be careful of your selection. The majority of game play will only be concerned with the Shadowlands. If all of your powers are picked strictly to affect the Skinlands, your wraith will not be able to affect the world that they now live in with any powers.

The Arcanoi of Intimation, Mnemosynis and Flux, require teachers (with the same level as what is being taught) as well as Domain Storyteller approval. The cost for these Arcanoi is 5 / 8 / 12 (for Basic / Intermediate / Advanced).

Argos

Argos is an Arcanos of travel, specifically of travel through the Tempest. It enables wraiths to "swim" though the Tempest's mutable substance, find secret pathways from place to place, and journey reasonably safely between the realms of the Underworld. Masters of Argos can go virtually anywhere in the Tempest and arrive without being molested by Spectres. Without Argos, though, travel in the Tempest is very hazardous. Wraiths with no Argos knowledge drift about in the storm, and can only change direction by spending a Pathos point. A character with Argos can usually "carry" a small group of companions with her, so long as they don't resist. As long as all link hands, one can guide the rest.

Use the *Survival* Ability for retests with the *Argos* Arcanos.

Innate Abilities

- **Orienteering:** Distance and time have little meaning in the alien storm of the Tempest. Orienteering allows a wraith to determine his location in the Tempest and find the route to his destination. Those with Orienteering can travel to their destinations via the quickest and easiest path (usually a Byway), dodging most obstacles along the way. The use of this power requires a Mental Challenge in order to determine the wraith's whereabouts and determine how long it will take the wraith to get to her desired destination.

- **Tempestpeek:** This art allows a wraith to look into the Tempest, observing any beings or things drifting nearby. He can be seen by any beings in the near Tempest, and can even communicate with them if need be. The use of this power requires a Static Mental Challenge in order to be able to look into the Tempest. A tie might give a slightly distorted view of what is nearby in the Tempest, while losing the challenge might give false information or blind the wraith doing the peeking.

- **Tempest Threshold:** Most wraiths can only enter the Tempest through Nihilis. Those with Argos can open their own portals, however. The portals are usually small, and each is closed immediately after the wraith passes through. If another wraith is very close

behind or attached in some way (either by holding hands or some other means), the other wraith can pass through the portal with the wraith who opened it. To open a Nihil, the wraith must make a Static Physical Challenge. At tie means she can try again at the same place, while losing a challenge means that the wraith must wait one minute before trying again.

Basic

- **Enshroud:** To avoid the hazards of the Tempest, those with Argos learn first how to hide themselves from unfriendly eyes. This art allows the wraith to pull shadows around herself, making herself unseen in both Tempest and Shadowlands. When first activated, Enshroud causes the wraith to suddenly vanish. She is thereafter cloaked in shadows. After spending a point of Pathos, the wraith makes an Extended Static Physical Challenge to see how long she remains Enshrouded; each successful Extended Challenge allows the wraith to remain Enshrouded for two more minutes. Enshrouded wraiths can act on others, even violently, without being revealed, though they must win a Static Mental Challenge before the action to do so. Wraiths who are Enshrouded must cross their arms across their chests to indicate that they are invisible.

- **Phantom Wings:** A wraith using this art may fly in both the Tempest and the Shadowlands. Flight is not terribly fast (resembling gliding more than anything else), but can be a convenient way of getting around. Wraiths may hover using this art, but can never accelerate to more than walking speed. The wraith makes an Extended Static Physical Challenge to see how long (two minutes per success) he is able to remain in flight. A Narrator may call for another Extended Challenge to maneuver through or stay aloft in particularly difficult situations, such as a cramped room or windy conditions. Wraith who are flying can be engaged in ranged combat and spoken to. Unless close to the ground, however, they cannot be engaged in hand-to-hand combat. If a wraith is using Phantom Wings to escape combat, she must win a Physical Challenge against her opponent to avoid being attacked as she flies away. Wraiths who have Phantom Wings should receive a card indicating this ability at the start of the game from the Storyteller. While flying, they should display the card prominently, so as to make other aware of their airborne status. If the card isn't displayed, the wraith isn't flying.

Intermediate

- **Flicker:** A wraith with Flicker can harness the natural distortions of the Tempest to quickly travel from one place to another in either the Tempest or the Shadowlands. These mini-jumps are only good for short distances, generally line of sight. Flicker is also a good way to blindside opponents in combat. Optional: Flicker can also be used to rapidly travel to any of the wraith's Fetters, riding secret pathways to the familiar destination. She may Flicker any distance to a Fetter, but only to a Fetter. Her familiarity with her Fetters allows her to instantly recall their location in the spatial relationship between the wraith and her Fetter in either the Shadowlands or the Tempest. This rule is optional, as Fetters may be moved during gameplay, and it is simply impossible to expect

the Storytellers to know the exact location of all Fetters at all times. If, however, the player and the Storyteller have made suitable prearrangement (“One of my Fetters is at my house, and I intend to use Flicker to get to it.”), then this art can be used. However, if, say, a wraith’s Fetter is a vampire character, it is unreasonable to expect gameplay to halt temporarily while the wraith searches the area and disrupts the action in order to find her Fetter.

With the expenditure of a Pathos point, the wraith may make an Extended Physical Challenge to reduce travel time by a couple of minutes upon each successful challenge for the normal use of Flicker. In order to Flicker to a Fetter, a wraith must spend one Pathos point and make an Extended Physical Challenge to shorten the time needed to travel to her Fetter. Flicker does not require the use of Tempest Threshold.

Advanced

- **Oubliette:** This art is the terrifying ability to cast other wraiths directly into the Tempest. By focusing his will, the wraith may either hurl others into the Tempest, or hold them in one spot, preventing them from escaping into the Tempest or Shadowlands. A wraith first spends two Pathos points and gains one Temporary Angst point, which should be marked on his Shadow Sheet (see Chapter Six). He then needs to make a Physical Challenge against his opponent to see if he can throw her into the Tempest, where normal Tempest travel rules apply. The target may use any Argos abilities she has in order to get around once in the Tempest, but she is in serious trouble if ignorant of such secrets. The sheer force of the banishment tears a Corpus Level from the target, in addition to the other effects. A wraith attempting to hold his target in place needs to make an Extended Physical Challenge against his opponent to see how long he can prevent her from moving. The imprisoning wraith must maintain some minimal concentration to keep his victim in place, and cannot use any other Arcanoi while maintaining the Oubliette. Any use of another Arcanos ends the imprisonment.

Castigate

If not for Castigate, the Shadow’s power would be unchecked. Those who master this Arcanos learn what drives and feeds the Shadow, as a prelude to learning what weakens its grip. Castigate is a highly personalized Arcanos. A Pardoner may use physical force, psychology, meditation, sermons, ritual purification, or any of a thousand other methods to fight the Shadow. The exact details depend upon the Pardoner’s tastes and beliefs. Most favor a kind of dialogue based on the target’s Shadow’s Nature (Archetype), a process called the Devil’s Dialectic. Keep in mind that dealing with a wraith’s dark side is a dangerous business – those who dabble in Castigate often meet dire fates.

Use the *Intimidation* Ability for retests with the *Castigate* Arcanos.

Innate Abilities

- **Bulwark:** The wraith can briefly guard herself and her companions from a Maelstrom. Her Castigate acts as a shield wall, deflecting the Maelstrom's storm winds and protecting her from the attention of any passing Spectres. The wraith must spend one Pathos point depending upon how intense the Maelstrom is. For example, a small Maelstrom that only affects a small section of a Necropolis would only need one Pathos point spent, while a Great Maelstrom like that which was spawned by the dropping of the atomic bomb would require 8. When attempting to erect a Bulwark, the wraith makes a Static Physical Challenge and bids a Physical Trait. If the wraith succeeds, she may extend the Bulwark over herself and anyone she touches.

- **Soulsight:** Those with Castigate can examine another wraith and see the Shadow on her soul. With careful study, the wraith may measure a Shadow's rough power level and how close it lies to the surface. The user cannot examine her own Shadow. Soulsight can also detect Spectres (such as Doppelgangers) by gauging the terrible strength of their Shadows. The wraith enters a Mental Challenge against the target. Upon a successful test, the target must hold up her Shadow sheet for a minute, as well as announce whether the Psyche or Shadow is dominant. If the Pardoner loses the challenge, the wraith whom Soulsight is being used upon can lie, withhold the Shadow sheet, and otherwise torment the Pardoner.

Basic

- **Dark Secrets:** This devious art allows the user to learn another wraith's dark secrets by studying her Shadow. Of course, the Shadow may feed the Pardoner false information; spreading lies can be in the Shadow's best interest. Generally, the weaker the Shadow, the more honesty the Pardoner can force or manipulate out of it. The wraith expends one Pathos point and receives a point of Temporary Angst. The Pardoner then examines the target's Shadow and enters an Extended Mental Challenge. Each success allows the Pardoner to ask one question of the target's player (or Shadow Narrator when appropriate). The target's player must answer fairly truthfully, but may indulge in cryptic responses or half-truths (a Shadow's favorite tricks). The target character may let his Shadow enter a retest by spending a Temporary Angst point; nobody likes having his darkest secrets ferreted out. Shadows may retest to resist only once per night. Characters should not use this art as a method to reduce Temporary Angst easily.

- **Purify:** By focusing her will, the wraith may directly attack the power of another wraith's Shadow. The actual methods vary from Pardoner to Pardoner, and can entail sermons, song, esoteric chants, or even flagellation (roleplayed, no performed; remember the No Touch rule.). This is an extended, careful process, and cannot be rushed without grave risk. The wraith enters a Social Challenge against the target, which may become an Extended Social Challenge if the Pardoner chooses. The target resists by bidding Temporary Angst points. If the Pardoner wins, then the Shadow loses the Temporary Angst point bid. If the Shadow wins, then the Pardoner gains a Temporary Angst point as

well as losing the Mental Trait she bid. However, for every Temporary Angst point lost, the Castigated wraith also loses a level of Temporary Corpus.

Intermediate

- **Housecleaning:** By cloaking himself in his purity, the wraith may drive away Spectres and keep them from entering his immediate area. This art can shield an entire structure from Spectres (within reason – only the greatest Pardoners could guard an entire skyscraper). Any Spectres in the area, hidden or not, are driven away. Peculiarly, this art cannot keep Doppelgangers at bay. Each success in an Extended Static Social Challenge against a Narrator and any Spectres who are present (excluding Doppelgangers) will keep the ward up for 1 to 5 minutes. Any Spectres already present must also be defeated in Social Challenges, even if the Pardoner defeats the Narrator. Any Spectres who win this challenge are not affected by the Housecleaning; any who lose are driven away. (The test against the Spectres drives current ones away; the test against the Narrator prevents infestation.) In the case of a tie with the Narrator, any defeated Spectres still must flee the area. So long as the Housecleaning is in effect, no new Spectres can enter the area.

Advanced

- **Defiance:** Those who know this art can fight against their Shadows' bid for control. If the Shadow tries to take over a wraith with Defiance, the Pardoner may try to beat her dark side back into place. This art can be used to help other wraiths in their struggles as well at an additional cost of one Temporary Angst point. To resist her Shadow's attempts to gain control, the wraith must spend one Pathos point and enter an Extended Social Challenge. Each success reduces her Temporary Angst by one; the Shadow is powerless to prevent this. Each success beyond the initial one costs the Pardoner one additional Pathos point. If the Pardoner loses a challenge, she gains a Temporary Angst Trait. If she uses Defiance against herself, she must end her Extended Challenge with the first loss, but if she uses it against another wraith's Shadow, she can continue with each loss adding another Temporary Angst point.

Embodiment

Embodiment is the art of physically manifesting in the mortal world. Like many Arcanoi, it defies Charon's Code by its very existence; only the Deathlords have authority to reach across the Shroud with impunity. Still, the lure of the flesh is strong. The change in a wraith's very senses when she manifests is powerful, and heady enough to tempt the most stoic Centurion.

The best way to learn Embodiment is to open one's senses, focusing on the most intense sensory input available. Loud music, the heat from a radiator, the shimmering

reflection in a lake – all can be the anchor with which a wraith can pull herself across the Shroud.

If a wraith Embodies physically, she opens herself up to mortal injury. Immaterial wraiths lose only one Corpus Level from a blow or gunshot, but those physically materialized take as many Corpus Levels of damage as they would have lost in Health Levels in life. If “slain,” and embodied wraith is thrust into a Targeted Harrowing as the Quarry.

Attuning oneself to a consort is particularly useful with Embody. One attuned, all difficulties for Embodying to that person (and that person alone) require no Pathos points to manifest to the subject. However only the Consort can see or hear the wraith. This can be a double-edged sword. Other mortals might consider the Consort crazy. Conversely, the subject may convince others of the wraith’s existence, thereby making it easier for the wraith to attune herself to them as well.

Use the *Athletics* Ability for retests with the *Embody* Arcanos.

Innate Abilities

- **Ghostly Touch:** The wraith can exert a tiny whisper of a touch to the material world, weaker than the Innate Ability of Outrage, Ping. The wraith may not even move anything larger than dust – about the most she can do is gently write on a fogged window, and this takes all her concentration. This requires the wraith to make a Static Physical Challenge against a Narrator.

- **Maintain the Material Form:** This is not so much an ability in itself as the capacity to maintain an Embodied form for a longer duration. This ability costs one Pathos to use, and the wraith must enter an Extended Static Physical Challenge. Each success adds to the number of successes already gained for the Embody power being used.

Basic Abilities

- **Phantom Whispers:** The wraith may whisper across the Shroud, letting his voice be heard faintly in the Skinlands. Alternately, he may manifest as a hazy, translucent figure, only vaguely reminiscent of his mortal body. This art is not necessary to speak with supernatural beings. On the other hand, mortals who notice a wraith who has manifested using this ability may well react with intense fear. To use Phantom Whispers to speak, a wraith must enter an Extended Static Social Challenge in order to relay a short sentence for each success. To use Phantom Whispers to manifest, a wraith must spend one Pathos point and enters an Extended Static Social Challenge to remain materialized for two minutes per success. If the wraith attempting to manifest wishes, he may also attempt to frighten onlookers by making a Social Challenge against the onlookers. Horrific Molation or other creative use of Arcanoi can modify any challenge. Phantom Whispers can be used to whisper and materialize at the same time, but each requires a separate challenge.

- **Statue:** This art permits the wraith to take a solid, if immobile, form. The embodied wraith seems to be an idealized version of himself, but with cold, hard flesh. While using Statue, the wraith cannot move, speak, or even breathe. Still, this art can be useful when avoiding Spectres or wraith pursuers. In a crowded subway for example, hunters may overlook the “sleeping mortal vagrant” in their haste to find their wraithly prey. By spending two Pathos points and entering an Extended Static Physical Challenge to see how many times the character may be touched or how long (usually five minutes per success) the wraith may remain solid (whichever comes first). The player may be harmed as if he were mortal. Wraiths using this art should hold up a Statue card, available from the Storyteller at the start of the game.

