

 **ORPHNEUS**

ORPHEUS – nWoD Conversion

Orpheus

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Foreword

This rule conversion tries to enable the legal owners of the wonderful Orpheus chronicle (by White Wolf) to play the chronicle with the rule set of the new World of Darkness.

To fully understand this conversion you need the World of Darkness rule book and the Orpheus chronicle books.

The two things missing in this book here are the fourth tier Horrors and the Vitality Emblems. Those rules will be added in the final version of this document.

Character creation

1. create a mortal character following the guidelines in the WoD rulebook
2. add the Orpheus supernatural template:
 - select Lament (Sleeper, Skimmer, Spirit, Hue)
 - select Shade (Banshee, Haunter, Poltergeist, Skinrider, Wisp, Phantasm, Orphan Grinder, Marrow)
 - increase favorite attribute defined by shade by 1
 - you automatically gain your Shade's 1st tier Horror
 - you start with an Echo of 1

Spending Experience

Characteristic	Cost
Attributes:	New dots x 5
Skills:	New dots x 3
New Skill Specialty:	3
Merits:	New dots x 2
Morality:	New dots x 3
Echo:	New dots x 8
Shade Horrors:	New dots x 5
Foreign Horrors:	New dots x 7
Vitality Emblem type	10

Info:

- The Shades Phantasm, Orphan Grinder and Marrow need the Storyteller's approval as their discovery is part of the Orpheus storyline.
- Please check p. 43 for restrictions on what Shade can buy what Horror.
- Please keep in mind that an increase of Morality automatically decreases your Spite value.
- The fourth level of any Horror can only be learned for the own Shade Horror not for foreign Horrors.
- The Orphan Grinder Horrors can only be learned by Orphan Grinders, no other Shade can master these powers.
- The knowledge to create a certain type of Vitality emblem can only be learned after the Storytellers approval.

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Supernatural advantages

Vitality

Maximum Vitality = (lower of Resolve or Composure) + Echo modifier.

Under normal circumstances a Spook can never have more Vitality than his maximum.

Echo

Echo represents the overall strength of the ghost form. It's part mental strength, part experience with being a non-corporal entity. It's part knowledge of the Twilight and part the strength of the connection to the material world. It represents the ability to manipulate the ectoplasm world of the Twilight and the state of one's own ghost body (the "gauze").

It reaches from 1 to 10. A new character starts with an Echo of 1.

Echo	Vitality modifier for non-Hues	Vitality modifier for Hues	max tier of Horrors	Attribute max
1	2	0	2	5
2	3	1	2	5
3	4	2	2	5
4	5	3	3	5
5	6	4	3	5
6	7	5	Crucible	6
7	8	6	Crucible	7
8	9	7	4	8
9	10	8	4	9
10	15	9	4	10

Vitality modifier for non-Hues – the bonus to the maximum Vitality for Spirits, Sleepers and Skimmers

Vitality modifier for Hues - the bonus to the maximum Vitality for Hues

max tier of Horrors – the maximal tier of any Horror the Spook can use, Tier 1 to 4 and Crucible Horrors

Attribute max – the maximum the attributes can be increase with Experience points, some effects ignore this

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Morality / Spite

That feeling you have when you really wish thoughts could kill because somebody just did something so stupid, so pointlessly antagonistic, so completely and unnecessarily hurtful that you really, truly and honestly wish them dead... that's Spite.

That rage you can sometimes summon to help you run that last half a mile or lift the weight one more time... that's Spite.

The malicious joy you feel when you're in a heated argument and you say something so devastating, so pain inducing, so scathingly accurate that your opponent shuts up (and maybe starts crying)... that's also Spite.

Spite is the dark side, the Mr. Hyde bedeviling our Dr. Jekyll, the id plaguing our ego, the shadow haunting our psyche. It is anger and hatred, loathing and malevolence, and sheer, simple malice. And it's powerful.

After a (near) death experience the human soul becomes more fragile. The darker side of the human being, the selfishness and subconscious urges start to develop a life of their own. To reflect this, the morality scale of a mortal is upgraded with a second meaning.

The morality points missing to 10 are called "Spite". This represents the part of the spook that constantly fights the sane and controlled part – the one portrait by the player.

The larger this part gets the more of its disturbing influence leaks out and subtly modifies the spooks behavior. This can be felt by morals interacting with the spook, making them uneasy and afraid. A modifier is applied to every roll of a social skill except intimidation.

This dark side is also a source of power (see "tapping Spite" p.9).

The Spite value also indicates the amount of stains a character can use.

