

Spectres

Spectre Powers	2
Chill:	2
Flicker:.....	2
Flit:	2
Hive Mind:.....	2
Immolate:.....	2
Manifest:	2
Rend:.....	3
Virus:	3
Carapace:	3
Claws:	3
Envelop:.....	3
Maw:.....	3
Tentacles:.....	3
Spectre Breeds.....	4
Chupacabra	4
Friendly Angels.....	5
Lost Boys	6
Clappers	7
Frighteners	8
Fetches	9
Reapers	10
Jasons.....	11
E-Demon.....	12
Spectre Hounds	13
Gatherers.....	14
Ribbon Cutters	15
Lurkers.....	16
Sentinels.....	16
Hive Inhabitants	17
Chitters.....	17
Spreaders	17
Hawgs	18
Special Character Spectres	19
Valentino	19
Ezekiel, Spectral Serial Killer	19
Dr. Lionel Squib / Malevoy	20

Spectre Powers

CHILL:

This Horror allows a Spectre to generate an intense psychic cold in an area equal in yards to its Resolve + Composure. For each Spite tapped, this cold deals one health level of bashing damage to everyone in that area, alive or dead.

FLICKER:

This power allows the Spectre to skip its form off the so-called Shroud, in a clumsy approximation of a Wisp's Storm-Wending. Though it does not permit for the long-range teleportation the Shade Horror does, it does make the Spectre hard to hit in combat; the creature appears and disappears at odd intervals and vibrates violently from the friction of contact with the Shroud when it is visible. Each Spite tapped by the Spectre adds one to defense for the duration of a single scene. This defense is also applicable to ranged attacks. The Spectre's attacks are unaffected.

FLIT:

Flit enables a Spectre to defy gravity in several ways. Tapping a **single point of Spite** allows it to treat any direction as if it was down; thus, it can walk up walls or across ceilings. Tapping **two Spite** allows the Spectre to leap as much as (Strength x 3) yards in length. Tapping **three Spite** permits a Spectre to glide from any height safely, though it may not gain altitude. Tapping **four Spite** lets a Spectre float stationary in midair at any height. **Five Spite** enables true flight at a maximum speed of (Spite) yards per turn. The Horror lasts for a scene, and a Spectre using it has access to all the abilities equal to or beneath what it paid for that period.

HIVE MIND:

All Spectres are part of an extended group consciousness that allows them to communicate telepathically with others of their kind. Automatically, Spectres can send out a distress call to all other Spectres in the area or communicate telepathically with one another. For **two Spite**, a Spectre may sift through the Spectral hive-mind in search of a specific piece of information unknown to it. With **three Spite**, a Spectre may access a Horror previously unknown to it and use it for a number of turns equal to its Resolve + Composure (normal Spite costs apply to the use of this Horror). Tapping **four Spite** allows for direct mind-to-mind communication with the source of the hive-mind itself, calling in reinforcements from "elsewhere." Needless to say, a Spectre attempts such communication only when it is absolutely necessary.

IMMOLATE:

This power, in many respects, acts like a Spite-fueled version of Witch's Nimbus. The main differences are that Immolate offers only fire-based effects, it may not be used at range and it inflicts (tapped Spite) lethal damage. The Horror's effects last for a scene.

Note that Stealth rolls made against those pesky Orpheus projectors are at two greater difficulty.

MANIFEST:

This Horror is exceedingly rare among Spectres, allowing them to manifest to the living in a manner similar to, but much more limited than, the way Shades may. For a **two Spite** tap, a Spectre with Manifest appears only as an indistinct image in the peripheral vision of those present. With **three Spite**, it appears as a terrifying apparition lacking physical substance, but capable of limited speech (usually limited to short expressions like "Swallow your soul!"). Tapping **four Spite** allows the Spectre to interact with the living as if it were alive. Regardless of the amount of Spite tapped, however, each of these manifestations lasts only a single scene.

REND:

The Spectre with this Horror can step “out of this world,” into a parallel domain called the Shadowlands. By tapping a little **Spite**, Rend allows the Spectre to haunt ghosts, looking in on their activities and even communicating with them while remaining unseen and untouchable. At the highest level, it lets that same Spectre appear “from nowhere” to wreak havoc, then vanish as suddenly as it arrived. By tapping **one Spite**, a Spectre can peer through the Shroud to see what is occurring in the living land beyond. A **second Spite** tap allows the Spectre to hear what is happening there as well. Tapping **three Spite** lets the Specters’ voice or hive-mind telepathy pass across the Shroud, allowing for communication. A **Spite four** tap breaches the Shroud, allowing the Spectre to reach across and take things, though attacking would be impractical. Tapping **five Spite** pierces the Stormwall, allowing the Spectre to either enter or leave the shadowy land beyond it.