Intermediate

- **Life-in-Death:** This art allows the wraith to manifest as her mortal body, more or less. Her Embodied appearance reflects her mildly spotty memory of her living self. As a result, most wraiths tend to idealize their appearance, becoming more beautiful when Embodied than they were when they were alive. The form this art creates usually has darker hair and paler skin than the wraith did as a mortal, but otherwise doesn't appear as odd. The wraith using Life-in-Death has flesh colder than it should be, and will seem constantly distracted (a side effect of the concentration necessary to maintain this form). Although most onlookers won't notice anything wrong with a wraith using this art, those close to her in life may pick up on the differences. To use Life-in-Death, the wraith spends two Pathos points and enters an Extended Static Social Challenge in order to remain solid for five minutes per success. This form can only be used if the wraith currently holds a humanlike form (those Moliated into anything non-humanlike cannot use Life-in-Death). The wraith takes damage as a mortal would (i.e. she won't go Incorporeal if damaged) while in this form.

Advanced

- **Materialize:** The wraith can assume an almost fully human form, briefly duplicating his mortal life. While materialized, he breathes, bleeds, sweats, and enjoys his former warmth. The wraith can do anything he could while he was alive. The only restriction is time – this form's cost in Pathos and concentration is staggering. The sensation of this brief existence is almost overpowering, especially to wraiths who have been dead a long time. The player must spend three Pathos points and one Willpower Trait, and enter an Extended Static Social Challenge. Each success allows the wraith to be completely solid for as long as it takes to draw one breath. If the wraith is Attuned to the person viewing him, he may manifest for one hour per success. While Materialized, the wraith suffers any damage as if he were still mortal.

Fatalism

(Fatalism is difficult to work into a live-action setting and is recommended for Non Player Characters only. Regional Storyteller approval is required for player characters to learn this Arcanos.)

Some claim that Fate's mark is on everything, even (and especially) the souls of the dead. Fatalism is the Arcanos that allows wraiths to read Fate's tapestry, to the extent of interpreting someone's past or future. Fatalism is a dangerous Arcanos; those who tamper with Fate's weaving can find themselves horribly ensnared in its webs. There should be stiff penalties for abuses of this power; Fate does not take kindly to meddlers in her works.

Use the *Enigmas* Ability for retests with the *Fatalism* Arcanos.

Innate Abilities

- **Kismet:** This is the ability to read and gauge a person, situation, or thing's importance in the grand weave or how to read how Fate influenced them, particularly in their demise. A practiced Oracle can easily interpret a wraith's Deathmarks or perceive the forces at play around those with great destinies that intermingle with their own.

Basic Abilities

- **Foreshadow:** The wraith's attunement to Fate's interweaving strands allows her to sense when danger approaches, much as a spider perceives vibrations along its web. *System:* If a wraith has this ability activated, which is demonstrated by holding a Foreshadow card in plain view, she can enter a Static Mental Challenge in order to not be surprised in any situation. In other words, if the wraith had Foreshadow activated and normally would have been surprised, Foreshadow allows her to act normally instead. If the wraith wins because she had her Foreshadowing ability activated beforehand, the uneasiness it inspires grants the character one Temporary Angst point for each successful use.

- **Interpretation:** The wraith can interpret a person's fate or read into her past by means of this art. Interpretation is typically used with some form of divination paraphernalia (the Tarot or I Ching, runecasting, astrology, or the like); attempting this art without such props is far more difficult and likely to backfire. Interpretation can only be used in the presence of a Narrator. *System:* The wraith enters an Extended Social Challenge against the target. Upon each success, the wraith may ask a Narrator one short question about the subject (if necessary the Narrator may query the target if it concerns her past and interprets for the wraith using Interpretation). In the case of question

concerning the future, the answers will always be more hazy and harder to read for which the Narrators may describe what sort of chances the target has in accomplishing his goals (if someone is attempting to thwart his goals, if there might be something getting in the way, etc.). Generally, this can be used to find out information concerning the upcoming plots that the Storyteller has planned and especially how the target might be involved in them.

Intermediate

- **Guesswork:** As a wraith masters Fatalism, she can learn to read the interplay of Fate's forces more quickly, even in stressful situations. Guesswork allows a wraith to "read into" someone else's actions, and intuitively respond even before the target acts. *System:* By spending two Pathos, a wraith may enter a Mental Challenge with any wraith she is in conversation with. If the Oracle wins the initial challenge (and either ties or wins if a retest is called for), her opponent must declare what his next action would have been. No lying is permitted, obviously.

Advanced

- **Luck:** The secrets of the final level of Fatalism permit a wraith to make minor adjustments to Fate itself. By invoking Fate's blessing, a wraith can enjoy greater success in her efforts. *System:* At the beginning of each game session, a wraith may spend two Pathos points and one Willpower Trait, and enter into an Extended Static Mental Challenge with a Narrator. The number of successes equals the number of losses in challenges the player may change to ties when the wraith decides to make use of the "luck" granted from using this ability. The Narrator marks down on a Luck card for the wraith how many times she may make use of the art. With each use the wraith must visibly mark off one of her previous successes.

Flux

This art allows a wraith to manipulate and animate objects created by the living, regardless of whether the objects have any true value. Many Alchemists claim that the act of creation has imbued the items with a life of their own, and that this pseudo-vitality is what permits them to give false life to the objects in the first place. (**WARNING: This Arcanoi is illegal in the Shadowlands and knowledge of it can get your character killed. You may take it just be aware of the dangers this knowledge has.**)

Use the *Science* Ability for retests with the *Flux* Arcanos.

Innate Abilities

- **Grave Mold:** The wraith may cause spontaneous growth of lichen and mildew in small areas. By repeated use of this ability, the wraith can spread decay throughout a house. The mold does not have any effect upon living matter. *System:* A wraith must enter a static Physical Challenge to be able to use this art. A note should be left in the affected area to indicate the art's usage.

Basic Abilities

- **Altered States:** By means of this art and the expenditure of one point of Pathos, the wraith may either age or strengthen a non-living item. In the case of trying to cause an item to rot or age, the target must be smaller than a computer and weigh less than a hundred pounds. In the case of trying to strengthen an object, the Alchemist alters the structure of the object so that any attempt to damage or break the object will be significantly more difficult, in effect giving the object Physical Traits which can be bid against any attempt to destroy it. *System:* Either use of Altered States requires entering into an Extended Static Physical Challenge to determine by how much the wraith can strengthen or weaken the target item.

- **Decay:** This art allows a wraith to promote significant decay in man-made objects. With a sufficient number of successes in an Extended Static Physical Challenge, wood crumbles at the lightest touch and iron rusts to the point where it loses all structural integrity. The Alchemists' Guild found this ability very useful in convincing the Quick to avoid areas where they were not wanted. Later modifications – such as using this art on moving vehicles – assured the Alchemists that they had found a certain method of keeping the living at bay. The effects caused by Decay can be impressive, despite the fact that the actual area covered is often only that of a single link of a chain or similarly small component. Like the Altered States ability to rot things, this art is often used in place of Inhabit to bring small objects across the Shroud as Relics. *System:* By spending two points of Pathos and entering into an Extended Static Physical Challenge, the wraith can speed up the forces of Entropy on a specific object. The object cannot be larger than a clenched fist, however. Each success on the challenge removes a Trait from the object in question (Narrator discretion for objects that don't have a pre-listed number of Traits), and the effects must be either noted or announced to make sure that all other players are aware of them. An Alchemist can, however, make a Social Challenge if attempting to use Decay with some degree of stealth.

Intermediate

- **Puppet Theatre:** This art allows the wraith to animate several small objects at one time, typically several objects of like nature. A wraith might animate a set of dolls from a dollhouse (and the dollhouse as well), or a bowl full of marbles. The collection as

a whole is considered to have the same number of Physical Traits individually, and all objects are limited by their nature. A collection of stuffed animals could move about on all fours and even grapple a target, but a collection of pencils could only be used to stab, write, or erase. *System:* Using Puppet Theatre requires an Extended Static Mental Challenge. The wraith cannot animate more objects than he has Mental Traits; each success on the Extended Challenge will allow him to add one more item to the dance. This art can be used on both sides of the Shroud, and costs two Pathos.

Advanced

- **Automation:** This art allows a wraith to literally build a body from objects in her vicinity. The body can be made from debris in a junkyard, from sheaves of paper, or virtually any other object created by humans. The body has the same Physical Traits as the wraith, but is still limited by the laws of physics. A body comprised entirely of tissue paper does not stand up against torrential rainfalls very well, and is likely to be thrown about by strong breezes. The automation created by use of this art is capable of sight, touch, and even speech. *System:* The wraith must enter into a Static Physical Challenge and spend three points of Pathos, plus one Willpower Trait. She will also receive two Temporary Angst points in order to create her Automation. Only one test is needed to create the Automation. The assembled body lasts for a scene, or until the Alchemist decides to release her grip. Furthermore, any Physical Traits lost while the wraith is controlling her Automation are not lost by the wraith herself. A wraith controlling Automation should hold up a card with the name of the art to indicate what she is doing. The composition of the Automation should be determined by a Narrator, or, failing that, consensus of players.

Inhabit

Wraiths skilled in Inhabit are masters of the inanimate. They can infuse their very essence into an inanimate object, in time even learning how to animate their “home.” If an object is destroyed while a wraith occupies it, the item immediately becomes a relic. Masters of Inhabit can even imbue an object with their own Arcanoi, gradually pouring Corpus and Willpower Traits into the item to create a form of inexpensive yet powerful Artifact. There are some advantages to attuning Inhabit to a specific object. By preparing an inanimate Consort, a wraith can exert more control over its functions when Inhabiting it. Wraiths must spend Willpower Traits while Shellriding an object to attune it.

Use the *Repair* Ability for retests with the *Inhabit* Arcanos.

Innate Abilities

- **Sense Gremlin:** “Gremlin” is a slang term for wraiths who possess machines. A wraith may carefully examine an object with this ability, determining if any wraiths are

currently in residence. *System:* The player only needs to get one success in a Static Mental Challenge in order to determine whether or not a machine is inhabited. More successes through an Extended Static Mental Challenge are useful for determining the Shellriding entity's nature (or numbers). With three or more successful challenges, the wraith can even tell if a machine has been recently Inhabited (assuming a Narrator is present to verify this).

- **Shellride:** The wraith may slide his Corpus without harm into a machine or object, hiding there from other wraiths. He has no control over the object, only remaining within until he chooses to leave. *System:* The wraith makes a Static Physical Challenge to slip safely into an object. While there, he can be only detected by Sense Gremlin. However, if the host object is destroyed, the wraith immediately takes a Corpus Level of damage and is forced out. Multiple wraiths can Shellride the same device, assuming it is large enough. If Sense Gremlin is not used, a wraith Shellriding is considered to be invisible to both Skinlands and Shadowlands observers. While using this basic ability, a Shellriding wraith must hold up a Shellride card.

- **Surge:** By passing his hand through an electronic device, the wraith may cause a temporary short, briefly cutting its power. This disruption of the electron flow can actually damage computers and other delicate instruments, especially those without surge protectors. *System:* The wraith makes a Static Mental Challenge in order to short the device in question. In the case the wraith wants to short more than one device, an Extended Mental Challenge is needed. Every success allows the wraith to send a surge through to another machine. Skinlands residents won't notice the wraith, just machines shutting down.

Basic Abilities

- **Lightning's Bite:** This art allows an Artificer to imbue a Skinlands object or a relic with a static electrical charge. The jolt does no damage to anyone touching the charged object, but unless he succeeds at a Static Physical Challenge, the person will drop the item immediately and make an appropriate amount of noise. *System:* To use the Lightning's Bite, an Artificer makes an Extended Static Mental Challenge and specifies the item he wants to charge. Each success gives another shock in the system, as it were. The item so charged should be marked as such. Wraiths succeeding on a Mental Static Challenge will be able to detect a haze of blue lines around an object ready to Bite, though they may not know what the lines symbolize.

- **Gremlinize:** The wraith may possess and control machines. True control comes only with attunement. Spur-of-the-moment Gremlinization allows only minor, clumsy effects, such as turning a machine on or off. *System:* The wraith must spend two Pathos to Inhabit a machine, plus one Pathos per effect evoked. Again, the Shellride card must be held up, and any effect desired must be narrated to the room at large.

Intermediate Abilities

- **Claim:** The wraith may Shellride an object and possess it as her own body for a scene. Her senses are unaffected, save that they are spread out over the entire object she is Claiming. For example, a wraith Claiming a car can see, hear, and feel everything happening to it, within it and around it. She may even exert some control over the host object while Claiming it. *System:* The wraith spends three Pathos points and enters into an Extended Static Physical Challenge, with the number of successes determining the maximum size of the object that may be Claimed. She needs only one success to possess a book but five to Claim a house. A wraith may exert some control over her host object while Shellriding (turning pages, locking windows, etc.). The exact extent of her control depends on whether or not she is attuned to the object and how many extra successes she scored on the roll above and beyond those needed to take control of the object. If the object is destroyed while Claimed, the wraith may spend one Willpower Trait to bring it across the Shroud as a relic. Each individual item must be successfully claimed. A wraith who is using Claim must hold up her Shellride card while engaged in Claiming. In addition, if she is forcing the object to act in any way, she must narrate the effects she is causing. Others, even other wraiths, will not see the wraith, only the effects she creates.

Advanced Abilities

- **Empower:** Wraiths with this art can create a form of inexpensive Artifact by placing one of their Arcanos arts into a relic. Other wraiths thereby are able to use the art by activating the relic. The relic usually must be appropriate to the Arcanos involved; a calculator makes a far superior vessel for Usury than an umbrella, for instance. *System:* First the wraith spends two Willpower Traits and makes an Extended Static Mental Challenge. Like other Inhabit arts, the difficulty equals the local Shroud rating; most Artificers Empower relics in the safety of their Haunts. Next the wraith activates the appropriate Arcanos art while focusing on the relic. The wraith makes the roll and pays the appropriate cost, although no obvious effect results. If successful in this roll, the wraith imbues the relic with the Arcanos. Next, he fuels the relic with the necessary Pathos points to fuel the Empower art (up to as many points as the number of successes on the Empower roll). He then chooses whatever command activates the relic (a phrase, gesture, whistled note, etc.), and seals it with a Willpower Trait. The result is a minor Artifact. Anyone who uses the activation command and spends the appropriate cost for the art (Pathos, Willpower, or Angst gain) may use the Arcanos sealed within, expending one of the stored Pathos points. When the invested Pathos (excluding the three used to seal the relic) are expended, the relic becomes “normal” once again. Empowered items cannot be “recharged,” only Empowered a second time. There is no known way to create a permanent Artifact with this art. It is suggested that this art only be performed in front of a Narrator, and that each Artifact created in this manner be identified as such.

Intimation

The art of Intimation is a subtle one, relation as it does to desires and obsessions. It allows a wraith to discover the wants and desires of another, either Quick (the living)

or dead, and to squelch, modify, or replace those wants. Eventually, the Solicitor can so completely overwhelm the will of his target that only the implanted desire remains, grown to a monstrous obsession. (**WARNING: This Arcanoi is illegal in the Shadowlands and knowledge of it can get your character killed. You may take it just be aware of the dangers this knowledge has. Some of the higher uses of this Arcanos (especially Cupitatis) can completely change a character's motivations and desires. Re-writing characters that don't belong to you are a sure way of getting other PLAYERS mad at you.**)

Use the *Subterfuge* Ability for retests with the *Intimation* Arcanos.

Innate Abilities

- **Twinge:** By gazing at another wraith, a Solicitor may discover what desire is topmost in that wraith's mind at the moment. Often this yields inconclusive results ("Gee, I could really go for a pizza..."), but in situations of tense negotiation or imminent combat, it can occasionally be a useful guide to what the viewed wraith may do. *System:* To activate Twinge, the wraith must win a Mental Challenge against her target Twinge is useful only for garnering surface wants. It cannot be used to detect deep-seated longings, nor is it a shortcut to psychoanalysis of the targeted character. On a successful Twinge, the target tells the Solicitor his current want. If the Solicitor loses the Challenge, false information may be given.