Morality	Spite / Stains	Modifier for human interaction
10	0	+1 (Spectre twin of Spirits disappears)
9	1	0
8	2	0
7	3	0
6	4	-1
5	5	-2
4	6	-3
3	7	-4
2	8	-5
1	9	-6
0	10	PC becomes NPC

For the influence on high Spite values see "Spite ascendant"

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Default Abilities

Incorporeal and Invisible

To be dead ... to walk through walls and spy on people at your leisure because you're invisible and insubstantial. Sounds like a real treat if it didn't come with a few tradeoffs, like running from Spectres and angry ghosts. Still, it can be a benefit when used to flutter to places most people would prefer remained hidden. A metaphysical reality of ghosthood or projecting is that spooks must still spend one Vitality point to willingly pass through non-living obstructions for the duration of a scene (so a ghost can will himself through a door, a car and a window all in one scene at a cost of one Vitality). Otherwise, the character loses a Vitality point a turn for anything that passes through him. The reason is that objects possess an ethereal resistance that prevents the spook from affecting them normally, but in turn, forces the spook to adhere to the universe's natural laws. Thus, in this state, each object that either passes through a spook or through which he passes bleeds off some of his Vitality; so instead of costing one Vitality per scene, it now costs the character a Vitality per turn. It's an indication that the character's gauze was pulled and partially dispersed through the action of interacting with a physical object. If bullets hit the character and he hasn't spent Vitality to become completely insubstantial, he loses one Vitality per turn for as long as he remains in this state while taking damage.

The exception to this rule is when larger amounts of living matter are involved. Living things are a barrier to ghosts when large enough. So the bee in the air is ignored but a mansion overgrown with poison ivy cannot be entered through the wall (but probably through the window).

Only specific attacks that can harm ghosts and projected entities (like other ghosts, Horrors, Spectres and special weapons) will actually damage them for more than one Vitality point per turn. The character can upset some natural laws through Vitality expenditure, but not the basic foundations of our reality (gravity, time, momentum, etc.). That means a spook can walk through a window without dropping through the floor (as a willfully directed act), but once the character walks out the window, he will fall and hit the ground. Neither can ghosts and projected entities fly; they must climb stairs and ladders to reach places, but can still walk through doors. Likewise, he can drop through one floor and stop at the next, though gravity and momentum still affect the fall.

Additionally, some objects are simply too dense to affect or pass through because their thickness creates such a strong buffer. Thus, a character might be able to leap through the street into the sewer below, but he can't dive into farmland to hide in the earth. Finally, the character is capable of walking on water if he so wishes since water has enough surface tension to support the near null-weight of a non-manifest ghost.

Manifest

All ghosts and projected entities can manifest to the living to various degrees. This means they can be seen by, heard by or even interact with the living with varying success. There are different stages for manifestations, each based upon the expenditure of Vitality, but only spooks with a maximum Vitality of four or greater can manifest fully, appearing and interacting with the living as though alive. In fact, most folks would be hard-pressed to prove a manifested spook is in fact a construct of congealed gauze without a physical exam. This ability is the key to ghosts, especially, since it means they are no longer isolated from the living.

In this state, the spook looks as he did when alive. He cannot change his appearance, whether altering his eye or hair color, or adding extra pounds. He wears whatever clothing best symbolizes his nature or appearance, or whatever he wore last before projecting. Active Stains appear on manifest characters, and they can use Horrors and physical objects alike. Manifesting is a spook's innate sense that he can push through whatever renders him invisible and incorporeal to the living. It's like the air around him is humid and thick, though he only feels its presence when he focuses on it. Nothing around him feels or seems different otherwise. When the spook concentrates on that feeling, however, he gains a sense that he can somehow push into it rather than just drifting through his surrounding environment. Just that sense is enough to allow him to manifest with the slightest effort for the duration of the scene.

Each Shade has innate manifestation forms that allow the character to appear and affect the living world. This ability is dependent on Vitality, with zero-point expenditures allowing the character to manifest as a

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small environmental change, like mood lighting with some ingame effects. Drones are capable of this manifestation level only, giving rise to most ghost sightings. This is why weak ghosts appear as they do, whether as reflections, balls of light or disembodied voices.

Those ghosts with a maximum Vitality of two or three can assume their Shade's second manifestation form, which gives them greater control over their surroundings. Only spooks rated at four maximum Vitality or greater can manifest fully. Fully manifested spooks appearance differs, according to their current Vitality. At 7+ current Vitality, a manifested ghost appears human; at 8+ she is warm to the touch because it's actually their Vitality that's affecting the other person. She isn't warm to instruments, however; thermometers register such beings at room temperature and infrared goggles won't detect them. Likewise, they have a heartbeat even if they don't actually have internal organs. When a ghost's Vitality falls below seven, evidence of his true state grows more and more undeniable, even when he is manifested. A ghost killed in a skydiving accident may exhibit head contusions at six, mottled bruises at five, a pronounced limp at four, obviously broken bones at three, battered and unrecognizable facial features at two, and may appear a mass of bipedal, hamburgered flesh at one. Despite this variance, the spook doesn't really feel different even though he may appear horrendous.

How does manifesting feel to you, the character? You feel human because that's mostly what you've known throughout your existence. If someone touches you, you feel the contact, not because of specific nerve impulses (you have none), but because you remember that's how it felt to be touched. If memory is strong enough to make you appear as you did, then it's only fitting that it should make you feel as you did as well. All this is automatic, however, and requires no forethought on your part. Finally, fully manifesting carries one major inherent danger. The character can be hurt by spook and human alike. Most often, the incorporeal cannot hurt the physical, and vice versa (except under specific conditions).