VIRUS:

Almost as rare as Manifest, this Horror allows a Spectre to virtually overwrite itself onto the spirit of a low-Vitality ghost. Tapping **one Spite** enables the Spectre to see through the eyes of any ghost whose maximum Vitality is three or less for a scene. A **second Spite** tapped gives the Spectre the ability to hear what is being said as well. For **three Spite**, a Spectre may manifest within a max-Vitality one ghost, overwriting the spirit’s body and destroying said ghost in the process. **Four Spite** allows the same effect on a max-Vitality two ghost, while **five Spite** carries the effect to a max-Vitality three ghost. This Horror has no effect on projectors.

CARAPACE:

The Spectre possesses some form of natural armor, allowing it to better soak damage. Different breeds of Spectre have differing degrees of armored protection. A Spectre’s carapace may come in a variety of forms, anything from insect chitin to burnished steel skin.

CLAWS:

The Spectre’s hands end in wicked talons designed for rending gauze (or, in rare instances, flesh when used in conjunction with Manifest) and tearing apart foes. A Spectre typically deals **1L** damage with these natural weapons, though some possess longer, more deadly claws that inflict even greater punishment in hand-to-hand combat. There are myriad types of claws that different Spectre breeds possess, such as hypodermic syringes for fingers, obsidian nails and steel hooks for hands.

ENVELOP:

The Spectre may enfold its foes within its body, holding them fast. To use this power, a Spectre must successfully grapple its target. The following turn, the Spectre’s form wraps itself around the target, immobilizing her. Unless the Spectre is destroyed; the spook remains trapped, usually until carried elsewhere. This power may take many forms. Some Spectres consist entirely of flayed skin and wrap their bloody hide around their victim. Others are protoplasmic monstrosities that envelop other spooks like an amoeba. Some Spectres even serve as crude transports for their fellows, holding them within their bodies until the time is right, releasing their deadly cargo onto an unsuspecting crucible.

MAW:

The Spectre’s mouth is a gaping maw of teeth capable of tearing loose large chunks of gauze with every bite. Each bite deals **2L** damage to opponents in close combat. Maw types vary among breeds. Some may possess sharklike jaws of bone-crushing power. Others may have forearms covered in tiny mouths full of rusty razor blades for teeth.

TENTACLES:

In addition to its regular attacks, a Spectre possessing tentacles receives an extra grapple attack each turn. Sometimes, these tentacles are barbed, inflicting **1L** damage each turn an opponent remains held. Usually, however, they merely immobilize their target.

Spectre Breeds

CHUPACABRA

These Spectres were never human and usually serve their stronger, more intelligent brethren. It is also possible, however, that mysterious antagonist #1 uses them as personal enforcers or assigns them to certain NextWorld operatives like Daniel Ngbee. In this role, Chupacabras serve as bodyguards, enforcers, trackers and executioners. The death or destruction of a Chupacabra's "master" sends the beast on an insane rampage until someone destroys it. A Chupacabra can possess several animals, up to 100 pounds per point of Willpower expended. When controlling more than one creature, the Chupacabra sees through and controls any member of the swarm but possesses only one creature (usually the biggest, nastiest member) called a "Mother Beast." Only the death of the "Mother Beast" drives a Chupacabra from the swarm, ending its control.



Attributes:	Strength 5	Dexterity 4	Stamina 4
	Presence 1	Manipulation 1	Composure 3
	Intelligence 1	Wits 3	Resolve 3
Skills:	Athletics 3, Brawl 2, Stealth 4, Survival 4		
Willpower:	6		
Spite:	5		
Initiative:	7		
Defense:	4		
Speed:	4		
Offensive Abilities:	Carapace (3/3), Claws, Hive-Mind, Maw, Possession (functions as Puppetry, but only affects animals). When embodied: Juggernaut.		

FRIENDLY ANGELS

Friendly Angels act as procurers and harvesters. Conduits for a twisted, Spectral love, Friendly Angels transmit that affection to those Spectres whose desperate need for love turned them into Spectres in the first place — Lost Boys. Each Friendly Angel develops its own hunting territory, usually a small town of less than 100,000 people or a placid suburb of a major city. Full infestation consists of the Angel establishing a lair in an inaccessible location (sewers, garbage dumps, etc.) and observing the emotional makeup of the area's residents unseen. The Angel uses its shapeshifting powers to comfort vulnerable children, winning their confidence and eventually leading them to gruesome deaths that turn them into Lost Boys.

This Spectre's true appearance is a faceless, lumpy humanoid figure with flesh that melts and shifts like wax. Its power of illusion only allows it to tap into a person's thoughts and bring forth the victim's terror and fears. Most often, these images are of what frightened the target as a child, and the illusion reinvigorates that child-like dread. Roll the Spectre's Manipulation + Empathy against the target's Resolve + Composure.