- **Self-Intimation:** Exercise of Self-Intimation enables a Solicitor to resist another's attempt to control her using this Arcanos. *System:* A successful contest renders the target immune to whatever effects were intended. Failure has no effect on the wraith's defense, although a tie also counts as a successful resistance. When an attempt to use Intimation is made, any character with Self-Intimation has the option of making a Social Challenge against whoever is attempting to Intimate them.

Basic Abilities

- **The Gleaming:** Worked on a solid object, the Gleaming makes the item more desirable than it would otherwise be. It can make a pile of rock seem to contain precious gems, or a rust-pitted sword seem to glisten as brightly as Excalibur. This is an unobtrusive use of the Arcanos, and as such is the first taught to aspiring Solicitors. *System:* A successful Static Mental Challenge and spending one Pathos point infuses the target object with a luster that it does not in truth possess. Any wraith or living being near the ensorcelled object must make a successful Static Mental Challenge or they feel a desire to possess it. If the Gleaming is being used against someone in the Skinlands, the wraith needs to use it on something physically in the Skinlands, not against a relic. (Solicitors usually recommend enhancing such items as grenades with the pins pulled, stolen goods which the Hierarchy is searching for, etc.) If the wraith wants to imbue the object with the Gleaming for more than five minutes, then he can enter an Extended Static Mental

Challenge instead of the normal challenge in order to extend the Gleaming's duration. Objects marked with the Gleaming must be identified as such.

- **Deep Desiring:** By using Deep Desiring, a wraith is able to map the wants and needs of the target wraith in detail and, if so desired, removes a want from the target's mind. A wraith who decides to use Deep Desiring to quash a want or desire from her target can use it to remove the desire for a certain relic CD or even something as complex as the lust for power. This use of Deep Desiring can be either extraordinarily therapeutic or incredibly destructive. If used to quash a desire from the target, its use is unsubtle; it excises the targeted need completely and does not bother to heal the gap in the victim's psyche this act creates. *System:* For either use of Deep Desiring, the wraith must spend two points of Pathos and enter into a pair of Challenges against her target – an Extended Mental Challenge in order to read the target, and an Extended Social Challenge to crush his wants. The more successes, the more accurate the reading. With enough successes, even the deepest, most primal wants of the target are revealed. If the wraith wants to use Deep Desiring to squelch a desire, the number of successes reflects how deep-seated a want or desire is removed. If the wraith gets one success in her challenge, she could remove the desire for a ghostly lollipop, but it would take many more in order to eliminate a lifelong desire to kill a wraith's father's murderer. **NOTE:** The target of Deep Desiring may be called upon to explain what his character actually wants during the course of the art's use.

Intermediate Abilities

- **The Craving:** The Craving implants a complex desire for anything, ranging from really good Chinese food to seeing the Great Wall in person. All of the victim's actions and wants are warped around this, which becomes the central thread of the target's existence. A successfully done Craving can cause the victim to actually obsess on the created desire to the exclusion of all other wants and needs. Like Deep Desiring's use to quash wants, the Craving is unsubtle. The new desire is plastered onto the target's psychological landscape, with no effort made to smooth the rough edges. As such, the effects of this use of Intimation can be easily detected, and a victim can often be identified quickly. *System:* To implant a Craving, the wraith must first elucidate precisely what that want is. The Narrator assesses the amount of successes needed based upon the complexity of the desire to be implanted, and the Solicitor then enters into an Extended Social Challenge against the target. The number of successes indicates how successfully the Craving is implanted. A Craving is not a natural Passion, and the subject cannot gain Pathos by following the Craving's call. This art costs either four Pathos points or two Pathos points and two Willpower Traits. In addition, one Temporary Angst point is gained for every two successful tests.

Advanced Abilities

- **Cupitatis:** Cupitatis is the culmination of all the other aspects of Intimation. It enables the user to duplicate the effects of the Craving or Deep Desiring's use of

removing wants from the target, but to do so subtly, so that the effects of the Arcanos are not obvious. While Deep Desiring's use to quash a desire for power will leave nothing in its place, Cupitatis excises the desire and heals the psychic wound, so that to observers the victim of the Solicitor would appear to merely have found other interests. In the same way, a desire implanted with Cupitatis appears to be a natural outgrowth of other interests or an eminently sensible, if new, enthusiasm. Detecting the effects of Cupitatis is extraordinarily difficult, and is rarely done. It is done for this reason, and because of this power, that the Solicitors are truly feared. *System:* Depending upon whether a desire is to be removed or implanted, an Extended Challenge is made according to the guidelines of the Craving or Deep Desiring. The number of successes against the target indicates how seamlessly the modification of the victim's consciousness is made. The use of this art gives the wraith four Pathos and two Willpower Traits to exercise, and gives the wielder three Temporary Angst points.

Keening

Keening is an Arcanos of emotion transmitted by sound. The ancient legends of banshees and ghostly mourners have at least some basis in Keening's arts. Those who have mastered this Arcanos can sing emotion into their listeners, living or dead.

It is not absolutely necessary for a wraith to sing to use this Arcanos. If a wraith wishes to touch others' emotions through dance, oration, or even laughter, she may, but it may require an extra test since this Arcanos is taught through song (where a tie in a retest is considered a win).

Ultimately, the emotions Keening instills are artificial, and cannot compare to the heady rush of true feeling. Gaining Pathos from a Keening-fed emotion is possible, but it requires an additional retest which must be won to have any effect. Furthermore, the Pathos harvested in this manner is far blander than usual. Masters of Keening often prefer to infect one person with an emotion, then feed on the truer feelings he engenders in his companions.

Use the *Performance* Ability for retests with the *Keening* Arcanos.

Innate Abilities

- **Perfect Pitch:** This is the ability to notice when another wraith is actively using Keening. *System:* The wraith must enter a challenge against the wraith in question, bidding Mental Traits instead of Social ones (as dictated by Sotto Voce, see below).
- **Sotto Voce:** With Sotto Voce, a wraith may hide her Keening arts in normal singing or casual conversation. *System:* To use Sotto Voce, the Chanteur enters a challenge, but bids Social Traits against her opponent's Mental.

Basic Abilities

- **Ballad:** This art allows a wraith to inspire either the “higher” emotions like serenity, joy, mirth, loyalty, love, inspiration, vigor, faith, and so on, or the “darker” ones like despair, anger, fear, loneliness, grief, or lust. This art has proven excellent in everything from removing unwanted mortals from a particular locale to protecting Fetters and swaying other wraiths into alliances. *System:* To use Ballad, the wraith enters an Extended Social Challenge against his target(s) and spends one point of Pathos.

- **Muse:** This art allows the wraith to make a suggestion into the subject’s subconscious, inspiring him with an idea he will believe to be his own. This is useful for those who continue to compose music, art, or literature after death, but require a middleman to bring their works to the living. More commonly, the art is used subtly to manipulate other wraiths. *System:* By spending two Pathos and gaining one Temporary Angst point, a Chanteur can attempt to use Muse. The more successes gained on an Extended Social Challenge, the better the target interprets the suggestion, which must be phrased clearly and in a single sentence. Three or fewer successes indicate that the target gets the general idea, but puts his own spin on it. Four successes mean that he will follow the suggestion as long as it isn’t directly harmful; five or more compels him to do as the Chanteur pleases. This art works equally well on wraiths, mortals, and other supernatural beings.

Intermediate Abilities

- **Crescendo:** The wraith can scream a musical blast capable of damaging plasm at close range. *System:* By spending three Pathos and gaining one point of Temporary Angst, the wraith enters an Extended Static Social Challenge. The singer inflicts one Corpus Level of damage per success on every wraith in normal hearing distance. The damage is not aggravated, and can be soaked. Crescendo cannot be concealed by Sotto Voce. *Optional:* Singing Crescendo while Embodied inflicts all listeners with a terrible heart stopping fear. This art also inflicts one Health Level of damage per two successes. This damage may also be soaked, but will affect vampires, werewolves, and other supernatural creatures as well as mortals.

Advanced Abilities

- **Requiem:** This art floods the subject with raw, undiluted emotion. Any feeling the wraith wishes will pour over the target, burying her soul in its tide. *System:* The wraith states the emotion he wants to project and enters an Extended Static Physical Challenge. Each success scored by the Chanteur paralyzes the subject for one minute, unless she is prepared for the onslaught. In that case, she can initiate a Social Challenge against the Chanteur to see if the art affects her. If the Chanteur wins the challenge, however, or if his victim is unsuspecting, the object of the art is overwhelmed with emotion and cannot move, act, speak, or defend herself. Particularly dark emotions can

scare a target's soul. If five or more successes are scored with a negative emotion at the core of the Requiem, the subject may lose Mental Traits or go insane at Narrator discretion. This art costs two Pathos plus one Pathos per success achieved. If the emotion projected is negative, the wraith gains one point of Temporary Angst.

Lifeweb

(Lifeweb is difficult to work into a live-action setting and is recommended for Non Player Characters only. National Storyteller approval is required for player characters to learn this Arcanos.)

Lifeweb is the study of the ties between wraiths and the living world. A master of this Arcanos' secrets can sense and manipulate the bonds of the Fetters, handling their energies as a weaver manipulates her shuttle and loom.

Lifeweb allows a wraith to monitor her Fetters' energies, keeping track of them even at a distance. Some sit at the heart of this web, extending their senses to any "troublespot" as it is disturbed. Others actively walk among people, places, and things, marking some as temporary Fetters in order to watch over them more efficiently.

Unfortunately, Lifeweb is simply too difficult to simulate properly for it to work well within the confines of Oblivion. The various powers of Lifeweb are listed below for Storyteller purposes, but characters should not be permitted to take Lifeweb at the risk of running Narrators absolutely ragged. Effects are listed below but systems are not; it is assumed that for Narrator characters, systems will not be necessary.

Use the *Investigation* Ability for retests with the *Keening* Arcanos.

Innate Abilities

- **Locate Fetter:** The wraith may "check up" on any of his Fetters, scanning its surrounding. This ability also permits the wraith to sense a Fetter's distance and direction.

Basic Abilities

- **Sense Strand:** The wraith can scrutinize the patterns of energy surrounding wraiths and their Fetters. He may perceive the links between a wraith and her Fetters, sense whether something is in fact a Fetter or not, and if so, identify the wraith attached to it.

- **Splice Strand:** The wraith may create an attachment with a person, place, or thing, making it a temporary Fetter. *System:* Both the wraith involved and the object must be touched in some manner by the Monitor doing the splicing, at which point the connection is made. The Fetter may be maintained from day to day, but only one temporary Fetter at a time can be maintained with this art.

Intermediate Abilities

- **Sever Strand:** The wraith exercising this dread art can tear another wraith from his Fetters. She can only accomplish this in the presence of the target Fetter, but can rip it away through raw force of will.

Advanced Abilities

- **Soul Pact:** A wraith who has mastered this art can claim a willing mortal's soul as his own. This is usually done as part of a contract where the mortal promises her soul in exchange for help from "the other side." Thereafter, while the mortal lives, she becomes a Fetter of the wraith. When the mortal dies, the wraith becomes instantly aware; if the mortal becomes a wraith, she and the monitor continue their link.

Mnemosynis

(ne-MO-sin-iss)

(WARNING: This Arcanoi is illegal in the Shadowlands and knowledge of it can get your character killed. You may take it just be aware of the dangers this knowledge has.)

Mnemosynis can either be a powerful cathartic tool or the most inhumanly potent source of pain imaginable for a wraith. Students of this Arcanos learn the arts of tracing memories, and, should the individual worker reach more difficult levels of achievement, of bringing those memories into the present. Obviously Mnemosynis is a powerful tool for obtaining information or ascertaining guilt, and it was a widely held belief that the Mnemoi were incapable of pulling anything save the absolute truth from the psyches of those they work with. This, unfortunately, was not the case.

An early synthesis of the arts of Puppetry and Castigate, Mnemosynis also focused on the control of others. Mnemoi are workers with the stuff of remembrance and the patterns of thought, and only the most skilled have the ability to shape it, rather than merely read or recall it. However, those with the talents to perceive memory as physical stuff may shape it to their satisfaction, thus in essence modifying or creating memories. Those watching the Mnemoi do not see this reshaping of the material of the memory as anything beyond the usual visual effects associated with the Arcanos.

Use the *Empathy* Ability for retests with the *Mnemosynis* Arcanos.

Innate Abilities

- **Rewind:** With a minimum of effort, a Mnemoid is capable of seeing the last minute of another being's existence through that being's eyes. Humans, Spectres, even animals are affected by this power. The clock is constantly ticking on this ability and the time limit is precise, but nothing can be omitted or glossed over when Rewind is employed. The Mnemoid using Rewind sees, instead of the world around her, the last minute of the target's experience in the first-person format. The Rewind starts from the moment precisely one minute before the Arcanos is employed. At the end of that minute, reality reasserts itself. *System:* By entering a Mental Challenge against her target, the Mnemoid activates Rewind and is able to see the world through her subject's eyes. The subject must relate the last minute of her existence to the Mnemoid character, omitting nothing. If the Mnemoid loses the challenge, the target can either refuse to speak or give false information.

- **In Memoriam:** In Memoriam brings back a specific memory so that the Mnemoid can experience it herself. The memory in question must be specified precisely (i.e., "Let me see your memory of the last time you spoke with your friend Aristophanes," or "Show me what happened just after sundown last Thursday"), and must refer to an event that the questioner knows occurred. "Show me what happened when you dumped Chretien into the Nihil," is not a valid question, unless the Mnemoid knows that her target did in fact dump someone named Chretien into a Nihil. *System:* The memory is presented in the same manner as one recalled through Rewind. To recall a particular memory, the Mnemoid phrases her request for the specific memory and then enters an Extended Mental Challenge against the target. Every success determines the clarity of the image. This power is only good for the last year; each additional five years of range requires the expenditure of a Willpower Trait.

Basic Abilities

- **Mnemotechnics:** Mnemotechnics brings a moment of the past back for the wraith upon whom it is exercised. When this art is used, the target is instantaneously transported (in her mind) back to a time specified by the Mnemoid responsible. The character will perceive herself to be in that past time and will act accordingly. This power can either be a magnificent release or the cruelest of inflicted delusions, and those who are aware of its consequences use it sparingly. *System:* An Extended Social Challenge against the subject determines whether this power functions. In addition, if the intent of the Mnemoid utilizing Mnemotechnics is to heal painful memories, the number of successes indicates the number of Angst points drained from the target's Shadow (half of this number is added to the Mnemoid as Pathos). Conversely, a malevolent use of this power adds a number of Angst points equal to half the number of successes. In either case, the duration of the delusion is determined by the number of successes won as well; one minute for each one. Using Mnemotechnics requires the expenditure of a Pathos and Willpower Trait. In addition, the Mnemoid automatically gains an Angst point if the power is used malevolently.

- **Mindspeak:** This art allows the wraith to communicate short phrases to an individual, and to receive his responses. Like a kind of limited telepathy, this art may only be used to communicate with someone within the user's line of sight. Because the

thoughts are being conveyed by means that is beyond language, it is difficult to express find shades of meaning through this art. On the other hand, it is possible to communicate with someone who speaks an unfamiliar language, due to the nonverbal nature of Mindspeak. *System:* The wraith must enter a Static Mental Challenge. Each success allows her to communicate one simple phrase, and receive a response. For each additional person the Mnemos wishes to communicate with beyond the first, one point of Pathos must be expended.