Manifested characters exist in a dual state, however, meaning other spooks can affect them just as humans can - , with mundane implements such as a gun or knife. Conversely, the character can affect both ghosts and humans now, as though they all existed in the same state.

Dead-eyes

Most spooks (excluding drones), can perceive both the living and the dead with equal clarity. Even when manifesting to the living or occupying a body, the character can still see dead people automatically without roll. More so, by rolling Wits + Investigation + Echo, the character can determine how much Vitality someone actually possesses. The exceptions to this ability are those spooks inhabiting an object or possessing a person, in which case they are "invisible" unless they choose to reveal themselves.

Soulseeker

A Ghost has not much left but spectral force (his Vitality), and emotions. They define the whole being of a spook. It's possible for a watchful analyst to find out about these traits from his fellow ghosts.

Roll Intelligence + Investigation + own Echo – (target's Echo + Resolve)

For every success you find out one of the following traits:

- current Vitality (can also be seen via Dead Eyes above)
- maximum Vitality
- Shade
- Lament
- Virtue
- Vice
- Echo
- one Stain

Every roll takes 5 minutes of watching the target or one minute of conversation (no matter the topic).

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General Rules

Vitality

One of the most important mechanics in any Orpheus game, for any Orpheus character, is a Trait called Vitality. It is the quantified (and simplified) measurement of a given character's strength of soul and presence among the living. It encapsulates a number of important aspects of one's identity, including that intangible quality defining someone's core being. As a single concept, it is a broad and critical one, drawing together a character's memories, emotional resonance and depth of personality into one Trait (which defines both incorporeal physique as well as the energy fueling a spirit's actions). Vitality is a ghost's or sleeper's body, and whatever damage the spook endures is deducted from his Vitality rating. Vitality is important not only to the character himself, but for his dealings with others. The less Vitality a ghost or projected entity possesses, the fewer connections he has to the living by virtue of missing key components to his own persona. Death can be a soul shredding experience, and those ghosts who do not progress to some final reward (whatever it may be) are left behind - trapped among the living. The pain of being ripped from one's own body and then forsaken in this sort of Limbo often squeezes Vitality from the soul, leaving one a hollow shell of her once vibrant personality. Thus, those with missing or handicapped Vitality (like drones and blips) fixate on those memories or states of existence that still provide them with some sense of identity. They are the "broken records" of the restless dead, those who repeat the same set of actions or haunt the same place because it is all they remember of their own past. Very few ghosts actually have Vitality ratings over five, which makes the characters unique and highly sought after. Those ghosts with ratings at one are those quick, snapshot ghosts you see caught in the moment of their deaths (drones). Rating two and three ghosts (blips) are more like distant echoes, repeating sequences of events over and over again but having some sense of self outside their deaths. Some don't even know they're dead, but they react violently if confronted. Those at four or five are far more self-aware, enough to fight Spectres actively or serve as interesting supporting characters. Just because a character's Vitality drops below five doesn't mean he's like other ghosts. It's not his current rating that defines him as a projector or ghost, but his potential for accruing up to 10 and more Vitality that matters. Think of it as emotional states with a one rating encompassing utter depression (or anger, or frustration), a five rating indicating ambivalence, and a 10 rating signifying utter euphoria. Most ghosts can't exceed their rating of one to five, and are potentially trapped in a state of ambivalence or increasingly despondent emotions the lower they are in Vitality. They can experience brief moments of joy or satisfaction, for example, but they will rarely be truly happy because their Vitality rating acts as an emotional ceiling. It's their nature to be morose, and they will fall back to that existence as their default nature. The characters, however, experience happiness, joy and the gamut of emotions because they have the entire range of passions available to them; their ceiling is not their current rating. That's what makes them special. This includes hues, who may be more despondent than most characters but are blessed with a wider emotional array.

Alive or dead

Given that Vitality represents a spook's entire being, it's only fitting that one's Vitality determine how a given character appears to others at any given time. Vitality not only reflects how "alive" a ghost or projecting entity feels, but how "alive" it looks to the living, as well. Low-Vitality spooks (like drones and blips) often manifest evidence of their own demise, or of terrible injuries. Victims of violence show grievous wounds, those who died of disease appear to be in the final stages of their illness, and drowning victims appear purple and bloated. The deterioration is directly proportional to the amount of Vitality a character possesses. A one-Vitality ghost who died of a gunshot wound, for example, resembles a walking corpse with a gaping, oozing hole in the back of his head. By the same token, however, high-Vitality spooks often appear more alive than they ever did in life, and certainly more vibrant than other ghosts. In the eight to ten range, characters seem like ordinary, healthy people and can even be warm to the touch when manifesting. Indeed, a 10-Vitality spook would likely demonstrate an even greater blush of health than the majority of those still encased in flesh.