Each success drains away a point of Willpower; the horrors inflicted by the illusions are the legacy of nightmares. Once the target's Willpower hits 0, he gains a derangement. The Spectre usually lets the victim recoup some Willpower before attacking again and afflicting him with another, then another, derangement. Thus begins the community's spiral into madness.



Attributes: Strength 2 Dexterity 2 Stamina 3
Presence 5 Manipulation 5 Composure 3
Intelligence 4 Wits 3 Resolve 3

Skills: Empathy 5, Subterfuge 4, Stealth 4

Willpower: 6

Spite: 6

Initiative: 5

Defense: 2

Speed: 4

Offensive Abilities: Illusions, Manifest, Shape-Shift (this allows the Spectre to change its appearance; treat each new offensive/defensive ability as a Stain; A friendly Angel can use this while manifesting), Unearthly Repose

LOST BOYS

Named for characters from J. M. Barrie's Peter Pan, the Lost Boys are Spectres that, in life, were children who died as a result of their parents' criminal neglect. By the time these kids pass on, they are so beaten down by life that it is only a short fall to Spectredom. Lost Boys bear the signs of their neglect, their want etched into their forms. Each Lost Boy is just skin and bones — a veritable walking skeleton — with a distended belly more appropriate of a UNICEF ad than stalking the streets of America's largest cities.

The creatures may be recognized as something other than a normal ghost by certain inhuman features.

The first are their unnaturally huge dark eyes. Soulful and sad, they speak volumes of the creatures' needs, which (unsatisfied in life) are twisted in death. Other such features relate to satisfying those horrible needs — the Lost Boys' mouths are so wide when opened as to practically bisect their heads, and within that gaping maw are dozens of razor-sharp, sharklike teeth and the denticled, rasping tongue of a lamprey, which may ensnare prey up to a couple of yards away. Prey so caught is dragged into the Spectre's hungry jaws and devoured, though this does little to satisfy the gnawing hunger these creatures always feel.

Lost Boys are eternally hungry and scavengers of the dead that prey on the adults these Spectres recognize as having betrayed them in life. Though, by Spectre standards, the Lost Boys are individually weak, they typically travel in packs of five to 15, allowing them to challenge even more powerful prey — prey such as Orpheus crucibles.



Attributes:	Strength 1	Dexterity 3	Stamina 2
	Presence 1	Manipulation 3	Composure 1
	Intelligence 3	Wits 3	Resolve 2
Skills:	Athletics 2, Brawl 3, Occult 3, Stealth 4, Streetwise 2, Survival 2		
Willpower:	3		
Spite:	6		
Initiative:	4		
Defense:	3		
Speed:	5		
Offensive Abilities:	Flit, Hive-Mind, Maw, Tentacle (barbed)		

CLAPPERS

The Orpheus Group encountered the Clappers only twice and did not learn much on either occasion. These Spectres do not possess a human form. A Clapper looks like two huge, clawed hands joined at the wrists, flying on bat-like wings. (These wings are just a bit of visual color for using Flit.)

Clappers swoop down to grab victims and carry them away. A Clapper can squeeze and gouge at a victim even while it gains altitude. If a victim seems too tough or too formidable, the Clapper simply drops him. Clappers are not very powerful, though. Both times Orpheus encountered Clappers, the creatures served as minions and transportation for more powerful Spectres. Several Clappers come to the crucible's city to participate in the massacre. They stay in town afterward. They cannot speak, but may clap their hands to show impatience or excitement.



Attributes:	Strength 3	Dexterity 4	Stamina 3
	Presence 1	Manipulation 1	Composure 2
	Intelligence 2	Wits 2	Resolve 2
Skills:	Athletics 2, Brawl 4, Stealth 4, Survival 2		
Willpower:	4		
Spite:	8		
Initiative:	6		
Defense:	2		
Speed:	18		
Offensive Abilities:	Claws 1L , Flit, Hive-Mind		