Intermediate Abilities

- **Casting the Scene:** Casting the Scene recalls a moment of the target's past for everyone within a 10' radius. An expense of additional Pathos expands the range of those included in the effect. The request for a memory must be carefully phrased; queries in the "If you didn't bury him in the basement, where did you bury him?" will produce precisely zero in the way of effect. Everyone in the range experiences the memory through the eyes of the target of the Arcanos. *System:* For a cost of two Pathos and one Willpower Trait, Casting the Scene can be invoked. The wraith acquires one Temporary Angst point for every minute of memory replayed by this power. To use Cast the Scene, the Mnemos makes a Static Social Challenge. The power is only good for events that occurred in the past year; each additional five years of range requires the expenditure of an additional Willpower Trait.

Advanced Abilities

- **Onslaught:** This is the ultimate power of the Mnemoi, the ability to amplify and transfer a memory wholly from one person to another. While this may not seem a fearsome power, a compressed and intensified emotional experience can in some cases cause actual damage to the recipient. The person the memory is being transferred from will still recall the memory concerned, but will become more detached from the experience. While this art was initially developed to heal painful memories, it has been adapted to inflict such intense emotional pain that the body actually begins to become physically weakened by the Onslaught. It is the abuse of this power that forced Charon to break the Mnemoi, and Onslaught is feared even to this day. *System:* The wraith attempting to use this art must first make eye contact with the subject, and must Embody if the intended target is in the Skinlands and has no means of seeing beyond the Shroud. The Narrator assigns a number from one to 10, indicating the intensity of the memory being transferred. The Mnemos may increase the intensity by spending Willpower Traits on a one-for-one basis, but may not bring the intensity level above a maximum of 10. The subject and the Mnemos then enter into an Extended Static Mental Challenge, counting their successes until both have lost, with a tie counting as a loss for the subject and a tie counting as a win for the Mnemos. The one with more successes inflicts their number of successes in Corpus (or Health, in the case of beings in the Skinlands) Levels of damage to the loser. Using this art will cause the Mnemos to gain four Angst.

Moliate

(Think T1000 out of Terminator 2) The soulstuff of wraiths, called plasm, is a far more malleable substance than flesh. Moliate, sometimes called soulshaping, is the power of sculpting and rearranging that plasm. Wraiths, who know the secrets of Moliate can make plasm beautiful, cause it to shimmer or glow, and even make it look vibrantly alive. They can also sculpt it into any horrific disfigurement imaginable. With the expenditure of Pathos, Moliate turns plasm ever-so-briefly fluid, just long enough for a talented shaper to create a vision of beauty or a thing out of a nightmare. The more complicated the effect sought with Moliate, the longer it takes. Simply ripping off a chunk of an opponent's plasm or drawing a clenched fist into a club is nearly instantaneous, while reshaping a wraith into a finely worked seat cushion or reworking the appearance of one's entire Corpus can take minutes, even hours.

Use the *Medicine* Ability for retests with the *Moliate* Arcanos.

Innate Abilities

- **Glow:** The wraith can use this art to cause herself or another to glow with an inner light of whatever color and intensity she chooses. *System:* The wraith enters an Extended Static Social Challenge and expends one Pathos. The number of successes indicates how many scenes the glow lasts. The glow can be used to light darkened areas or help someone serve as a beacon in the Tempest. Wraiths with Moliate should pick up a Glow card from the Storyteller at the beginning of the game, and hold it up while using this art.
- **Return to Death's Visage:** This ability brings the wraith's form back to her original visage, making her appear as she did when her Caul was first removed. *System:* The wraith makes an Extended Static Social Challenge and spends a Pathos point. The number of successes determines how accurately the wraith assumes her original shape.
- **Shapeseense:** Those with Moliate can detect whether or not another wraith has been Moliated, and if so, in what manner. *System:* If a wraith suspects another of being Moliated, he enters an Extended Mental Challenge with the target. The number of successes determines the amount of information he gleans, either from a look at the character's Appearance card or from the player simply telling him.

Basic Abilities

- **Sculpt:** The wraith may use this art to change a wraith's face to mimic another's, or in order to alter the Corpus however she chooses. In terms of copying another's face, it is easier when the wraith is looking at the face to be copied than to work from memory. If the wraith decides to alter her Corpus, she may devise new appendages, shape jagged teeth, grow new sensory organs, adorn herself with markings or patterns, or cause parts of her body to glow or shift color. The only weaponry that the wraith can create are

enhanced teeth for biting; otherwise the wraith retains her original physical capabilities regardless of her number of appendages. Actively using new appendages requires Martialry. Any change in a wraith's appearance should be noted on her Appearance card. *System:* The Masquer may Sculpt herself or another wraith. The wraith makes an Extended Static Social Challenge against a number of successes the Narrator deems appropriate. Any Sculpting effects are permanent (until negated by another Sculpting). This art cannot cause damage, only alter shape. This art costs one Pathos to use and the subject loses a Corpus Level if the process involves anything more complicated than simply cosmetic alterations. Sculpt can also be used to heal aggravated damage; a wraith using Sculpt can replace lost Corpus Levels by reworking the wounds. The healer must obtain one success for each level of aggravated damage to be healed; this use of Sculpt costs a Willpower Trait and a Pathos, plus one extra Pathos per success.

- **Martialry:** This art permits the wraith to shape her limbs into weapons or form her skin into armor. Any weapons created are automatically usable by one who knows how (i.e., has at least one Melee Trait), but armor tends to be stiff and inflexible. The wraith simply molds the chosen limb into the desired weapon, hardening it as she goes. By the same token, the wraith trying to make armor works her Corpus into a formidable carapace with a mirrorlike sheen. Many Masquers deliberately make their bodily arsenal as ornate and personalized as possible. *System:* To create weaponry, the wraith must make an Extended Static Physical Challenge and expend three Pathos. Each success allows the weapon to inflict an additional level of damage in hand-to-hand combat. The shape of the weapon matter little, although many wraiths prefer swords for ease of use. To sculpt armor, the wraith must make an Extended Static Physical Challenge and expend three Pathos. Each success adds the equivalent of a Temporary Corpus Trait for purposes of damage only; the false Corpus created by this art must be destroyed before the wraith takes any real damage to her form. Weapons and armor cannot be created at the same time; Martialry must be used twice to create both effects. Girding others for war is one of the lost arts of the now-banished Guild.

Intermediate Abilities

- **Rend:** Masters of this art can tear apart the Corpora of other wraiths. *System:* The wraith using Rend must first contact her target, generally by making a successful attack-related challenge. The aggressor then makes an Extended Physical Challenge against her target. Each success inflicts one point of aggravated damage, plus one point per extra point of Pathos spent. Five or more successes permits the wraith to tear off a portion of her opponent (e.g., face, hand, knee, or just a random handful of plasm). Using Rend costs one point of Pathos to activate, plus whatever the player spends to get extra points of damage inflicted upon her victim. Each use of Rend also gains the character one point of Temporary Angst.

Advanced Abilities

- **Bodyshape:** The character with this art may transform his or another's Corpus into practically anything imaginable, from a supermodel to a bookcase or chunk of modern sculpture. It is dangerous to stretch one's plasm too thin; the relative volume of the final form should be roughly equal to the wraith's normal volume. *System:* The wraith enters an Extended Static Mental Challenge with the number of successes needed depending upon the final form (at the Narrator's decision). Taking on the form of an oily puddle would only require one success, while mimicking a Hierarchy Anacreon in full regalia is much harder, requiring four successes. The wraith can only maintain a full-body change for a limited time (five minutes per success) before his Corpus reverts to normal. This art costs four Pathos. If it is used against an unwilling wraith, the wraith using Bodyshape gains two Temporary Angst points. The secrets of permanently Moliating a wraith into an inanimate form is only known to a few, and player characters will not have access to them.

Outrage

There are several ways to affect the living world from the Shadowlands. Outrage is the Arcanos that manifests a wraith's strength of will as a kinetic force. Its arts are all physical or violent in some form or another, as are its practitioners.

Use the *Brawl* Ability for retests with the *Outrage* Arcanos.

Innate Abilities

- **Leap of Rage:** By focusing his emotion and will in the Shadowlands, the wraith becomes capable of extraordinary leaps and jumps. *System:* The wraith enters an Extended Static Physical challenge which he may add to any successes he would normally score when making a leap or jump. This art can also be used to change direction in the Tempest.

- **Ping:** This Innate Ability allows the wraith to manipulate the smallest objects in the material world. The wraith may only move objects about the size of a bottle cap, and these just a small distance in any direction. This tends to be useful for attracting the living's attention or pressing small buttons. *System:* The wraith makes a Static Physical Challenge and spends one point of Pathos to use this art.

Basic Abilities

- **Wraithgrasp:** This art permits the wraith to affect the Skinlands more fully. Wraithgrasp may only be used to lift small things, although a powerful wraith may lift sizable objects (and then drop them at his leisure). The object can be lifted to a fair height before the wraith releases it. *System:* The wraith enters an Extended Static Physical Challenge. The number of successes indicates what can be lifted. Objects may only be

lifted, not pushed around, manipulated, or moved in any other way. The use of this art costs one point of Pathos. The wraith using this art must physically lift the item (or card for the item) being affected by this power, demonstrating what precisely is being done with it.

- **Stonehand Punch:** The wraith summons his anger and lashes out across the Shroud, striking his target with raw force. This art can also be used on objects in the Underworld, including other wraiths. *System:* Each success on an Extended Physical Challenge inflicts one Health Level (or Corpus Level, if the target is a wraith) on the subject. This art costs two Pathos per strike.

Intermediate Abilities

- **Death's Touch:** The wraith may now manipulate objects in the physical world. This art permits typing, opening windows and so on, just as if the wraith was solid. The wraith may alternately choose to create some friction, starting fires without any sort of material source of flame. *System:* The wraith enters an Extended Static Physical Challenge and expends three Pathos. The wraith's delicacy and control depends upon the number of successes rolled. The power lasts up to one minute per success. To start a fire, the wraith also expends three Pathos points and enters into an Extended Static Physical Challenge. The number of successes indicates the heat and extent of the fire. The wraith using Death's Touch must narrate the events that she causes to happen by using this power, acting them out whenever possible. Obviously, mortals will not see the wraith, only the effects of her powers.

Advanced Abilities

- **Obliviate:** This hideous art allows a wraith to damage someone or something so severely that it can be sent to Oblivion. Material objects thus destroyed vanish into Oblivion, unless Inhabited by a wraith (in which case they become relics). Using this art on objects or relics in the Shadowlands sends them directly into Oblivion. This can also destroy wraiths and mortals, forcing their souls into Oblivion. *System:* The Spook enters and Extended Static Physical Challenge. If trying to affect another wraith, the target may make the challenge an Extended Physical Challenge instead. Each success inflicts one level of aggravated, nonsoakable damage. Living creatures suffer Health Levels of damage, but their souls fall into a Destruction Harrowing if they are slain. Wraith reduced to zero Corpus through this art also immediately fall into Destruction Harrowings. This art costs three Pathos, and also the wraith gains three Temporary Angst points. As to staving off Oblivion is the Hierarchy's reason for existence, sending a soul to the Void is frowned upon by the authorities. Any wraith known to have used Obliviate on another soul will be wanted for questioning at the very least. In addition, other wraiths are likely to be skittish around someone who can send them to the Void with a (relative) minimum of effort.

Pandemonium

(Think Amityville Horror or Poltergeist) Pandemonium is the ability to tap into chaos itself, releasing the strange and eldritch upon the living world. Other wraiths tend to avoid masters of Pandemonium, as their distorting effects of the Wylding (as the Arcanos is also known) can be detrimental to one's sanity. Mortals generally won't believe most of the flagrant effects of this Arcanos. Sudden mists, blood seeping under doors, swarms of spiders, and clocks running out of control tend to send most people into a state of panic or disbelief. Even video recordings of some of these effects will be questioned; videotapes are becoming easier to modify...

Use the *Occult* Ability for retests with the *Pandemonium* Arcanos.

Innate Abilities

- **Sense Chaos:** The wraith's attunement to chaos and the Shadow allows her to detect if something has been manipulated by Pandemonium or a Shadow. This is also helpful for detecting if a mortal has been tampered with by Spectres. *System:* The wraith makes a Static Mental Challenge to see if she notices anything out of the ordinary.

Basic Abilities

- **Weirdness:** The wraith may invoke some small strange effect on a single target. The object of this art may feel suddenly cold, or his hackles rise, or he might suffer a momentary hallucination. If the wraith really concentrates upon his target, the object may become disoriented and temporarily forget who he is and what he's doing. *System:* In order to cause a small physical effect upon a target, the wraith makes a Social Challenge and spends one Pathos. In order to cause a mental effect upon a target, the wraith must make an Extended Mental Challenge against the victim with every success causing the effects to last up to five minutes per success. This art works as well on wraiths as it does on mortals. As with Outrage, the Haunter must detail and, if possible, role-play the effects she is attempting to create. Those in the Skinlands react only to the effects; other wraiths can react to the wraiths as well if they notice her (by winning a Static Mental Challenge) in the confusion.

- **Dark Ether:** The wraith may temper with the weather or light conditions in a small area. She may radically change the temperature, summon mist and darkness, modify the humidity, or even evoke a glow akin to St. Elmo's Fire. *System:* The player declares the effect she wants, and enters an Extended Static Mental Challenge. The number of successes defines the degree and duration of the change in environment. Five success calls up enough turbulence (if desired) to inflict one Health or Corpus Level of damage on beings in the vicinity. This is rare; most Haunters prefer to use this art to

terrify rather than injure. This art costs two Pathos to invoke. In addition, if Dark Ether is used as an attack, it gives the user a point of Temporary Angst.

Intermediate Abilities

- **Foul Humor:** The wraith may channel his Corpus through the Shroud, manifesting noxious substances or swarms of small vermin. He can create plagues of frogs or locusts, clouds of wasps, or nests of snakes, rats, or spiders. He can alternately produce clotted gore, raw flesh, blood, muck, reasonably strong acid or other foul matter. *System:* The player must state what he is trying for and enter an Extended Static Physical Challenge. He spends one point of Pathos and one Willpower Trait, while gaining one point of Temporary Angst. The number of successes or vermin usually vanish after a scene or less; traces infrequently remain, particularly if the wraith scored five more successes. Any caustic or damaging effects inflict one level of damage for every two success from the Extended Challenge.

Advanced Abilities

- **Tempus Fugit:** The wraith can distort distance and time itself. By using Tempest Fugit he could slow or hasten the passage of time, or make the length of a corridor seem like a footstep or a league. He may not, however, reverse or repeat time. *System:* The player declares his intentions and makes an Extended Static Mental Challenge. The number of successes determines the amount of change permitted in his immediate area. Each success alters the flow of time by about two minutes. For example, if the wraith scored three successes, he could draw out an action requiring two minutes into seven or eight minutes of effort. Conversely, he could speed up an action requiring six turns, letting it be finished in three. This art can be attempted once every 10 minutes or so. (NOTE: This does not add to the number of actions a target gets from Celerity or Rage; it can only subtract them.) Tempus Fugit also works in the Shadowlands. This art costs three Pathos and one Willpower Trait. It is recommended that a Narrator be present when this art is used.