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Unseen

Vitality is also important because it determines the general force of a ghost's or projected entity's spiritual presence. When a projector's spirit is safe within its living body, it is effectively invisible to the attentions of malevolent spiritual entities (or at least at no greater risk than anyone else living). When roaming free outside the body, however, a spook's presence and activities can draw the attention of Spectres and other things that go bump in the night. Vitality determines just how visible or invisible the character's soul is when in this state. At seven or greater current Vitality (not starting Vitality), the ghost or projected entity is essentially "invisible" to Spectres and the like because he appears to be, for all intents and purposes, one of the living. This is not to say that a Spectre cannot find or see such a spook, merely that it mistakes the character for one of the many living, and therefore nothing extraordinary. It's a chameleon effect or misdirection, the same way zebras confuse predators with all their stripes when gathered in a herd. Only by attacking a Spectre or otherwise drawing significant attention to the fact that the character is, in fact, not one of the living can the character forfeit this concealment. Conversely, drones are often attracted to those with high Vitality (current points, not starting rating), since they too, mistake them for the living (but living without the mortal flesh to diffuse their brilliance). The character's brightly shining presence intrudes on the drone's self-involved "loop," and it is all the ghost can do to break from its repetitious cycle to seek assistance from one of the "living" (many drones believe themselves still alive). This is not to say that drones will assail the character at every opportunity, but they will acknowledge the characters in a rare moment of lucidity. Please note that because blips have higher Vitality scores than drones, they are more self-sufficient and less trapped by their existence loops. They see the characters as the crucible would each other, and can choose whether to interact with them or not. At five or six current Vitality, a character is visible to both friendly and hostile entities (drones and Spectres) depending on what actions he takes. The effectiveness of his concealment, as it were, rests in the character's own Abilities. At four or fewer current Vitality, the character is just like any other ghost - visible to Spectres. He must tread carefully now, but he is also invisible to drones, who simply mistake him as indistinguishable background noise.

Spending Vitality

Vitality can be spent for certain feats and abilities of spooks.

- 0 to 5 points per instant action can be spent on a Horror (p. 29+)

OR

- 0 to 3 points per instant action can be spent on manifesting in the real world (p. 5)

OR

- 1 to all points per instant action can be donated to another spook (p. 9)

OR

- As many as needed can be used to empower a Benefit (as an instant action) for another Spook

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Regaining Vitality:

Given its importance as the (arguably) most important Trait in Orpheus, it is equally important for players to understand how characters can recover Vitality and under what circumstances. There are, in fact, several ways in which characters can regain Vitality during gameplay.

Healing

Although ghosts aren't exactly "of the living," that's not to say that they don't heal from wounds just like living creatures. For every eight hours of rest the character ghost or projected sleeper receives (with no combat or Horror usage), he regains a single point of Vitality. If this rest is interrupted, it may be later resumed without forcing the character's soul to start from square one -unless the character suffered a Vitality loss (of even one point) at some point during the interruption. In this case, the clock on the period of rest resets and begins anew.

Donating Vitality

Characters may also regain Vitality through their shared link with the crucible's members. Comrades can share Vitality with one another (on a purely voluntary basis). If a character donates a point of Vitality in this way, he cannot simply retrieve it whenever he likes; once it is accepted, the recipient must voluntarily return the favor. Note that the act of donating Vitality does attract Spectres.

Burning Willpower

As a quick but effective fix, characters can spend one Willpower point (as a reflexive action) to immediately shoot a boost of three Vitality into their souls. This ability is an indication that the character's body and psyche are unified concepts, for all intents and purposes, where Willpower acts as pure adrenaline, supercharging the character's soul and invigorating him with a second wind. No Orpheus character can perish so long as he has Willpower points remaining.

Keep in mind that only one point of Willpower can be used per turn – no matter for which reason.

Tapping Spite

Another (dangerous) way of recovering Vitality involves tapping into the character's negative side. By "tapping" Spite, the character draws on the bitterness, frustration and anger building in his soul to fuel to regain Vitality. Note that one never spends Spite points or rating (thus decreasing their value), but only taps them for their power. Unfortunately, tapping Spite only feeds Spite. It encourages it to grow and consume more of the character like a cancer. So a character with five Spite points who taps three Spite points still has five Spite points. The same is true for the Spite rating. A character, however, can never tap more Spite points per turn than available in his pool. So someone with two Spite points can draw on those two only in one turn but can do so again next turn. By tapping Spite points, a character may gain one Vitality on a one-for-one basis.

Whenever the character taps Spite (be it points or rating), he must roll a number of dice equal to the number of points tapped. For every die resulting in a failure, the character gains a temporary point of Spite.

Whenever a character's Spite rating increases by means of tapping Spite, he immediately gains a Stain per new Spite rating.

Transcendence

Characters may regain Vitality by helping other ghosts to transcend and find peace.

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Thievery

You can steal Vitality from another ghost. You have to touch the target and then succeed in a roll of Presence + Echo vs. Composure + Echo.

Each success over the target's allows you to drain 1 point of Vitality.

Every act of thievery – no matter the Vitality points received – increases the temporary Spite rating by one point.

Having a body

The final method of Vitality recovery is open only to skimmers and, occasionally, sleepers (ones whose bodies are awake and active), who may regain Vitality by returning to their living bodies and resting. In this way, skimmers often serve their crucible as batteries, charging up before sharing vitality. Skimmers and sleepers regain Vitality at a rate of one per hour of rest, up to their maximum Vitality.