FRIGHTENERS

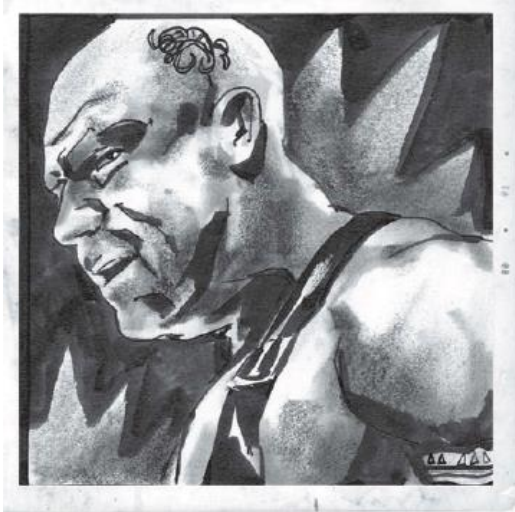
A Frightener is a Spectre who comes into being as a result of a death so violent that it immediately drives that individual into Spectrehood. Such individuals are consumed with impotent rage at the manner of their deaths, and spend the remainder of their existence wreaking bloody vengeance for their condition on all they meet. Frighteners are impossible to mistake for any other Spectre breed and invariably bear the marks of whatever killed them. A Frightener who died in a house fire appears smoking and charred, while one mauled to death by a bear forever evinces the bloody proof of that attack. Interestingly, psychologically speaking, a Frightener's method of attack also relates to its manner of death. Therefore, the Frightener who perished in a fire might possess the Immolate Horror, while the victim of the bear attack might have terrible claws and an enormous fanged maw. There are few Spectral foes as implacable as a Frightener. Once committed to someone or something's destruction, a Frightener will not stop before achieving that goal. They never flee... they must either be avoided or destroyed.



Attributes:	Strength 4	Dexterity 3	Stamina 3
	Presence 2	Manipulation 2	Composure 2
	Intelligence 1	Wits 3	Resolve 2
Skills:	Athletics 3, Brawl 4, Intimidation 4, Weaponry 3		
Willpower:	4		
Spite:	7		
Initiative:	5		
Defense:	3		
Speed:	10		
Offensive Abilities:	Hive-Mind, Immolate, Manifest		

FETCHES

Operating as hounds, Fetches hunt down powerful ghosts and projectors who either have or might conceivably one day interfere with the Spectres. Whenever a spook expends a large amount of Vitality, thereby warranting Spectral intervention, it is almost always a Fetch who tracks down and dispatches the offender. Given their tendency to use Flicker almost constantly, their true form is seldom if ever glimpsed; still, Fetches are distinctly inhuman in appearance. They almost look like hairless anthropomorphized dogs or wolves, with humanoid bodies and canine skulls. Unlike Lost Boys or Frighteners, Fetches were never human and, thus, bear no human frailties. Their origins remain a mystery, though Orpheus believes they may be animal ghosts turned Spectres. They exist only to perform their one job, and they perform that job admirably. Though Reapers have successfully killed more Orpheus agents at a time, Fetches hold the record for most dispatched overall.



Attributes:	Strength 2	Dexterity 3	Stamina 4
	Presence 4	Manipulation 4	Composure 2
	Intelligence 3	Wits 3	Resolve 3
Skills:	Athletics 2, Brawl 2, Occult 3, Stealth 4, Streetwise 2, Socialize 2, Expression 2, Investigation 3, Subterfuge 4		
Willpower:	5		
Spite:	8		
Initiative:	5		
Defense:	3		
Speed:	7		
Offensive Abilities:	Flicker, Hive-Mind, Claws 2L , Virus		

REAPERS

Reapers are the most powerful type of Spectre encountered thus far by Orpheus Group agents; they seemingly operate as assassins, and as such, they are combatants of both subtlety and brutal efficiency.

These Spectres eliminate ghostly threats to other Spectres and do so in the most effective manner possible.

They bear the countenance of the so-called “Grim Reaper,” a personification of death popular since the Middle Ages, serving as walking symbols of the fear of death that most beings, both living and spook, share.

Each Reaper stands nearly seven feet tall, with jet-black eyes and glossy-black chitinous skin that features ivory patches on the face and hands. Reapers wear tattered black cloaks soaked in the gauze of countless dispatched spooks, and bedecked with lengths of rusted chains that occasionally seem to move with a will of their own. In their hands, the Reapers bear the tool of their trade — a terrible, sharp scythe with a shining blade over three and a half feet long.

Although Orpheus researchers believe Reapers were never human, these Spectres possess an alien intelligence different from, yet greater than, that of the average man. They employ this in service of Spectres and often surprise crucibles used to the stunted, linear thinking of Frighteners and their ilk. They know how best to use their arsenal of Spectral abilities and always manage their Spite wisely in combat.

Though the Reapers serve some nihilistic agenda, they are not so quick to hurl themselves into selfdestructive acts as other Spectres do. They understand their self-worth and the importance of their mission.

Only when the latter outweighs the former will a Reaper sacrifice itself rather than escape to return and finish the job at a more opportune time.