Phantasm

Phantasm is the Arcanos of dreams. Those with mastery of its arts can slide a sleeping mortal's soul out of its flesh and bring it along on a Shadowlands journey. The sleeper will remember the events he engages in as a vague dream, if at all, but on a dreaming level they are real indeed.

This Arcanos is a good way to involve mortals directly in a wraith's doings. A vivid dream can inspire or frighten a person into changing his behavior. The wraith can even alter elements of the dream to his tastes, instructing or horrifying his audience.

Dreamers brought into the Shadowlands are treated as wraiths with particularly solid forms. They may only be damaged by special Artifacts or attacks that inflict aggravated damage on wraiths. Attacked dreamers slip instantly back into their bodies, almost always waking up unharmed. Only the mightiest wraiths can permanently damage or kill mortals in their dreams.

NOTE: The arts of Phantasm can be used to beneficial or malefic effect, and this has a direct effect on the price of using the Arcanos. With the exception of Agon, any Phantasm art that is used to harm another's soul also grants the user a point of Temporary Angst. The same art can be used for healing and entertainment without giving the Sandman in question Temporary Angst; what determines the cost is the Sandman's intent. Any discrepancies should be resolved by a Narrator.

Use the *Enigmas* Ability for retests with the *Phantasm* Arcanos.

Innate Abilities

- **Sleepsense:** The wraith may watch a mortal's dreams, or tell where he is along his sleep cycle (of REM sleep, deep sleep, and transition). This ability works equally well with supernatural creatures as well. *System:* The player makes a Static Mental Challenge in order to be able to watch the target's dreams for about five minutes at a time. If the dream is anything pertinent, the details of the dream should be relayed to the Sandman. If the target is feigning sleep, the Sandman will know instantly.

Basic Abilities

- **Elysia:** The wraith may either take hold of a sleeper's soul, pulling it free without harming it, or may alter the details of a sleeper's dream. If the wraith pulls the soul free, the wraith may carry it with her as she likes. If the wraith alters his target's dreams, he can change any number of factors in the dream. If he changes enough details, he can twist a pleasant dream into a nightmare or vice versa. *System:* To take a dreamer's soul from his body, the wraith enters an Extended Static Physical Challenge and spends one point of Pathos. Every success allows the subject to remain in the dreamscape for five minutes. During that time the dreamer can see, speak, and otherwise interact with all of the denizens of the Underworld. To manipulate the sleeper's dreams, the wraith enters an Extended Static Social Challenge and expends two points of Pathos in order to manipulate his target's dreams. Each success makes every change more vivid and lasting.

- **Dreams of Sleep:** The wraith may make mortals, supernatural beings or other wraiths fall asleep and dream. For wraiths, the dreams are as vivid as those of life. *System:* The Sandman need not enter a challenge if the subject is willing. If he is unwilling, the player enters a Social Challenge against her target. This art costs one point of Pathos when used on other wraiths, two points for mortals, and three points for Pathos when used on supernatural beings. If the art is used on supernatural beings, they will instantly be aware of what is going on (they will know that it is a supernatural attack; they may or may not recognize the source) and may react accordingly.

Intermediate Abilities

- **Phantasmagoria:** The wraith may weave Pathos into illusions. Phantasmagoria affects all five senses, but the duration is limited. These illusions are only solid to other wraiths if she invests Corpus into them. If she is Embodied, she can craft these illusions in the material world. *System:* The player enters an Extended Static Social Challenge and spends two points of Pathos. The number of successes equals how difficult it is to see through the illusion, as well as its duration. The wraith must invest one Corpus Level to make the illusion quasi-material (and dangerous). The illusion can take as many Corpus Levels of damage before being destroyed as the wraith is willing to invest. A wraith may not “heal” a damaged illusion; he must craft another one. If the illusion is potentially damaging, the player may make a Physical Challenge to attack a victim. Each success inflicts one Level of damage. Phantasmagoria costs three Pathos to activate, plus on Pathos for every 10 minutes for which the illusion is maintained.

Advanced Abilities

- **Agon:** The wraith may directly rip a dreamer’s soul from her sleeping body. This is excruciatingly painful and often debilitating to the dreamer. *System:* The player enters an Extended Physical Challenge against the victim. The number of successes indicates how long the wraith may hold the dreamer’s soul, each success equaling five minutes. The dreamer also loses an equal number of Health Levels upon awakening. She may resist the wraith through the Extended Physical Challenge, which can turn this art’s use into a true struggle. Agon costs three Pathos points to use, and grants the wraith’s Shadow two Temporary Angst points. Souls ripped from bodies by use of Agon also enter the Shadowlands as dreamers (unless the art’s effects are fatal), but are usually in the position of Thralls.

Puppetry

Of all the 13 Greater Arcanoi, Puppetry is the one that Charon forbade most sternly. Only the Deathlords and their Hierarchy were sanctioned to ride the mortals, to possess them and thus affect them directly. But like all forbidden fruits, Puppetry has its devotees, those willing to risk Hierarchy sanction for another taste of the Skinlands.

Wraiths riding a subject are not truly part of the Shadowlands, and as such are immune to the normal dangers of that place. However, they take the damage as their hosts do. Also, the host’s Physical Traits and non-Mental Abilities take precedence over the wraith’s unless the wraith is in direct control. The Puppeteer is a backseat driver, and usually nothing more.

Most aspects of Puppetry require the wraith to attune himself to a Consort by spending Willpower Traits while Skinriding. The wraith may try these arts (at the Narrator's discretion).

Use the *Leadership* Ability for retests with the *Puppetry* Arcanos.

Innate Abilities

- **Detect Possession:** The wraith may tell if another wraith is currently Skinriding the target, or even if the target has been attuned for Puppetry. *System:* The player makes a Static Mental Challenge to detect a current possession or to perceive the indications of Puppeteer manipulation on the Consort.

Basic Abilities

- **Skinride:** Skinriding is the most basic art of possession. It is the capability to slip into a mortal's body, thereby joining with him for a brief ride. The wraith can exert no control with this art, and the host acts of his own free will. However, any more sophisticated Puppetry art requires the wraith first to Skinride the host. *System:* In order to slip into a host's body, a wraith must enter an Extended Static Physical Challenge. Any success will allow the wraith to Skinride the host; the number of successes determines how many the next Puppeteer to come along will need to supplant the first in that body (assuming she's still there). Wraiths who are Skinriding merely stand a pace behind the mortal (or other being) that they are Skinriding. A Skinriding wraith is not visible on either side of the Shroud (being literally "inside" her host), but by the same token may not speak or otherwise communicate her presence except by using Arcanoi.

- **Master's Control:** A wraith using this art may briefly override his host body's arm, leg, or speech center. Subtle use of this art can make a host manipulate an object in some way without realizing it. Using this art to cause speech results in a strange blend of the wraith's and host's voices. *System:* To use this art in order to physically manipulate the host, the wraith must enter an Extended Physical Challenge against the host and spend one Pathos point, with the more successes giving the wraith more control of her host. If the host actively resists, the wraith gains one point of Temporary Angst. **NOTE:** Most hosts will be taken by surprise by Master's Control, and will not be able to resist actively. Those mortals with some knowledge of ghosts (at least one Occult Trait) or supernatural beings will be sufficiently aware of what's going on to attempt to resist if they wish. To use this art in order to take control of the host's speech centers, the wraith spends one point of Pathos and enters into an Extended Mental Challenge. Each success allows the wraith to speak as the host for one breath. The wraith also gains one point of Temporary Angst.

Intermediate Abilities

- **Rein in the Mind:** This art allows a wraith to possess someone without the host's knowledge. In most cases, this can only be done to a Consort. The host remains semiconscious, though passive, through the art's effect, and will regain control when the Puppeteer releases her. She will immediately try to rationalize her actions; failing, she may seek out therapy or mental health testing. Any pain the host feels feeds back to the Puppeteer as Corpus damage, however. *System:* The player enters an Extended Mental Challenge against the target. The effects of the art last for five minutes per success. The host may spend a Willpower Trait to try to resist the possession, enabling for a retest. Each success on the retest subtracts one from the wraith's initial number of successes. If this number is reduced to zero, the Arcanos fails. This art costs three Pathos and bestows a point of Temporary Angst.

Advanced Abilities

- **Obliterate the Soul:** After conditioning a Consort through extensive use of Rein in the Mind, the Puppeteer may begin to live full-time within the host's body. The host personality is devoured by the Puppeteer's Shadow. Whenever the wraith leaves a body thus possessed, it becomes catatonic, responding to nothing and taking no actions on its own. *System:* Once a wraith has conditioned a Consort (by using Rein in the Mind on the Consort at least 10 times), the player may make an Extended Physical Challenge against her target. When the wraith totals enough successes to equal the number of Mental Traits the host possesses, she succeeds. Two weeks after its original's soul removal, the host body will begin a slow process of decay. Before too long, it will become useless. Therefore, most wraiths use Obliterate the Soul only in the direst circumstances. This art is ineffective against other supernatural beings, and can only be initiated once per game session. If the first attempt to Obliterate the Soul gains no successes, the wraith must wait until the next game to try again. On the other hand, even one success on the initial challenge will allow for follow-up attempts whenever the Puppeteer feels up to it. This art costs four Pathos and the expenditure of two Willpower Traits. In addition, the wraith gains a number of Temporary Angst points equal to the host's original Willpower Traits.

Usury

In death as in life, nothing's free. Pathos is the currency of the afterworld, and Usury is the Arcanos of barter. It is the delicate dance of the deal, of shifting Pathos and Corpus from one source to another. Those with Usury can act as healers, mendicants, merchants, or extortionists, and sometimes all at once. It all depends on how reputable they choose to be.

Usury involves power of death energy, and is accordingly mistrusted in some circles. Many point to the Shadow as the source of this Arcanos, citing innumerable "deal with the Devil" stories as proof. They are not so mistaken; repeated use of Usury can raise a wraith's Temporary Angst to unhealthy level rapidly. When used upon the Quick, Usury is nothing less than the theft of life itself.

A wraith must touch his subject to use Usury. To affect mortal, this requires another Arcanos, such as Puppetry, Embody, Inhabit, or Phantasm. The life energy thus stolen is visible to other wraiths as a vivid light, which dims as it is absorbed.

Use the *Finance* Ability for retests with the *Usury* Arcanos.

Innate Abilities

- **Assessment:** The wraith can gauge the relative levels of life and death within an individual. Careful scrutiny can reveal some idea of the person's relevant Physical Traits as well as their current Health or Corpus. Wounds appear as vivid black slashes in the person's makeup, and the observer can estimate their severity. The wraith may also perceive life energy in general within a specific area. *System:* The wraith makes a Static Mental Challenge, a success at which allows the wraith to make an accurate Assessment.

Basic Abilities

- **Transfer:** The wraith may transfer Pathos between herself and another wraith. She may lend her Pathos to the subject, or steal her victim's Pathos away. This transfer is always visible to onlookers as a vivid halo around the wraith receiving the Pathos. *System:* This effect is indicated by having the wraith receiving the Pathos hold up a Transfer card (which the Usurer should get at the beginning of the game, and hand off temporarily as necessary). If the player is lending her Pathos to the target, then only one Static Social Challenge is required to allow the Transfer. If the wraith is using Transfer to steal Pathos, they must enter an Extended Physical Challenge; the use of the art this way gives the Usurer one Temporary Angst point.

- **Charitable Trust:** By infusing a mortal or wraith with his own Corpus, a wraith may heal wounds. This art can even be used on mortals without forcing the wraith first to Embody. *System:* The player makes a Static Physical Challenge to see if he can transfer his Corpus Levels to his target. This art costs one point of Pathos to use, and the Usurer takes Corpus damage equal to the number of Health/Corpus Levels he gives away.

Intermediate Abilities

- **Exchange Rate:** This art allows a wraith to steal another person's life energy with but a touch. Other uses include allowing a Usurer to transform her Corpus Levels into Pathos, or to transfer someone else's Corpus or Health Levels into Pathos for themselves. *System:* If the wraith uses Exchange Rate in order to convert her own Corpus Levels into Pathos, she must expend a point of Pathos and enter an Extended Static Mental Challenge with each success allowing her to transmogrify her Corpus into Pathos. If the wraith uses Exchange Rate in order to steal Health or Corpus Levels from someone else, she enters an Extended Social Challenge. Each success for the Usurer

equals one point of Corpus stolen. This use of the art gives the Usurer one point of Temporary Angst.

Advanced Abilities

- **Investment:** This art allows a wraith to pour Corpus and/or Pathos into a relic, storing it for future use. The wraith must focus on the relic in question, channeling and carefully sealing his energy into it. The energy may then be accessed by anyone who knows the seal's gesture or command phrase. *System:* The player spends two Pathos points, then marks off the number of Pathos or Corpus points that he wishes to invest. Each success on an Extended Static Mental Challenge invests one point (up to the set limit) into the relic. All excess points "gambled" are lost. To seal the points in place, the wraith must spend a Willpower Trait and assign a command phrase or gesture to "unlock" the stored reserve. A given relic may only store one type of energy. This art is the means by which Soulfire crystals are created and maintained. Relics and Artifacts charged this way should have the number of Traits invested in them listed somewhere on the item card.

Passions

Next you will have to pick 4 passions for your character. Passions are the strong emotions your wraith still feels and what keeps your wraith anchored to their new existence. If your character has a burning hate for their killer then hate would be one of their passions. If the feeling of fear for their children were what they are experiencing then fear would be one of their passions. Maybe they still have strong feelings for a loved one that has not died yet. Any of these feelings are good choices for your wraith character. But, you must be careful of your choices. A wraith's arcanoi are powered by what is called pathos. Pathos is "stored" unconsciously by your wraith and is gained by a wraith's passions. For example:

A young couple in the skinlands is walking down the street holding hands and looking lovingly into each others eyes, chances are that couple is in love. Now, if one of your wraith's passions is love and your wraith is near this couple, the emotion that the two people are experiencing will naturally flow into your character, like the scent of a perfume that is sprayed in the air will eventually fill a room.

This pathos fuels your character and the more emotion that corresponds to your character's passions, the more "power" your character will have to wield their arcanoi.

Passions are the emotional ties that wraiths still feel to the mortal world. They are the cores of every wraith's existence. In a very real sense, a wraith's Passions are what keep her going. She must strive to fulfill them, otherwise they will wither. However, if she attends to them, she can reap a harvest of Pathos, enabling her to continue her ghostly

journey. When selecting Passions, you must phrase the Passion itself as an imperative and then decide what emotion lies at its core of it. If your character was murdered, you might have the Passion **Avenge my murder (Hate)**. Remember that the obvious emotions for Passions is not always the appropriate one; if your character's murder might lead to the deaths of others you love, you might have the Passion **Avenge my murder (Fear)**. Then again, you might simply want to get back at the person who bumped you off, in which case the Passion **Avenge my murder (Vengeance)** might be more appropriate. Some examples of Passions are:

1. Hate
2. Love
3. Sorrow
4. Joy
5. Loyalty
6. Vengeance
7. Sympathy

Fetters

Fetters are people; places or other material objects (whatever you choose, it doesn't matter example: mother, favorite baseball card, favorite car, girlfriend, wife, kids, husband, etc.) that simultaneously keep a wraith attached to the Skinlands and anchor him against Oblivion's relentless pull. In fact, Fetters are part of what makes a lost soul a wraith. Each represents something that held a special meaning or certain importance to your character while he was alive. In practical terms, your Arcanoi are often easier to use around your Fetters; plus, you can rest and heal more easily near a Fetter. **You get to choose 4 fetters, describing each one exactly.** Bear in mind that things happen during gameplay which cannot be foreseen; you might lose a Fetter or gain one, depending upon how things work out.