Hitting Zero Vitality

Hitting zero Vitality is like reaching a state of utter exhaustion where the character can no longer move, regardless of the dangers to his existence. The best analogy would be Everest climbers who hit a point where they are so oxygen deprived and so cold that they hallucinate, or simply want to sit in the snow and sleep. Fortunately, zero Vitality is not as terminal as conditions on the slopes of Everest, but it can be dangerous if the ghost or projected entity is low on Willpower as well. In this instance, once any spook hits zero Vitality, self-preservation kicks in and expends an available Willpower point to bring your Vitality up to three. Once Willpower and Vitality both hit zero, for whatever reason, then most ghosts and projected entities dissipate. They perish, the gauze holding them unable to contain their essence or memories.

Notice the “most” comment? That’s because some spooks (those with a normal cap of four Vitality or higher), have the mental wherewithal to tap Spite for Vitality, meaning a fortunate few might survive because they were “angry” enough to pull through.

For others, tapping Spite means the character boards the bullet train to Spectrehood and doesn’t look back. Still, some chance of survival is better than disincorporating.

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Spite

Every Orpheus character has a negative, angry side. That malignancy has the potential to grow even stronger in characters than it does in others, due to the existences these extraordinary individuals lead. For those with multiple near-death experiences (and often violent pasts), the exposure to anger, bitterness, jealousy and frustration — all the things fueling one’s malevolent nature — is arguably more extreme than it might be for ordinary people. Spite represents the measure of a character’s nasty side, the degree to which a character allowed his hate, insecurity and frustration to fester within his soul. It is the nasty inclinations that fill one’s head with fantasies of revenge and anger, driving him from his own purity and, ultimately, transcendence. Whereas Spite is something everyone must reconcile with on a daily basis to function in society, it’s a more difficult prospect for ghosts and projected entities because they exist as psychological expressions, emotional force constituting their body and dictating their strength of being. Perhaps that is the single most important thing to remember about Spite... just as Vitality is integral to a spook’s being, so too is Spite. All spooks have it; it’s simply a matter of how they cope with its presence and strength. A spook can never be rid of it because it’s an integral part of his identity, but neither is it a blessing. Spite grows with every nasty inconsideration one might actualize, like absorbing another spook’s Vitality, and eventually, it can consume the consumer. Nastier still, ghosts and projected entities can draw upon the anger and hatred inherent in Spite for that extra push. That’s what it’s there for, after all. Remember, however, that drawing on this barely redeemable aspect of identity carries a price.

As a game mechanic, Spite is a two-tiered Trait, possessing both a long-term level (called Spite rating) and a fluid facet (Spite points or temporary Spite rating). Characters can acquire both during game play as a result of particularly nasty actions or by a process known as “tapping” Spite. In either case, each time a character acquires 10 temporary Spite points, he gains one Spite rating. Thus, ridding oneself of Spite points is much easier than thinning one’s Spite rating.

The lower a character’s Spite rating, the more humane and virtuous he is at heart and the less consumed by his own bitterness and frustration. A ghost or projected entity with a Spite rating of 0 is a veritable saint, the Mother Teresa of the disembodied; a spook with a Spite rating of 9 is a malevolent fucker who would just as soon club Mother Teresa over the head with a baby seal as talk to her. Most Orpheus characters fall in the range between those numbers, and keeping a character’s Spite rating low is (or should be) one of the driving goals of each player.

Good riddance

Now that we’ve established what a nasty customer Spite can be, one important question remains: Can a character ever rid himself of Spite, or is he destined to keep amassing it until it eventually consumes him? The answer is yes to the latter and no to the former; a ghost or projected entity can divest himself of Spite (both points and rating), but it ain’t easy. In Orpheus chronicles, the one and only surefire way to rid oneself of Spite is by fulfilling a purpose and freeing other ghosts from the torment of their existence here in limbo, thereby sending them to their final reward.

Whenever a character lifts one of the tethers of another ghost, he has the potential to lose Spite points or gain Vitality. The Storyteller has the final say on which crucible member helped the most.

Each time a character is directly and personally responsible for the complete resolution of the final remaining tether keeping a ghost bound to earth, he immediately loses one Spite rating upon that ghost’s transcendence. As with the resolution of tethers along the way, only one crucible member gains this greatest of benefits. Each such release should be a major event in all the characters’ existences (not just the beneficiary’s), and the gradual dissolution of Spite should remain a constant theme set against the backdrop of any chronicle.

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Spite ascendant

Perhaps the worst fate that can befall an Orpheus character is when his Spite spirals out of control, sending his soul headlong into oblivion.

Spite Rating = 7

At this stage, the character is quite literally of two minds on many subjects with his more violent inclinations rising to the surface, demanding to be heard. When in this state, the character loses fine manipulation of his powers and abilities as a spook, and can only safely rely on the more violent of effects. This is a reflection of his anger and an almost adrenal-like response to the rising tide of his own emotions. Until the character rectifies the situation by lowering his Spite rating, the character suffers a difficulty penalty of one to all attempted non reflexive actions.