Attributes:	Strength 5	Dexterity 4	Stamina 5
	Presence 3	Manipulation 2	Composure 4
	Intelligence 4	Wits 4	Resolve 4
Skills:	Athletics 4, Brawl 3, Occult 2, Stealth 3, Intimidation 5, Investigation 2, Weaponry 5, Subterfuge 2		
Willpower:	8		
Spite:	10		
Initiative:	8		
Defense:	4		
Speed:	15		
Offensive Abilities:	Hive-Mind, Chill, Manifest, Rend, Carapace (5/5), Tentacles (barbed; chains) x 2 Reaper Scythe: R: -/- I: +2 H: +2 D: 6L		

JASONS

The Orpheus Group is correct in its assumptions about these creatures. The truth is there are more Jasons roaming the streets than Orpheus would ever guess. Whenever a target's mind becomes so addled from pigment drug use that he effectively loses his identity, he is in danger of being noticed and possessed by any Spectre present that knows the Virus Horror. In these instances, conduct an opposed Willpower test, Spectre versus potential host.

If the Spectre accrues more successes, it takes over the host, injecting its essence into him and obliterating him, much like certain Spectres do to low-Vitality ghosts. If the potential host wins the contest, the Spectre may not possess him until he partakes of pigment again. On a tie, the Spectre fails to possess the potential host, but may try again on the following turn. If a projector is outside his skin then a Spectre may simply take up residence in the vacant body. Body snatching is only a threat if the Spectre spots the projector leaving his body behind, or is lucky enough to stumble across an empty vessel.

If one knows what to look for, Jasons aren't that difficult to recognize. The eyes, as the saying goes, are windows to the soul, which, in this case, has been replaced by pure malevolence. Looking into the jet-black eyes of a Jason is to glimpse the Nothing that spawned it. Once someone recognizes this indicator for what it is, there is no mistaking a Jason for anything but an engine of relentless destruction.



Attributes:	Strength 6	Dexterity 5	Stamina 5
	Presence 2	Manipulation 2	Composure 4
	Intelligence 1	Wits 3	Resolve 3
Skills:	Athletics 3, Brawl 4, Intimidation 2, Weaponry 3		
Willpower:	7		
Spite:	10		
Initiative:	9		
Defense:	3		
Speed:	14		
Offensive Abilities:	Hive-Mind, Ignore Wound Penalties, Preternatural Strength, Regeneration (Jasons may tap Spite to heal physical damage on their body; it heals lethal damage on a one-for-one basis, while the expenditure of a single point of Spite heals all its bashing damage).		

E-DEMON

Orpheus was wrong concerning the E-Demon threat. While it's true E-Demons are a poor match against characters in combat, combat is not their primary purpose. E-Demons are Spectral information-gatherers. They help the Spectres gain a better understanding of human psychology and human fears through the hive-mind. Each report from an E-Demon helps create stronger and more effective Spectres when dealing with the human element. All an E-Demon need do to a crucible is lie quiescent in a piece of equipment while broadcasting its location, or even observations, to any Spectres nearby. The characters may be harboring an E-Demon without their knowledge.



Attributes:	Strength 2	Dexterity 2	Stamina 2
	Presence 2	Manipulation 5	Composure 3
	Intelligence 3	Wits 4	Resolve 3
Skills:	Empathy 3, Larceny (Security systems) 5, Stealth 3, Computer 5		
Willpower:	6		
Spite:	4		
Initiative:	2		
Defense:	5		
Speed:	4		
Offensive Abilities:	Immolate (purely electrical), Inhabit (on electronic devices)		

SPECTRE HOUNDS

Spectre Hounds are Spectre-possessed canines. The Spectres seek out those dogs that have been starved, tortured and abused, and upon possessing the beasts, often attack the abusive masters. In some cities, whose borders lie near the wilderness, a Spectre may possess a wolf instead. These Spectre Wolves are a little stronger and smarter than their domestic cousins, and in fact, if the conditions are right, characters may find a Spectre Wolf pack or a Spectre Wolf leading a Spectre Hound pack.

The appearance of a Spectre Hound is that of a gaunt and mangy canine, with missing hair, a stubby tail, ears that were bitten off, scars, etc. Even though the cults care for these hounds, the host bodies cannot repair themselves and maintain the taint of abuse and starvation. Spectre Hounds also radiate an aura belying their appearance: It is not one of desperation as with many strays, but of menacing evil. In its projected- Spectre form, however, menacing evil is only part of its description. Pure horror is a more accurate, with the Spectre Hounds appearing as four-legged, hairless monsters, with no tail or head. The neck ends in a stump possessed of teeth and a torn maw.

A Spectre Hound has enhanced senses and can detect the presence of intruders before the characters even know there's a pack present. The physical attack of a Spectre Hound is the traditional dog attack: A running bite for the throat or other vital area. If a bite is successful, the jaws lock, making it very difficult to break free, especially since the hounds use Juggernaut to improve their strength, resilience and speed. A character must succeed in a Strength test or beat the canine to death (or submission) to survive. Naturally, other characters can help to free the victim, but this might prove difficult since there are often several Spectre Hounds attacking in unison.