STEP 3: Shadow Creation – What is your shadow like? Choose your shadow Archetype. Take one Permanent Angst point. Choose two Dark Passions. Choose two levels of Thorns.

The Shadow

Like vampires have their beasts, wraith's have their shadows. But, unlike vampires, where the beast is just kept in the background of the character and story - just a faceless entity, the Shadow takes a much more active role in the game. A role that can be seen, heard, and felt as plot develops. Another player follows the player characters around and interacts with you will represent your shadow, in the game. This is the shadowguide.

This is a central theme in wraith, the typical man vs. himself plot that can enrich not only game play but story as well.

There is a duality in every wraith. One side is represented by the Psyche, the other by her Shadow. These two aspects of a single wraith are always in conflict from the moment of their transition across the Shroud. There must be a shadow for a wraith to exist but, without eternal vigilance by the psyche, a Shadow will slowly corrupt and destroy the wraith's Passions and Fetters until the wraith succumbs to oblivion. Complicating matters, while it may be possible to weaken the power of the Shadow, to destroy it is suicidal. After all, the Shadow is as much a part of the wraith as the Psyche is; to destroy that aspect of a wraith's personality would be to lobotomize the wraith's soul.

The psyche rules a wraith's actions - if nothing else it's stated clearly in the rules. Yet, one of the core themes of the World of Darkness games is a striving to challenge one's perceptions of good and evil. Therefore, a Shadow cannot *just* be the evil side of the wraith. That's too easy.

Wraith's can be just as corrupt and as evil as living humans in the skinlands. Why should death change that? There's no moral component to dying. More importantly, how can an aspect of a wraith's personality be so neatly categorized as her "evil side" when she might already be evil by society's standards? How can one represent the repressed emotions of a sociopath as better or worse than her conscious desires? Not all who become wraiths are angels. In other words, the genesis of the Shadow is far too complex a moral conundrum to reduce to a case of "good wraith, bad wraith".

So if a Shadow isn't a wraith's "evil side", what is it? Simply put, a Shadow is the part of the wraith that wants the wraith to fail, the part that wants the wraith to be damned. This and this alone is what every Shadow has in common with every other Shadow. The Psyche may struggle for self-actualization, Transcendence or personal power, but every Shadow has the same end in mind for its other half.

The Shadow embraces the darker emotions of the wraith, feeding upon and strengthening them. It revels in ideas that represent excess and personal weaknesses, exploiting any that the wraith may have. While this sort of exploration of excess can be subjective, depending on the wraith's personality, background and beliefs, everyone has chinks in their armor (and the Shadow is very good at finding them). Greed, addiction, arrogance and prejudice are all good places to begin an assault on the Psyche, but they only serve as starting points for the shadow. A shadow knows some, if not all, of a wraith's most intimate secrets. More importantly, it knows exactly how the wraith works mentally. It knows best how to adapt its actions to greatest effect, as a Shadow is a tormentor with but one victim - itself. The Shadow will discourage success, exploit weaknesses, cause doubt, confuse the facts and engender fear.

Every Shadow is unique. Each has a personal history to draw upon, an individual register of pain and humiliation to serve as inspiration in its quest to drag the Psyche down to nothingness. Even worse, each shadow is alone in its battle, trapped inside the mind of the enemy with only brief respites of freedom. It is a thankless war, and one that surely brings the Shadow little joy in its waging.....well, maybe not, but that's the way many of them feel about themselves.

Choose your Shadow Archetype:

Just as the Psyche has Archetypes, the Shadow does as well. Shadow Archetypes, however are warped and distorted. These Archetypes, just like your Psyche's Nature and Demeanor, define your wraith's Shadow and help make that part easier to role-play. Your Shadow's Archetype also suggests the sort of tactics and entreaties it will make of your Psyche, not to mention what it might do if it ever gets to take over.

- **The Abuser** - Hurt terribly once, this impatient and jealous Shadow exists to inflict his pain on others. He scrutinizes the failures of everyone around him, heaping scorn upon them whenever he can. This is done partially in order to bolster his self-image, but primarily to make everyone else hurt just as much as he does. The Abuser will often goad you to attempt the impossible, just to watch you fail so that he can dine upon the self-loathing failure engenders. Chaotic and crazed, the Abuser will lash out at any target other than his favorite one: himself. When dominant, the Abuser will spew his vitriol in all directions. Any excuse will set him off, and if no excuse is provided, he will create one. Demands for obedience, absurd requests and systematic verbal or physical abuse are this Shadow's hallmarks.
- **The Director** – Quiet and organized, the Director will take you apart with clockwork precision. Icy in her hatred, she will strip your defenses away layer by layer, taking pleasure in the surgical nature of the torment she inflicts. There's nothing personal in what the Director does; she's just setting the record straight by removing any delusions you might have about goodness, sanity or any other worthwhile qualities you thought you had. When your grasp on reality starts to falter, the Director knows just how much pressure to apply in order to push you over.

When in control, the Director likes to lay long-range plans for the next time she is dominant, and to prepare nasty little revelations for you to discover and carefully timed intervals. She also enjoys picking apart your companion, making cutting observations that will poison any friendships you had made on the other side. The fact that the Director is usually quite accurate doesn't help matters either.

- **The Freak** - Everything that you were ever ashamed of wanting to do is what the Freak lives for. Gleefully preserve, the Freak is an expression of pure self-hatred. It revels in taking each of your imperfections and holding it up to the light, so that the rest of the world can ridicule it. Anything you're ashamed of doing, the Freak will encourage you to do, and the more you resist the more insistent he'll become. Once you give in, he'll turn around and point out how perverted you are. Shame and abandon are the Freak's favorite weapons, and he uses them as often as he can.

A Freak in control is a frightening thing. He'll take your darkest desires and play them out for the rest of the world, leaving you to explain when his control fades. Of course, excavating others' dirty little secrets is almost as much fun, as far as the Freak is concerned.

- **The Leech** - Wearing on the will and nerves like sandpaper, the Leech gets its way through whining and cajoling, begging and throwing tantrums. It's a black hole for attention and affection, and no matter how often you give into its demands, it's never enough. Childish and selfish, the Leech can never be satisfied, and every time you give it what it wants, it's that much harder to say no the next time.

When the Leech takes control, it attempts to work its wiles on others in order to extract whatever sustenance they offer. If permitted, it will drain everyone around it dry, then discard the hunks and set out to look for new victims. As far as the Leech is concerned, everything others have and more is just its rightful due.

- **The Martyr** - Noble self-sacrifice has its place, but what the Martyr offers is a shallow mockery instead. By constantly demanding that you are to give of yourself because you can take pain better than anyone else can, the Martyr cheapens your faith and indulges your arrogance. Claiming your sacrifice will bring about a greater good, the Martyr will then take pleasure in demonstrating that your pain didn't do anything at all, and that all of your suffering was pointless. Still, that won't keep it from urging you to give up yourself for others every chance it gets.

When the Martyr takes control, it will attempt to maneuver you into situations where, no matter what, in order to escape you'll have to give up something important. The Martyr also tries to arrange for witnesses whenever possible, so that its very public sacrifices can be used to shame others into similarly self-destructive acts.

- **The Monster** - Brutally direct, the Monster is all about pain and greed. Whatever it wants, it will command you to take. Whatever it hates, it will command you to destroy. If you refuse, it will try to destroy you as well, for it cannot stand to be balked at in any way. There's no compromise or subtlety in the Monster, and often it's the most dignified and delicate wraiths that have a Monster lurking behind their eyes.

To see the Monster dominate is to see a foreshadowing of Spectrehood. It will lay waist to anything in its path, taking what it wants and destroying everything else out of sheer spite. Guttural and vulgar, the Monster rarely has anything to say that isn't an obscenity.

- **The Parent** - No one else can love you as much, or as well, as the Parent. No one else can take care of you as well, or make you as happy. The Parent even accepts all your little imperfections, which she'll harp on endlessly in order to prove to you that she loves you despite your nearly infinite flaws. She'll protect you from people who don't have your best interests at heart, and only she can decide who those are (usually, it's everyone else you know).

When in command, the Parent will seek to insulate you from any corrupting or dangerous influences (i.e. anyone and anything else). To accomplish this, it will do and say anything to alienate those who care about you, using the fact that they could be driven off as proof that they weren't really your friend, anyway.

- **The Perfectionist** – Nothing you do will ever be good enough of the Perfectionist. Any imperfections can serve as a launching point for a tirade; any

flaw will be a magnet for withering sarcasm. By playing your inevitable errors, the Perfectionist inspires your self-hatred and saps your confidence in your own abilities. Then, once your confidence is shot, he'll be more than happy to step in and show you how to make things *right*. If you had any sense at all, you'd turn things over to him permanently and make sure that everything got done properly the first time.

When in control, the Perfectionist will take every example to criticize whatever or whoever catches his eye. He'll also take the opportunity to embroil you in impossible scenarios, anxiously awaiting your inevitable failures. Still, at least he doesn't play favorites. When everyone around him is equally flawed, one target's as good as the next.

- **The Pusher** - The Pusher will always be glad to help you achieve the impossible. He wants you to think of him as a friend, a friend who you can always ask for help. Of course, the price for the Pusher's help is always too high, and if you don't pay, he'll extract it with interest. Every so often when you're counting on him, he'll decide that you need to appreciate him more, and he'll withhold that support you were counting on so desperately.

When the Pusher is in charge, he'll do everything he can to put you in situations where you'll need his help to escape. The quicker he can make you rack up a debt to him, the happier he is. The again, an unhappy Pusher can be unpleasant indeed...

- **The Rationalist** – The Rationalist will give you all the right reasons for all the wrong decisions. Calmly leading you down the path to Oblivion, it offers rationales and explanations for why you should do what it says. It offers proofs for the wisdom of everything it tells you, making all of its suggestions seem so *sensible*.

When dominant, the Rationalist takes precise, well-ordered steps toward the Void. It will sabotage your long-range plans and set in motion ones that superficially look better; it will systematically make you enemies and alienate or eliminate your friends. There's no sense in taking one's time giving in to Oblivion, is there, when it's assured of winning in the end? The Rationalist is just making the surrender more efficient.

Take one Permanent Angst Point:

Angst is the Shadow's equivalent to a wraith's Pathos. Angst reflects the strength of the corrupting voice inside your head in terms of how loud it is and how much control it has over you. Angst comes in tow types: Temporary and Permanent. The Shadow acquires Angst in several ways, including feeding its dark Passions and accumulating 10 point of Temporary Angst to gain on e Permanent Angst Trait. Angst is the fuel that your Shadow uses to work its way with you as it tries to steer you ever closer to Oblivion's embrace.

Choose 2 Dark Passions:

Dark Passions are the Shadow's goals and drives embodiment. These are usually the opposite or corrupted, self-destructive versions of the Psyche's normal Passions. For example, if you had a Passion such as Avenge my murder (Anger), your shadow's Dark Passion might be Get revenge on anyone who disagrees with me (Hate). There is a fine line between anger and hate, but if your character ever seeks excessive vengeance on another wraith, that might be enough for a test to see if you Shadow gains Temporary Angst.

Choose 2 points of Thorns:

Thorns are the tools that your Shadow uses to gain control of you or cause you to slip up and hasten your downward spiral toward Oblivion. When a Shadow has gained strength through Temporary Angst points, it can then unleash its Thrones (either through a Narrator's, your Shadowguides's or your won choice). You choose 2 "levels" of Thorns, either one Level Two Thorn or Two Level One Thorns. The Thorns are:

Level 1 Thorns:

- **Spectre Prestige** – The Shadow is respected by Specters and they will come to the aid of the wraith during Catharsis.
- **Tainted Relic (1-5)** – The Shadow has an important relic that manifests when it is in control: a weapon or some other useful item. Others in the wraith's party might realize that the Shadow is in control if this relic manifests. If the relic is destroyed or used up, it will still be able to manifest next time the Shadow is dominant.
- **Dark Allies** - The character's Shadow communicates regularly with specific Specters, and can call on them for assistance.
- **Infamy** - Similar to Memoriam, this Background represents the measure of fear and loathing the character inspires in the living. Each time the character falls into slumber, the player must make one Simple Test per level of this Thorn. Each test that she does not win or tie gives the character a Temporary Angst Trait.
- **Deafened Ear** - The character's Shadow may spend a Temporary Angst Trait to inflict total deafness on the Wraith for 15 minutes. This can be done once per session, and does not grant the Wraith immunity to Keening and other sound-based powers.
- **Mirror, Mirror** - Whenever the Wraith sees itself in a reflective surface, the Shadow can activate this Thorn. Everyone who sees the reflection sees it as horribly distorted, in whatever manner the Shadow desires. This costs nothing to activate, but repeated usage mutes the surprise and shock value this Thorn can have.
- **Nightmares** - The Shadow can inflict wracking nightmare on the Psyche. The Shadow spends a Temporary Angst Trait and engages in a Static Challenge of the Wraith's Permanent Angst against its Willpower (no Traits bid). Success means

the Shadow causes the Psyche to immediately wake from slumber without the usual benefits.

- **Shadow Face** - The Wraith can take on a completely different appearance when the Shadow takes over (should it desire to do so).

Level 2 Thorns:

- **Aura of Corruption** – There is a subtle taint to the wraith, caused by the Shadow's influence. If a wraith has this Thorn, all Social Challenges are bid a –1 Traits.
- **Shadow Traits** – You can buy one Trait, either an Attribute or an ability that the Shadow possesses. If the wraith wants to use the Trait in a test, he can choose to do so, but it gives the Shadow one point of Temporary Angst. This Trait is never used up and always gives the Shadow one Temporary Angst Trait.
- **Shadow Call** - The Shadow can use this only when the Wraith is in the Tempest or near the mouth of a Nihil. For each level of Permanent Angst the Wraith possesses, the Shadow can spend a trait of Temporary Angst and perform a Simple Test. Each win (not loss or tie) summons a Specter, the exact nature of which is decided by the Storyteller.
- **Wrack** - The Shadow can inflict shooting pain on the Psyche during a Physical Challenge. The Shadow simply spends a Temporary Angst Trait, and forces the Wraith to bid an additional Trait per level of this Thorn. A Willpower Trait can be spent to negate the use of this Thorn.

Level 3 Thorns:

- **Bad Luck** – The Shadow can spend a Temporary Angst point to cause the Psyche to enter a retest, making the previous results of the test to be discarded.
- **Trick of the Light** – This is a very, very subtle Thorn as it can alter the perceptions of the wraith in accordance with the Shadow's wishes. If the Shadow spends a Temporary Angst point and activates this Thorn, the Shadowguide can describe to the player what subtle alterations in the setting the wraith senses. Dark areas can seem to hold figures, faces can seem more menacing, red flows can appear, and the effects of this Thorn can hide suspicious movements. The change in perception lasts five minutes.
- **Death's Sigil [1-3]** - The character carries a prominent sign of Oblivion's touch: wings of choking smoke, footprints of sea water, the smell of a charnel house, and so on. Each level of Death's Sigil reduces by 1 the Wraith's effective total Social Traits for the purpose of ties and overbids. The character can spend a Willpower Trait to stifle (negate) the effects for a scene.
- **Silenced Tongue** - The Shadow can (once per session) spend a trait of Temporary Angst to render the Wraith unable to make any sound for 30 minutes. The Wraith cannot use any sound-based powers, though it can communicate by writing, gesturing, and the like. Remember that writing implements are rare in the Shadowlands.