Spite Rating = 8

Not only do the conditions of the previous paragraph still apply, but the character further suffers from an increased awareness (and interest in) the whispering siren-call of his own evil side. Whenever the character encounters a Spectre (or other agent of darkness; Storyteller prerogative) he must immediately succeed in a Willpower roll. If he succeeds, he can fight or resist the Spectre's abilities as normal (but still suffers the above penalty). If he fails, the difficulty of all actions against the Spectre suffers a penalty of two. The player makes this roll only once per scene.

Spite Rating = 9

This level of Spite hampers the character's interactions with other spooks, incurring a penalty of 4 to the difficulty of all Social rolls. Additionally, Spectres flock to his newly invigorated Spite like moths to a flame. If the character uses two or more Stains or taps three or more Spite in any scene, the local Spectre's will pay him a visit and try kidnapping him to complete "indoctrination" into Spectrehood.

Spite Rating 10

When a character gains his 10th Spite rating, he becomes a Spectre and is no longer suitable for play. Note: Storytellers may rule that in certain situations, a supporting character defaults to Spectrehood without hitting a Spite rating of 10.

Using Spite

Spite can be used for a couple of feats. First and foremost it can be used to refill lost Vitality up to the spooks maximum (see p.9 "tapping Spite")

But it can also be used directly to empower Horrors and to manifest – both with some side effects as listed below:

Manifestation:

A spook can use Spite directly to manifest in the world of the living.

To do so he pays one to three points of Spite, which means he raises his temporary Spite instantly, without having the chance to roll for successes to minimize the Spite increase.

The Spook then manifests for a whole scene with one to three active Stains.

Fueling Horrors

Using Spite to activate Horrors is a tricky thing. Some Horrors become more aggressive and wild and thus more useful in combat situations but the same effect can cause unwanted side effects.

Additionally when a Spook taps Spite to fuel one of his Horrors he cannot be target of a Benefit of another Spook for this turn, cannot target another Spook with a Benefit himself for this turn and all Benefits he gave or received dissolve into nothing.

Some Horrors can be fueled by a combination of Spite and Vitality some not.

The exact effect can be found in the Horrors description.

ORPHEUS – nWoD Conversion

Stains

A spook's body, referred to as plasm or gauze, is the semi-corporeal actualization of one's own inner core, a literal reflection of his spiritual and emotional state. This is why spooks generally resemble how they appeared in life; not because they have to, but because this is how they best know themselves. Orpheus Group believes that since plasm is essentially a spiritual construct (in every sense of the word), its very makeup is subject to significant and often grotesque alteration on a subconscious level. These plasm changes arise as a result of the most profound doubts and insecurities of the soul in question — in other words, from Spite. Therefore, ghosts and projected entities have a tendency to develop outward reflections of the Spite within them over time. These marks are known as Stains. Orpheus further believes that each Stain comes from a place of deeply personal doubt, insecurity, anguish or self-loathing. They are marks of our most repugnant aspects, the ones we dare not even admit to our friends or loved ones. When any of these feelings reach a point where they can and do negatively impact the character's core sense of self, they actually appear as alterations to his "body" whenever he manifests in spook form. These often startling mutations reveal how a given soul truly feels about a particular part of his body or nature. Some even believe that carefully watching Spite marks is the best and truest way to discern what is truly going on in another's heart and soul. Unfortunately, Orpheus is only partly right. Stains are a reflection of our negative aspects, but they are also part of an emerging personality in the deepest core of the soul, one normally suppressed in life by the wonders of biochemistry. This personality gains more strength as a character's Spite rating increases, and it eventually comes to the fore when the character becomes a Spectre. Before then, however, Stains are a manifestation of all that is unpure and nasty within people. They are also assets of sorts, usable by the character if he just "taps" a little Spite in the process. Scientists may not want to consider this option, but it is a reflexive and survival instinct of the emerging personality, one that allows it to strengthen its presence ever so minutely.

Starting Stains

All Orpheus characters (even projectors) begin play with a morality rating of 7, resulting in a Spite rating of 3 and thus must choose three Stains during Character Creation. Players may also decrease their morality level to 6 or even 5 at Character Creation giving them 5 or 10 extra starting experience points, a Spite rating of 4 or even 5 and thus one or two additional Stains.

Please note that active Stains WILL appear when the character manifests.

The dangers of Stains

Although each Stain comes with an advantage, it is important to remember that intrinsically, Stains are outward reflections of one's own Spite. They can reveal a soul's innermost workings, laying his personality open for all to see and scrutinize. Add in the fact that Stains can twist the character's appearance into a ghastly and often grotesque parody of his living form, and the combination should be more than enough to make any normal person wish his Stains would just vanish. This too is part of the emerging personality's way of gaining a stronger foothold... by alienating the character from the world around him... by isolating him in his pain and misery.