On a rare occasion, a Spectre Hound may see someone who reminds them of (or actually is) the person who tortured or abused its host body. In such cases, the Spectre Hound reacts violently, totally consumed by the memories of its host body, attacking the "abuser" over anyone else, regardless of the situation. It rushes for the throat or any other vital area and will not stop or let go until either it or its target is dead. After this attack, if the Spectre Hound survives, the Spectre escapes the dog's body, which then falls and dies. The reasons for this remain unknown, unless perhaps the animal's anger and hatred was the only fuel and nourishment available to the Spectre.



Attributes:	Strength 2/3	Dexterity 3	Stamina 3
	Presence 1	Manipulation 1	Composure 4
	Intelligence 1/2	Wits 2	Resolve 3
Skills:	Athletics 3, Brawl 4, Intimidation 4, Stealth 4, Survival 4		
Willpower:	7		
Spite:	6		
Initiative:	7		
Defense:	3		
Speed:	8 / 9		
Offensive Abilities:	Claws, Flit, Juggernaut, Maw, Puppetry (dogs and wolves only)		

The second value is for Spectre Wolves

GATHERERS

These terrifying abominations are single-minded in their pursuit of their duty, which is to find and capture soulless bodies. Never will they transport a corpse or a body with a soul. The whys and hows remain a mystery, but the Gatherers are unique in that, once one encases a mortal body, it can “ghost” with its passenger, passing through walls if it wishes but most often teleporting away with its guest to parts unknown. Unusually enough, once a Gatherer assumes control of a body, it never inhabits it and does its utmost to protect it from physical harm and from other Spectres who might try to inhabit it. In fact, no body taken by the Gatherers has ever died while under their care. Gatherers look like albino leeches with arms and legs but equally slimy and glistening. When one carries a body, it excretes out the clothing and accessories (with earrings, for example, it does inflict some damage when it rips the piercings away from the passenger’s flesh). Its skin is somewhat translucent, so witnesses will see a full-grown human within the Gatherer, floating fetal-like in an amniotic sac. The nature of the Gatherer preserves and protects the passenger within its form, so it will never suffocate or die from malnutrition. In this state, however, a Gatherer is exceedingly voracious. It is eating for two, after all.



Attributes:	Strength 4	Dexterity 3	Stamina 4
	Presence 1	Manipulation 1	Composure 4
	Intelligence 2	Wits 3	Resolve 4
Skills:	Athletics 2, Brawl 3, Intimidation 2, Stealth 1, Survival 5		
Willpower:	8		
Spite:	7		
Initiative:	7		
Defense:	3		
Speed:	9		
Offensive Abilities:	Claws, Flit, Juggernaut, Maw, Storm-Wending		

RIBBON CUTTERS

Ribbon Cutters exist for a solitary purpose, and when they've performed that purpose successfully, they die. It's a brutal and short existence, but it is necessary. The silver cord linking a projected entity to his body is normally invisible and indestructible, but the Ribbon Cutters are fascinating creatures in that they can see that silver cord and can cut it. The energy required to do so, however, demands their existence, destroying them in the process. Ribbon Cutters look like balls of blades, all pointing outward. There is no sense that they possess a front or backside, given that they twirl and spin about constantly, often orbiting Gatherers as they move.

When they attack, the blades lance outward, striking targets. When one tries to sever a silver cord, it moves until the cord is situated center mass within itself before spinning about quickly. The blades essentially implode, consuming the Ribbon Cutter and destroying the silver cord.



Attributes:	Strength 3	Dexterity 5	Stamina 5
	Presence 1	Manipulation 1	Composure 2
	Intelligence 1	Wits 2	Resolve 2
Skills:	Athletics 4, Intimidation 5, Brawl 4		
Willpower:	4		
Spite:	8		
Initiative:	7		
Defense:	1		
Speed:	9		
Offensive Abilities:	Blades (each blade inflicts 2L damage; the Ribbon Cutter can also spin in combat, inflicting 5L damage; anyone engaged in hand-to-hand combat suffers two lethal damage every time he hits the sphere with any part of his body), Flit		

LURKERS

Specializing in the acquisition of fresh victims, Lurkers have little interest in standing and fighting. They are strange, translucent beings looking a little like tattered funeral shrouds with wide-fanged mouths at their centers. Their preferred strategy is to conceal themselves somewhere where ghosts might not notice them. When a suitable target passes, a Lurker wraps itself around its victim like a straitjacket. It takes flight with Flit and carries the delivery straight back to its lair, biting her into submission along the way. If several spirits pass, the Lurker concentrates on the group's last member, alerting others of its kind to remaining spooks.