- **Honeyed Tongue** - The Shadow can spend a Temporary Angst Trait and engage its target in a Social Challenge. If successful, the next sentence the Shadow speaks will be believed by the target (until irrefutable evidence is shown to the contrary). The Psyche can spend a Willpower Trait to negate this effect.
- **Shadow Mentor** - The Shadow can tap into the Hive-Mind to produce knowledge (*Lores*) for the Psyche. The player informs the Narrator that he wishes to gain some knowledge, and that he is making a pact with his Shadow. The narrator then determines the level of Lore required for the information, and that number is then added to the Wraith's Temporary Angst Traits. As a side effect of these frequent Pacts, each time the Psyche gains any *Lores* on its own, the player must make a Simple Test for each level learned, with a loss giving the Wraith one Temporary Angst Trait.

Level 4 Thorns:

- **Shadow play** - The Shadow can offer an additional action to the Psyche after the Wraith uses up all of its normally available actions for a turn. The Shadow decides whether to offer, the Psyche can't ask. If the Psyche agrees, it loses one, two or three Pathos Traits (win, tie or loss on a Simple Test), and gains one two or three Temporary Angst Traits (win, tie or loss on another Simple Test). The Psyche must spend a Willpower Trait in order to resist when the Shadow offers this.
- **Tainted Touch** - The Wraith becomes a psychic Typhoid Mary. When the character brushes against another's corpus (or vice versa), he must engage that individual in a Physical, Social, or Mental Challenge (whichever is his strongest category). If successful, the other character gains a Temporary Angst Trait. Willpower cannot be used to negate the effects of this Thorn, nor does this Thorn work when the character is in combat.
- **Whispers** - The Shadow can speak directly to other Shadows, without the Psyche's knowledge.

Level 5 Thorns:

- **Devil's Dare** – At the beginning of the game the shadow can write down a dare and hand it to the Psyche. This costs the shadow five temporary angst traits but the result can be worth it. If the wraith fails to complete the dare by the end of the game the Shadow gains a point of permanent angst. Dares must be reasonable; there is a world of difference between jump in a Nihil and go moon the Anacreon and sit down until his guards skewer you. An unreasonable dare costs the angst but has no compulsory effect. A narrator is the final arbitrator on the final acceptable dare.
- **Freudian Slip** – By spending Temporary Angst point, the Shadow can cause the character to take a sudden involuntary action or blurt out a single sentence of the Shadow's choosing. However, the Freudian Slip cannot cause the wraith to use

any Arcanoi. This Thorn can only be resisted by the expenditure of a Willpower Trait.

- **Shadow Life** – The Shadow lives a parallel life. Whenever the character Slumbers, the Shadow takes over and acts without the player’s knowledge. This can lead to some interesting situations for the Psyche if the Shadow wrongs or attacks people the wraith still gets the benefit of the slumber. However, a wraith currently living in his Shadowlife should be considered to be in an extended Catharsis and all Angst gains and losses should be treated as such.
- **Manifestation** - The Shadow can take on independent corporeal existence, with the same Traits as the Psyche. The Shadow must spend three Traits of Temporary Angst for every ten minutes that it wishes to maintain its manifestation

STEP 4: Last Touches - Start with 5 Pathos Traits, Choose Negative Traits or Additional Thorns or a combination of both (cannot exceed total of 5). Additional levels of Thorns can be taken in lieu of Negative Traits, but the total of Negative Traits and additional Thorn Traits cannot exceed the character's maximum of five points.

At this point, you may increase your character’s power by selecting counterbalancing flaws.

Negative Traits:

Negative Traits are Attributes that identify shortcomings in your character’s physique or personality. You may take the same Negative Trait more than once (example: If you took Violent x 5 you would be just really violent). The lists of Negative Traits are:

- **Physical** – Clumsy, Cowardly, Decrepit, Delicate, Docile, Flabby, Lamé, Lethargic, Puny, Sickly.
- **Social** – Bestial, Callous, Condescending, Dull, Naïve, Obnoxious, Paranoid, Repugnant, Shy, Tactless, Untrustworthy.
- **Mental** – Forgetful, Gullible, Ignorant, Impatient, Oblivious, Predictable, Shortsighted, Submissive, Violent, Witless.

By taking a Negative Traits, you can:

- Add a new Trait to your Attributes
- Take another Ability (no ability can be higher than 5)
- Take one more Passion or gain another Fetter. (It costs 2 negative points to purchase one Passion or one Fetter)
- Buy a level of Background for your character (1 for 1 ratio, no more than 5 in any one.)
- 2 negative points allow you to purchase 1 innate Ability in an Arcanos. (Innate Ability is the most basic ability of an Arcanos, and any wraith may learn it. You

don't need to take more Negative Traits to gain other Innate Abilities in the Arcanos you Purchase.)

- 3 Negative Traits allow the purchase of a Basic Arcanos (which does include all of the Innate Abilities of that particular Arcanos.
- You can take another Angst Trait in lieu of two Negative Traits, but you can never initially take as many or more Angst Traits than you have Willpower.

Merits and flaws: (*Oblivion did not originally include merits and flaws like the other MET games did, the Camarilla added this to ensure continuity of play between the venues. So, you will not see a spot for it on your Oblivion character sheet. Just try to fit it onto the character sheet page as best you can.*) **Wraith characters can take up to seven points of Merits and seven points of Flaws. Given here is a list of Flaws specific to the Wraith venue. With Storyteller approval Wraith characters can take Merits and Flaws from other Mind's Eye Theatre source books, as many of these are appropriate to the venue. The Merits from Prime 5.1 have been included for convenience.**

Psychological:

- **Addiction (1 - 2 Trait Flaw)**
The Restless Dead can develop a psychological addiction to a thing or even a person. If denied access to the subject of the character's addiction, she will be down one or two Traits (depending on the level of the Flaw) in all challenges until access is acquired.
- **Destiny** This Merit is not allowed for Sanctioned play.
- **Echoes of the Past (1 Trait Flaw)**
The Wraith manifests in the Skinlands in ways she can't consciously control. Often her Haunt offers some clue as to her presence, which alert mortals may notice. For 1 point, the Haunt retains a faint but distinctive scent, sound or image of something that was important to the character: her favorite lilac perfume, gentle sobbing, or images of Fetters in the corner of an observer's eye. Those in the Haunt may make a Static Mental Challenge (difficulty equal to the local Shroud rating) to notice the effect. This Flaw manifests only when the Wraith is present, though she is not embodied or otherwise present in the Skinlands, and cannot gain Memoriam from the emotions of observers.
- **Iron Will** (3 Trait Merit) This Merit gives the character a free retest when attempting to resist *Dominate* and *Dementation* (unless the vampire has Superior level), or when fending off other mind-altering magics, etc.
- **Luck/Lucky** (3 Trait Merit) The character gets one free retest per session on any non-combat challenge.
- **Natural Linguist** (2 Trait Merit) You have a remarkable grasp of any languages that you speak or write (as per your *Linguistics* Ability). You gain three bonus Traits on all challenges related to language. You may also know twice the number of languages your *Linguistics* Ability allows.

- **Quiet Heart** (4 Trait Merit) This Merit gives the character a free retest when attempting to resist *Presence* and *Fascination* (unless the user has Superior level), or when fending off other emotion-altering magics, etc.
- **Supernatural Ally** (3 Trait Merit) One or more of your Retainers that is a supernatural being (Vampire, Werewolf, Wraith, Changeling, or Mortal with Numina) perhaps even from a different venue. You must purchase your retainer separately from this Merit, but the first trait gets you a basic creature of the appropriate type. Supernatural Allies are always of the same level as those created by Member Class one characters and they never have Advanced powers. Storytellers may limit the use of your supernatural ally at any time.
- **True Faith** (7 Trait Merit) This Merit requires *High Approval*. Traits of True Faith beyond the first cost 3 Experience Points each and must receive *High Approval* before purchase.

Physical:

- **Ambidextrous** (1 Trait Merit) You are equally skilled at using either hand. You do not suffer the normal two Trait penalty for performing actions with your off hand. In addition, you do not need to have the prerequisite number of Ability levels appropriate to a weapon in order to get the advantage of using two weapons (or a shield) in combat.
- **Unbondable** This Merit is not allowed in Sanctioned Play.

Mental:

- **Ability Aptitude (1 Trait Merit)** you have a natural affinity for a particular (but not combat related) Ability. You are up two Traits on all tests directly related to that Ability only (but not with powers that would use the Ability for a retest). This bonus only applies to one specific ability for those that require a specific form or specialization (such as Crafts or Performance).
- **Concentration (1 Trait Merit)**
The character can focus her mind and shut out distractions and annoyances. She cannot take more than 2 Traits in penalties based on distractions and disorientation for a challenge.
Corporeal
- **Full of Life (2 Trait Merit)**
These Wraiths were vibrant, energetic, and full of life when alive, and this continues to serve them in death. The character has one extra Corpus level, but when her Corpus is above 10, she looks more real and alive to other Wraiths; taking a 1 Trait penalty to all efforts at concealment and disguise.
- **Malleable (2 Trait Merit)**
The Corpus of Malleable Wraiths bends and flows easier than normal. Such characters have a 2 Trait bonus on all efforts to use Moliate on themselves. Unfortunately, the same bonus applies to others' attempts to use Rend/Moliate on the character.

- **Botched Molation (1-3 Trait Flaw)**
Something went wrong in a past effort at Molation: perhaps the character goofed, or someone else really flubbed it. Take a 1 Trait penalty to Social Challenges for each level of this flaw.
- **Distinctive Appearance (1 Trait Flaw)**
Something about the Wraith stands out and stays in others' minds, like a strange hairstyle, a prominent tattoo, or differently colored eyes. This can be concealed with Molate, but it always comes back each evening.
- **Rotting (2 Trait Flaw)**
In life, the character thought of the dead as rotting, festering things from horrible nightmares. That image now marks her own Corpus. Muscle and tissue show through ragged holes in her flesh, giving a 3 Trait penalty to Social Challenges where appearance might play a part. If Embodied, the character actually gets some benefit from it; mortals who see her are affected by the Fog as if they had 2 less Willpower than they actually do.
- **Fragile Corpus (3 Trait Flaw)**
The character just doesn't hang together very well. She loses 2 Corpus rather than the usual 1 when dis-corporating. If she loses more than four Corpus levels in any single blow, she must make a Static Willpower Challenge, difficulty 5, to avoid being dragged into a Harrowing.
Social Ties
- **Heretic Boon (1-3 Trait Merit)**
The members of a Heretic cult owe the character a favor for aid rendered. The higher the level, the more significant and lasting the favor. For 1 point she can enter a meeting of the group, while for 3 points she could get access to some of the group's resources. Arrange the details with your Storyteller, and make sure you agree on the limits of the boon.
- **Hierarchy Boon (1-4 Trait Merit)**
The members of one of the Legions or Hierarchy administration owe the character a favor for aid rendered. The higher the level, the more significant and lasting the favor. For 1 point she can enter a meeting of the group, while for 3 points she could get access to some of the group's resources. Arrange the details with your Storyteller, and make sure you agree on the limits of the boon.
- **Renegade Boon (1-3 Trait Merit)**
The members of a Renegade faction owe the character a favor for aid rendered. The higher the level, the more significant and lasting the favor. For 1 point she can enter a meeting of the group, while for 3 points she could get access to some of the group's resources. Arrange the details with your Storyteller, and make sure you agree on the limits of the boon.
- **Reputation (2 Trait Merit)**
Some Wraiths enjoy a good reputation among the Hierarchy, Heretics or Renegades. This might come from the character's own actions or as a result of a mentor. She is able to interact with Wraiths of the appropriate group as though she had an additional Status Trait with that group. This doesn't actually give an additional Status Trait to bid or spend. This Merit may not be taken multiple times

unless each Reputation applies to a different group (Hierarchy, Heretics or Renegades).

- **Mortal Companion (2 Trait Merit)**
The Wraith maintains close ties with a particular mortal, either one of her Fetters or just a chance friendship. The mortal must have some way of interacting with the character; perhaps he's a medium, or a parapsychologist. In most cases the Wraith will want to be attuned to him, though this must be done in play. Enemies who find out about this companion can use him against the character, of course.
- **Twisted Apprenticeship (1 Trait Flaw)**
The character's Reaper taught her all the wrong things about Wraith society. Her misconceptions will often get her into trouble.
- **Notoriety (3 Trait Flaw)**
The character has a bad reputation among her peers, whichever faction that is. She takes a 2 Trait penalty to all Social Challenges involving those wraiths that've heard of her.
Supernatural
- **Tomb (1-2 Trait Merit).**
The character was buried with a relic or memorabilia. For 1 point, she has a variety of small personal items as relics; for 2 points she has a substantial array of furnishings and goods.
- **Unknown Fetter (2 Trait Merit)**
The Wraith has an additional Fetter, but doesn't know where or what it is. The Storyteller decides the nature of this Fetter, based on the Wraith's history. The character must identify the nature of the connection before she can locate the specific person, place or thing. Lifeweb can locate it, but Fatalism will not reveal the connection.
- **Cold (2 Trait Merit)**
The Corpus of Wraiths with this Merit is very cold. Mortals who pass near feel a distinct chill. This is one of the class Para-psychological manifestations of Haunting, and makes it easy for the character to get mortals' attention...whether she wants to or not.
- **Bright (4 Trait Merit)**
Emotions of the character have a particular quality that makes it easy to cross the Shroud. She gets a 1 Trait bonus to all challenges involving piercing the Shroud. Unfortunately, mortals seeking Wraiths tend to find her first.
- **Weak Shadow (4 Trait Merit)**
The Psyche gets a 2 Trait bonus to efforts at resisting the Shadow.
- **Damned (1 Trait Flaw)**
The Wraith believes that she missed her chance at salvation. Every minute she spends in a site dedicated to her old religion drains a point of Willpower; if she touches a religious artifact of her old religion, she immediately loses a point of Corpus from the burning agony.
- **Improperly Buried (1 Trait Flaw)**
Whatever the Wraith's beliefs say shouldn't be done for the dead, she got. Perhaps she was turned facedown in her coffin, or buried on unconsecrated ground, or died without last rites. In any case, you must choose the character's corpse as a

Fetter, but she cannot regain Pathos or get other bonuses from it. All actions involving the corpse incur a 1 Trait penalty. What's wrong can be fixed over time, but it's the Storyteller's discretion how difficult this should be.