Beyond personal impact, however, there are other worries where Stains are concerned. Stains can hamper one's dealings with other ghosts and projected entities; after all, it's harder to believe that a spook will lead you to transcendence when he looks like something out of a Stuart Gordon film. For each Stain a character possesses beyond his initial three, he suffers a difficulty penalty of one to all Social rolls involving other spooks (see table p. 4).

Stains are also a "slippery slope" issue. A character gains a Stain for every point of permanent Spite he accumulates. These Stains are sure to affect the character's relations with other spooks negatively, especially those who witnessed his degeneration all along. Should the character reduce his Spite rating later on, he likewise eliminates the Stains and the adjoining penalties.

ORPHEUS – nWoD Conversion

Using Stains

The Stains offered herein are meant only as a sampling of the myriad sorts of gauze mutations that can occur. While they mostly appear when the character loses ground with Spite, the character can also bring forth and use a Stain to his benefit willingly.

By tapping Spite points, the brave character can bring some or all of his Stains to the surface and use it for a number of turns equal to the number of Spite points tapped.

For each point tapped, however, the character must roll one die. Each failed die roll, however, saddles the character with an additional temporary Spite point.

Weapons:

All weapons in the WoD have a Range (near, medium, long), Initiative modifier, hit modifier, damage and damage type (Bashing, Lethal, Aggravated).

Every Stain usable as a weapon is presented here in the same fashion.

List of possible Stains:

All Stains with more than one level have to be selected one by one. So a character has to choose Ghostly Armor 1 before he can choose Ghostly Armor 2.

Bad blood

A character with this Stain has a foul substance pumping through her gauze that acts like a toxin to her and to those who make contact with it. Even if the character doesn't bleed, it's clear when she is manifesting this Stain: Her veins become swollen, black and unmistakably visible through her gauze. If she bleeds, the Stain becomes even more obvious: Her ichor produces a terrible stench and burns anyone who touches the substance.

A character with this active Stain can do a ranged attack on an enemy within 3 meters of her with a successful Dexterity + Athletics roll.

Weapon stats: R: 3/-/- I:0 H: +8 D: 0L (armor piercing 1)

To spray her ichor, the character must cut a main artery — brachial, femoral or carotid — thereby losing one Vitality point. The substance burns skin and gauze and stains black anything else it touches.

Bat ears

This Stain twists the character's ears into those of a large bat, rising black and bristled from the side of the ghost's head like the neckpiece of a cape.

The character gains the ability to perceive his surroundings through echo location (sonar, essentially) and can therefore "see" in the complete dark. This ability can even detect creatures that are concealed, hiding or incorporeal. Any Modifiers for bad sight do not apply for any rolls of the character.

Beast nose

The character has a particularly powerful sense of smell and a nose that reflects that talent. He may simply have an extraordinarily large nose — around the size of a coffee cup — when manifesting this Stain, or he may have the full snout of a hound. In either case, the nose grants the character the ability to detect scents normally imperceptible to the human nose or even to track others by scent.

The character can track a scent for up to two days after the target's passage. This ability is automatic unless the quarry doesn't have much of a scent (most spooks and some Spectres, for example), in which case the player rolls Wits + Survival, to stay on the trail. Furthermore, if the character has Storm-Wending, this Stain allows him to track others who used that Horror to make a sudden escape.

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Brutish (1-3)

The character becomes an enormous hulking version of him, growing enormous amounts of muscle.

The character gains Strength and Stamina + (1 to 3).

Chameleon skin

Whenever this Stain manifests, the ghost's plasm constantly shifts in color and texture to match its background.

The character can hardly be seen everybody has a -3 modifier on any check to notice the character visually.

Compound eyes

The characters eyes become insect like and baseball sized.

The character can see 360 degree radius and gets a +2 initiative modifier and +1 defense.

Conjoined Twin

The character has the head or forepaws of a sickly animal growing out of his chest or back. It could be any small animal or, potentially, a human baby.

The conjoined twin can act independently of the character. A head sticking out of the back, for example, can bark warnings (although it's too small and weak to bite effectively), while spare arms or legs can help to ward off or block attacks, adding three to the defense of character.

Corrosive pustules

When this Stain is activated, the character's skin breaks out with pustules that suppurate and weep a thick, caustic pus. These blemishes are incredibly painful to the touch as the repulsive substance dripping from them burns is highly acidic.

The character gains +1 on all brawl attacks, +1 on Intimidation and can destroy any matter with the speed of two structure point per turn.

Dagger tongue

This Stain transforms the character's tongue into a sharp dagger that can extend up to 3 meters away and retract as though on a spring.

Roll: Strength + Brawl

Weapon stats: **R:** 3/-/- **I:**0 **H:** +0 **D:** 2L

Additionally the character gets a Modifier of +3 for every Subterfuge roll when lying to someone.

Dread Gaze

The spook spawns some frightening features like glowing eyes or a gapping maw filled with barbwire.

The character gains +2 to Intimidation and one point of Presence.

Foaming

The character foams at the mouth like a rabid animal. The lather dripping down the character's chin is moderately acidic, but when it seeps into a wound, the pain it causes the target is intense.