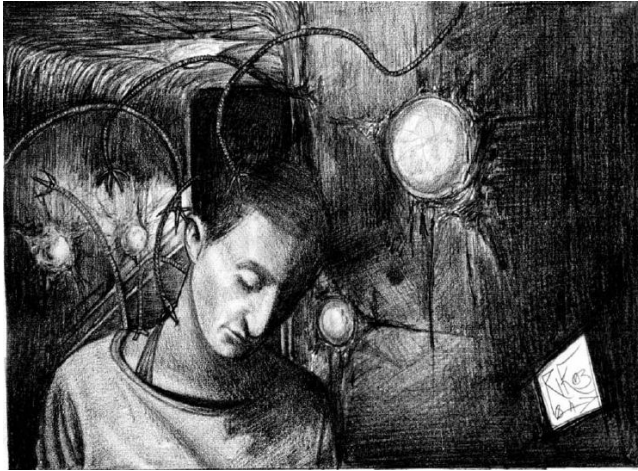
Attributes:	Strength 5	Dexterity 3	Stamina 4
	Presence 1	Manipulation 2	Composure 4
	Intelligence 2	Wits 2	Resolve 4
Skills:	Stealth 5, Brawl 5		
Willpower:	8		
Spite:	6		
Initiative:	7		
Defense:	2		
Speed:	14		
Offensive Abilities:	Maw, Flit, Hive-Mind, Carapace (4/2), Envelop, Tentacles		

SENTINELS

Sentinels are highly mobile and athletic, covering ground quickly. They look like flayed corpses with large, staring eyes, four snaking arms writhing out of their shoulders and unnaturally long legs. Sentinels are inquisitive by nature and frequently play the hive's scouts. They almost always keep Flit active at one or two Spite points when in potentially hostile situations, giving them great maneuverability when combined with their long limbs. Sentinels run in packs of three, each exploring alone, but never far from the others. When characters encounter one, the other two are rarely far behind. They always make good use of their surroundings and rarely fight to destruction just for the sake of it.

Attributes:	Strength 4	Dexterity 5	Stamina 3
	Presence 1	Manipulation 2	Composure 3
	Intelligence 3	Wits 3	Resolve 4
Skills:	Athletics 4, Brawl 3, Investigation 4, Melee 4, Occult 2, Stealth 4		
Willpower:	7		
Spite:	7		
Initiative:	8		
Defense:	3		
Speed:	13		
Offensive Abilities:	Claws, Flit, Hive-Mind, Immolate		

Hive Inhabitants



CHITTERS

Chitters are the immune system of the hives. They reside within the tissue of the hive, pushing their way out only when an intruder enters. Chitters are smaller than man-sized, only four to five feet tall, but they are present in great numbers. One hive can hold between 50 and 500 Chitters, depending on its size and strategic importance. When Chitters attack, they do so en masse, swarming their enemies and tearing them apart. Chitters are terrifyingly fast and lethal, and they blend seamlessly with the interior walls of the hive they're defending. They are flawless climbers and can lurk overhead or on a vertical wall as easily as they can stand still on the ground.

While they are absolutely silent when they are stalking their prey, their name comes from the disturbing high pitched noise they make when they've made a kill.

Chitters are mindless and do not have identities outside of the hive-mind.

Attributes:	Strength 3	Dexterity 6	Stamina 3
	Presence 1	Manipulation 1	Composure 2
	Intelligence 3	Wits 5	Resolve 3
Skills:	Athletics 5, Investigation 3, Brawl 4, Stealth 6 (3 outside a hive)		
Willpower:	5		
Spite:	7		
Initiative:	7		
Defense:	5		
Speed:	14		
Offensive Abilities:	Claws, Flicker, Flit, Hive-Mind, Virus		

SPREADERS

Spreaders are the tenders of the garden of blight that is a hive.

The tissue of the hive grows, mostly, as it needs to, but sometimes, the hive needs help growing around particular items — photo albums, family Bibles, family heirlooms and similar items that mitigate the hive's impact of despair. When these obstacles impede the natural flow of the hive's mass, Spreaders arrive to re-channel the growth around the obstacle. Spreaders work gauze the way sculptors mold clay. It becomes malleable in their ugly spade-like hands.

While Spreaders aren't ideally suited for combat, they are able and eager to add the gauze of ghosts (or projectors) to the hive they're tending.

A Spreader's touch weakens the integrity of gauze, giving the contacted area a gelatinous texture. Any wound inflicted by a Spreader is very damaging as the Spectre slices off a chunk of the target's gauze. The ghost **must** regrow that portion of his gauze (by regaining the Vitality by whatever means the player chooses). The Spreader, however, can use the chunk of sliced off gauze to add to the mass of the hive. Skimmers are in particular danger from Spreaders. Since damage to their gauze becomes damage to their bodies, they could be taking on a serious risk by entering combat with a Spreader.