- **Time Cycle (1-5 Trait Flaw)**
At certain times it's much harder for the Wraith to act across the Shroud. The time might be some hours of the day, some days of the week, or some phases of the Moon; work out the details with your Storyteller, along with a reason for the obstruction to exist. The character takes a 1 Trait penalty during the affected times per level of this Flaw. Add 1 point to the value of the flaw if the obstruction applies to days of the week. Add 2 if it applies to hours of the day.
- **Echoes (2-5 Trait Flaw)**
The character is vulnerable to old wives' tales about handling ghosts. Salt keeps her from crossing a threshold, animals detect her presence, she cannot cross running water, skeptical disbelief repels her, and so on. Wherever the character goes, she leaves an ectoplasmic residue, and her sounds can be taped with mundane recording devices. Review ghost stories and para-psychological accounts for details of the effects of this Flaw. The cost depends on how severe the limitations are; for the purposes of challenges, take a 1 Trait penalty to affected tests per point of Flaw.
- **Bound (3 Trait Flaw)**
The Wraith is bound, and cannot move more than a hundred feet from a particular spot. She must take the location as a Fetter, and can leave it once the Fetter is resolved. This imposes a very severe limitation on the character, and your Storyteller may simply rule that it doesn't fit the chronicle.
- **Disembodied Shadow (3 Trait Flaw)**
The character's Shadow manifests in a form only she can see, generally that of a small animal. She can talk with it, but she must speak out loud to do so. The Shadow has 1 Physical Trait with which it can move small objects.

Your storyteller must approve all background purchases. Players must have a reasonable explanation for all their character's Backgrounds. The backgrounds from Prime 5.1 have not been included because – “*The following backgrounds are from Laws of the Night and are appropriate for all characters, except for Wraiths and Specters. Please consult Laws of the Night pages 93 to 105 for details and note the following changes.*”

The Backgrounds are:

- **Artifact** – (*Level four Artifacts require Domain Storyteller approval, and level five require Regional Storyteller approval.*) Commonly fueled by Pathos, Artifacts have certain functions or powers that aid the wraiths who carry them. Artifacts are highly valuable, and greedily sought after by the vast majority of wraiths. Any Restless who chooses the Artifact Background must create (in conjunction with the Storyteller) a story explaining reasonably where and how she obtained the Artifact, and how she managed to hang onto it. Characters who take

this Background can purchase it more than once with each purchase representing one Artifact of the appropriate level. Conversely, multiple points spent on Artifacts can instead grant a character a more valuable and potent item.

- 1) A seemingly insignificant Artifact, such as soulforged jewelry or some oboli (wraith money).
- 2) A minor Artifact, such as a Moliated Torch or a soulsteel mask.
- 3) An Artifact of some purpose, like a sword of Stygian steel. Others include armor, homing beacons for travel in the Tempest, and Nihil in a bottle.
- 4) A major and useful Artifact, which the Hierarchy would dearly love to possess. Examples include a gun that doesn't need relic bullets, nets for fishing relics out of the Tempest and the like.
- 5) The most useful and powerful of objects, the envy of all other wraiths. Charon's sickle and mask, the raft of a Ferryman and other such objects of power qualify as level five Artifacts.

These generally require Pathos expenditure to power them for a scene, the cost of which is equal to the Background rating of the Artifact.

- **Eidolon** – *(A character cannot have a rating higher than five in Eidolon. Characters with five levels of Eidolon are candidates for Transcendence.)* Just as a wraith's Shadow is her baser self, her Eidolon is her higher self. However, while all Shadows have voices, most wraiths' Eidolons are mute. They exist as a simple urge toward goodness, if at all. Some wraith's, however, have stronger moral senses than the average. The Eidolon of such a wraith, while never achieving the terrible strength of the Shadow, can directly impact matters and foil the Shadows' machinations. Each Trait in Eidolon can be spent once per game to foil the stratagem of a wraith's Shadow. This does not mean retest; it means that the Shadow has been decisively defeated for the moment, and cannot act again for another hour. On the other hand, once an Eidolon Trait is used, it is gone for the duration of the game.
- **Haunt** - There are some places in the Skinlands where for some reason the Shroud is not as strong as it should be. Whether the place is old and spooky or actually haunted, Wraiths in that place find it easier to cross the Shroud or use Arcanoi. A circle of Wraiths can create a Haunt by crossing the Shroud repeatedly and using their Arcanoi to suspend the disbelief of the Quick (usually by scaring them), but this takes many years of time. Most Haunts are found by a lucky few, taken over by an ambitious circle, or given to a Wraith by one of the factions.

0) You're homeless, and have only your Fetters for refuge.

1) It's so small you have to sleep standing up

2) It's not too fancy, but at least you have room to breathe. Too bad you can't do that any more. (A small studio)

3) You finally have room for some guests. (An apartment or a tiny house)

4) You're living in luxury (or as close to it as you can get in the Shadowlands), or you have an unusual or fortified Haunt. (A large house or mobile home)

5) Your Haunt's in Deader Homes and Gardens. (A mansion)

Each rating of Haunt lowers the Shroud rating in the area by one. For example, if the Shroud rating would normally be eight, a second level Haunt would lower it to six. While performing Arcanoi in the Haunt, a Wraith gets one free retest per Haunt rating. These retests can only be performed once per session. While anyone may receive the benefits of the lowered Shroud rating, the Haunt's owner can only use the retests. A circle of Wraiths can share the benefits of a Haunt, but they must put in enough Background Traits to make the Haunt rating equal to three or higher. They must also provide ample background justification for it. While anyone in the Haunt can share the lowered Shroud rating, only those who put background points into it can share the free retests for Arcanoi. In this case, the number of retests for Arcanoi for any particular character is the number of Background points that character invested, plus one. If a player character donated Background Traits to Haunt and is destroyed or otherwise is put out of the game, then the Haunt rating is made of the background points of the remaining Player Characters. If the new Haunt rating or number of remaining circle members is less than three, then the circle will not receive free retests for Arcanoi until the situation is remedied. Regardless of the combined rating of the Haunt, the shroud can never be lowered more than five levels with this Background. Domain Storyteller approval is required for Haunts rated at four or higher.

- **Legacy** - People dedicate their lives to leaving something behind to mark their existence after they're dead and gone. A Legacy is not the memories that people have about a Wraith (see Memorandum) or things that represent their ties to the Skinlands (see Fetters), but rather it is a measure of the accomplishments that they have left behind. A Wraith's Legacy can be just about anything such as a work of art, a term of slang, or a scientific formula.

- 1) Somebody printed a poem you wrote in an obscure journal
- 2) They still have your paintings in an art gallery
- 3) You helped found a charity
- 4) You drafted important laws during your tenure at public office
- 5) You started the disco craze

Once per story a Wraith can travel to the site of her legacy (or some representation of it) and engage in a Simple Test for each level of the Legacy. Each success (win only) heals a normal wound instantly, or an aggravated wound (with an additional half an hour spent at the legacy). For example, a Wraith with a Legacy of two makes two Simple Tests, but wins only one. In this case, the Wraith can only heal one wound in that one sitting at their Legacy. A Wraith can only use a Legacy for himself; he can't use the Legacy to heal others. Wraiths cannot combine Legacies like Haunts, nor can a Wraith have a Legacy rated four or higher without Domain Storyteller approval.

- **Memoriam** – The power of the memories of the living can be intense indeed, strong enough to feed the appetites of the dead. Memoriam is a measure of how well the living world remembers a particular wraith, and how much strength he can draw from that. During gameplay Memoriam is useless, but at the start of each evening’s gameplay, wraiths with Memoriam make a Static Test for each Memoriam Trait they possess. Memoriam traits cannot be bid.
- **Relics** - Relics are the ghosts of items that somehow crossed over to the Shadowlands after their destruction, or items so loved by their owners that they crossed over after their owners died. Unlike Artifacts, Relics have no special powers; they’re just useful in and of themselves.
 - 1) Something useless but with sentimental value (A wedding ring)
 - 2) Something you might trade or find some use (A pair of sunglasses)
 - 3) Something useful, but simple (A knife)
 - 4) Something with moving parts (A gun)
 - 5) Something powerful or really useful (A car)

Complex Relics (or Relics with moving parts) require a Pathos Trait to power them for a scene. It should be noted that some relics need more than Pathos to work (example, relic guns need relic bullets).

- **Status** – (*Characters no longer receive free Status Traits based on their Power Class. This does not remove status from characters already in play before the release of this revision.*) Status is more of recognition of authority than anything else. It does not, however, measure actual worth or achievement. Many in the bureaucracies of the Underworld, just as in the Skinlands, have done little to deserve the power they have. However, whether Status is earned or not is irrelevant; wraiths who have it can use it in a variety of ways. A wraith can purchase status in any of the 3 major factions of the Underworld: Hierarchy, Heretics or Renegades. This indicates the wraith’s initial affiliation. It is possible for a wraith to have Status in multiple factions – perhaps the wraith is a spy, or has been serving as an emissary – but not common. The more Status a wraith has within a group, the more respected she wields in that organization, and the more favors she can call in. With Status also come duty and responsibility, and wraiths with high Status find themselves responsible for decisions, which affect the existences of many lesser Restless. The Status Background is obtained by taking Negative Traits at a ratio of one Trait per one level of Status. Storytellers will sometimes hand out extra Status or increase a type of Status Trait’s cost, depending upon the needs of the chronicle.

No. of Traits	Benefit
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- 1) Get a restraining order against a character from a higher-up, Call for and receive basic help from fellow faction members

- 2) Order around recent inductees into the faction (within reason), Acquire basic equipment from other faction members
- 3) Obtain financial resources or useful relics from the faction, Lead faction members into conflict or in negotiations, Have Authority to cut deals with other factions and make them stick.
- 4) Lead large numbers of co-factionists, Obtain Artifacts, weapons and powerful relics from the faction, Temporarily reduce others' Status within the faction
- 5) Temporarily bar others from the faction, Obtain potent Artifacts from the faction (on loan), Plan and implement strategy for the faction, Call on faction members with lesser Status and have them respond.

Status Traits are not usually bid, though they can be used in Intimidation or similar Challenges. Losing a challenge where a Status Trait has been bid causes a temporary loss of face, and the Status Trait Bid is lost until the next game (at which time it returns).

In **Oblivion**, Status is primarily a roleplaying tool. Saying, "I've got three Hierarchy Status Traits," when arguing with someone over where to send the Legionnaires is another way of saying, "I have authority in this situation; do you?" At Storyteller discretion, Status Traits used in this matter are considered to be gone temporarily and are regained at the rate of one per night of play. By using Status in this manner, the wraith is considered to have called in her favors, bullied her underlings, pulled her strings, and temporarily exhausted some or all of her resources.

- **Guild Status** – *(Domain Storyteller approval is needed to gain or purchase Guild Status, which may only be acquired with Free Traits or earned in game. Membership in a Guild is quite uncommon, and players should be encouraged to avoid it at character creation.)* There is yet another kind of Status that wraiths can obtain: Status within the shadowy organizations called the Guilds. Guild Status can be purchased during character creation for two Negative Traits per level. To belong to a Guild is to belong to an illegal organization, and the Guilds take their secrecy very seriously. Guild Status is harder to obtain than regular Status, and the benefits of being in a Guild are not necessarily as tangible as those that come with belonging to, say, the Hierarchy. Guild Status Traits can be used to, among other things:

No. of Traits

Benefit

- 1) Learn Guild signs with which members of the Guild identify themselves to others.
- 2) Receive help with or tutoring in an Arcanos (a.k.a. apprenticeship)
- 3) Receive financial assistance or relics from fellow Guild members.
- 4) Be granted sanctuary at a Guild-owned Haunt.

- 5) Acquire the physical assistance of other Guild members, or get an apprentice.

Guild Status can also be used for a variety of other things at Storyteller discretion. Membership in the Guilds stretches across factional lines, and being able to identify oneself as a Guild member can be helpful in staving off many conflicts. Guild Status is Guild-Specific. Status in the Artificers' Guild does not carry over to the Pardoners' Guild, and so on. It is extremely uncommon for a wraith to have Status in more than one Guild.

STEP 5: Camarilla Membership Class Enhancements - Multiply your Member Class by five to find the number of starting Experience Points you may add to your characters, then check the chart below to see what Power Classes you can play. Backgrounds can also be purchased with starting Experience Points.

Member Class	Character's Power Class	Attribute Maximum	Starting Willpower	Maximum Willpower
1+	Wraith 1	10	1	5
4+	Wraith 2	11	2	6
6+	Wraith 3	12	3	7
8+	Wraith 4	14	4	8
10+	Wraith 5	16	5	9
12+	Wraith 6	18	6	10

Wraiths have a maximum of five Traits in any single Ability.

STEP 6: Spark of Death

There are other aspects of a character that should be detailed. These flourishes are not necessarily important in terms of the game, but are vital with regard to roleplaying. In many cases, these “sparks” are provided for you, or at least suggested to you, by the Storyteller. Your character needs to be woven into the story, and these “sparks” allow the Storyteller to do just that.

- **Backgrounds** – You need to create a background for your character, describing his life before dying and becoming a wraith: what he did, how he lived and what was unique about him. This background may describe what your character did for a living, how he saw himself and what others thought of him. Indeed, many wraiths find it difficult to abandon their concepts of themselves as living beings, and cling to trappings of their former lives in their perception of themselves and their dress. Their past remains with them forever.

Regardless of when you died, whether it was centuries ago during the Age of Reason or last Thursday, you have spent 30 years or less as a “free” wraith.

If you are over 30 years dead as a wraith, you need a reason, such as a being finally released from sheltered servitude, Thralldom to one of the three major factions, or some other reason of which a Storyteller approves.

- **Secrets** – Each character has secrets of some sort, things that she doesn't want others to discover. One secret that almost all wraiths possess is the location to their personal haunts' who need Reapers poking around while you're Slumbering? The Storyteller is likely to give you a number of secrets that you need to protect over the course of the chronicle.
- **Motivations** – What is your purpose? What motivates you on a day-to-day, night-to-night basis? Describe your motivations in as much detail as possible; ask the storyteller for help if you can't think of anything. Unless you are an experienced player, it's likely that the Storyteller will provide you with a motivation or two at the start of the chronicle.
- **Appearance** – Props and costumes will help others understand, or at least recognize, your character at a glance. You need not only to act like your character, but look like him as well. Your character's appearance makes his Physical (and many Social) Traits visible to other players.

A wraith's appearance is constructed from his perception of himself. This means that many Restless look similar, but not identical, to the ways they did when they were among the living. Wraiths often appear in clothing more appropriate to the year in which they died than the current one. Some wraith's appearances have changed dramatically from their living visages, whether through the effects of Moliate or merely their own self-perception. If your character is a wraith of this sort, you will need to find a way to let others know that your character's appearance is different than theirs.

- **Equipment** – Your character is likely to begin the game with equipment of one sort or another. Ask a Narrator for more details on your personal possessions, known in the Underworld as relics. Relics are the memories of items that have been either destroyed or damaged to the point that they can never be fixed. Through synchronicity or wraithly manipulation, some of these have crossed the Shroud to become relics. The assortment of relics available is somewhat haphazard. There are many relic guns, but relic bullets are scarce. Relic cars abound, but few work.

You can choose relics appropriate to your character's background, checking with the Storyteller to see if what you choose is appropriate to the chronicle. Relic teddy bears, locket and the like should be all right regardless of circumstances; relic antitank weapons are usually not.

Items created in the Underworld and Relics imbued with special abilities are called Artifacts. Artifacts are not considered normal equipment for characters no matter what, as they must be purchased during character creation.

- **Quirks** – By giving your character quirks (interesting personality characteristics), you add a great deal of depth and interest to her. Write a few sentences on the back of your character sheet about the strange and interesting things that define your character. Examples of quirks include a morbid sense of humor, an obsession for collecting lost relic single socks, or a habit of grunting when

answering yes to a question. These little touches are a great way to personalize your wraith, and to make her come “alive” to you (so to speak).