Attributes: Strength 3 Dexterity 3 Stamina 3

 Presence 1 Manipulation 1 Composure 3
 Intelligence 4 Wits 3 Resolve 3
Skills: Athletics 3, Investigation 3, Brawl 2, Crafts 5 (hive-sculpting only), Expression 2,
 Investigation 1, Stealth 2
Willpower: 6
Spite: 8
Initiative: 6
Defense: 3
Speed: 9
Offensive Abilities: Claws, Flicker, Hive-Mind

HAWGS

If Spreaders can be compared to masons, applying and sculpting gauze within a hive, Hawgs are the wheelbarrows full of mortar. Hawgs are thought to be a twisted variation on Fetches because they appear to be four-legged monstrosities the size of large horses. The body of a Hawg is covered with enormous membranous sacs for carrying a slurry of blighted gauze. A fully loaded Hawg is more like a rhinoceros in size and can easily carry gauze equivalent to that of 10 ghosts.

Hawgs can take in vast quantities of gauze through their enormous sharp-toothed maws. During the creation of a hive, Hawgs bring gauze to the Spreaders and vomit it forth. The Spreaders then sculpt and splice it into the main organic growing mass of the hive. Where they get the enormous amounts of gauze they transport remains unknown, but Hawgs seem to provide a quarter of the corrupt gauze used in any hive.

Attributes: Strength 6 Dexterity 3 Stamina 6
 Presence 1 Manipulation 1 Composure 2
 Intelligence 2 Wits 3 Resolve 2
Skills: Athletics 4, Brawl 4, Stealth 1
Willpower: 4
Spite: 9
Initiative: 5
Defense: 3
Speed: 13
Offensive Abilities: Carapace (5/5), Hive-Mind, Maw

Special Character Spectres

VALENTINO

The Spectre dubbed Valentino seems to be a variation on the Reaper breed. Unlike the more infamous Grimm, Valentino is a dapper figure. He wears his hooded black cloak over a Saville Row suit. Valentino also constantly radiates an aura of blue flame, like that of a propane torch. The Reaper's name comes from his tendency to grab his victims and sweep them back into exaggerated kisses straight out of old romantic movies while he burns them to death and beyond. Although Valentino never speaks, he expertly mimes the social graces with a mocking sense of humor. He never acts like he means to frighten someone.

Attributes: Strength 5 Dexterity 4 Stamina 5
Presence 3 Manipulation 2 Composure 5
Intelligence 4 Wits 4 Resolve 5

Skills: Athletics 4, Brawl 3, Occult 2, Stealth 3, Intimidation 5, Investigation 2, Weaponry 5, Subterfuge 2, Socialize 5, Expression 5 (Dance, Mime),

Willpower: 10
Spite: 10
Initiative: 9
Defense: 4
Speed: 15
Offensive Abilities: Hive-Mind, Flit, Manifest, Rend, Carapace (5/5), Immolate
Reaper Scythe: **R:** -/- **I:**+2 **H:** +2 **D:** 6L

EZEKIEL, SPECTRAL SERIAL KILLER

Ezekiel hasn't been a Spectre long. Apart from his obvious Stains (bloody claws on his fingertips and the black, foul-smelling footprints he leaves), he still looks like a "normal" ghost. He doesn't remember his human life or even his name. "Ezekiel" is the name the children in the ghetto gave him, and they have developed the habit of walking in other people's footprints "so Ezekiel can't follow." This method of confusing the Spectre doesn't actually work, but Ezekiel lets the children pretend it does. It will make their pain so much more flavorful when he finally does come for them.



Attributes: Strength 3 Dexterity 4 Stamina 3
 Presence 2 Manipulation 5 Composure 3
 Intelligence 3 Wits 2 Resolve 3

Skills: Athletics 2, Brawl 4, Occult 1, Stealth 3

Willpower: 6

Spite: 7

Initiative: 7

Defense: 2

Speed: 9

Offensive Abilities: Claws, Puppetry

DR. LIONEL SQUIB / MALEVOY



Image: Squib is an unassuming man, standing about 5'8" tall, with thin brown hair and a heavy build. He wears tinted glasses and tailored (if somewhat rumpled) clothing under his ever-present lab coat. He used to smile easily, but now, his smiles are rare and usually unnerving.

Attributes: Strength 5 Dexterity 4 Stamina 5
 Presence 3 Manipulation 4 Composure 5
 Intelligence 5 Wits 4 Resolve 5

Skills: Academics 4, Athletics 4, Brawl 3, Occult 2, Stealth 3, Investigation 2, Weaponry 5, Subterfuge 2, Computer 2, Medicine 4, Science 4 (Biochemistry)

Willpower: 10

Spite: 10

Initiative: 9

Defense: 4

Speed: 15

Offensive Abilities: Chill, Hive-Mind, Manifest, Puppetry, Rend, Tentacles (barbed; chains) x 2, Virus