If the foam enters an opponent's wound (automatically imposed if the character inflicted the wound through a bite attack), the intense pain caused by the acidic foam reduces the target's dice pools by three for the next five turns. It lessens thereafter by one die for the next three turns.

ORPHEUS – nWoD Conversion

Gauze quills

Small quills or tentacles cover the spooks body, giving the character sensitivity to local air and ethereal flows and displacements.

The character's Wits is increased by 2. This raises the defense trait by 1.

Ghostly Armor (1-3)

The gauze hardens to protect the ghost. This Armor can look like anything the player can think of (a medieval plate mail, an insects carapace, ...)

Level	Armor
1	2/1
2	3/2
3	4/4

Ghostly Weapons (1-4)

The gauze forms itself to some kind of weaponry. Be it blood dripping claws or purple glowing katanas.

Level	Effect
1	<i>Weapon stats: R: -/- I:+2 H: +2 D: 1L</i>
2	<i>Weapon stats: R: -/- I: 0 H: +2 D: 3L</i>
3	<i>Weapon stats: R: -/- I:-2 H: +2 D: 4L</i>
4	<i>Weapon stats: R: -/- I:-3 H: +3 D: 5L (9 again)</i>

The bonus applies to a selected kind of brawl or weaponry attack of the character while the Stain is activated (selected when the Stain is chosen for the first time).

Gossamer gauze

The character's gauze becomes sticky, allowing him to slough off web-thin epidermal layers of "skin" to trap or encase opponents.

The character can extract a sticky, spider silk like substance with which he can bind other spooks. The strength of these chains is Strength of the character + Spite of the character.

Hypnotic marking

This Stain manifests as a hypnotic, swirling pattern of some sort on the character's face or in his eyes. It might look like a tattoo, a birthmark, a scar or a pattern or mark of some other origin. Regardless, it fulfills the same purpose: The slow undulating movement of the mark renders the target susceptible to suggestions by the character, sapping her will and making her pliable to the character's words.

One turn of lead time is necessary for this Stain to work, but once a target watches the slowly moving pattern for one full turn, this Stain's effects kick in: The character gets a Modifier of +2 to all Social skill rolls against the target.

Infestation

The character has an infestation of small vermin on (or in) his body. The particular creature type can vary: Roaches, maggots, mice, spiders or the like are all probable, though other types of small creatures are also possible. When they're nesting on the character, they're visible on his skin, in his hair and rustling under his clothes.

The vermin on the character's body obey his commands, even going as far as to attack the character's enemies. Such an attack won't do any actual damage, but they are incredibly distracting, dropping the target's initiative number by five and lowering his defense by two.

ORPHEUS – nWoD Conversion

Leper

Some spooks are so tenuously connected to their own spirituality that parts of their body drop away in leprous chunks.

The character can leave behind one portion of himself that lasts for 24 hours before disintegrating away completely. For that period, however, the character can see, hear and speak through his one discarded portion, regardless the distance between the two, even if the spook is encased in flesh. The character cannot launch Horrors through the leprous gauze, but it is mobile, moving at a rate of one foot per turn. The blob of gauze cannot defend itself, unfortunately, and dissipates upon taking any damage.

Man-of-war

This vile Stain seems to “liquefy” the character’s gauze, giving him the appearance and texture of an enormous, humanoid jellyfish.

The character takes half damage (round down) from bashing attacks and has an armor rating of 1/1

Martyred

This Stain remembers every painful injury committed against the character, and manifests the wounded, bleeding gauze for all to see.

Once per turn, the character can attempt to do a brawl attack to an opponent with a Modifier of the last injury he received. So if the character received 4 points of lethal damage from a bullet he can add 4 dice to all following brawl attacks until he receives another injury. The type of damage (bashing, lethal, aggravated) is determined by the attack of the character.

Pseudopods

Like amoebic tentacles, the character’s gauze can grow amorphous limbs that curve and stretch like putty up to a range of ten feet.

The character has multiple limbs, and can use them to engage in hand-to-hand combat at range of up to 3 yards. The character has the merit “ambidextrous” (see WoD p.110) and has the “Fighting style: Two weapons” merit at 4 points (see WoD p.112).

Quick (1-3)

Some feature of the spook enables him to react much faster than the usual ghost.

Every level of this Stain adds 2 points to Initiative and 1 to defense.

Reaching gauze (1-3)

The spook displays some feature which allows him to execute some kind of ranged attack. This attack is either rolled with Strength + Athletics + hit modifier and is considered as an aerodynamic throwing weapon (see WoD p. 67) or with Dexterity + Firearms + hit modifier with a range of 20/40/80

Level	Effect
1	<i>Weapon stats: R: 20/40/80 I:0 H: +2 D: 1L</i>
2	<i>Weapon stats: R: 20/40/80 I:+1 H: +2 D: 3L</i>
3	<i>Weapon stats: R: 20/40/80 I:+2 H: +2 D: 4L (9again)</i>

ORPHEUS – nWoD Conversion

Scales

This Stain turns the character's skin into a body canvas reptile scales, making it more supple and better protected.

All rolls to escape handcuffs or other means to bind him have a +2 Modifier. And the spook has an armor value of 1/1.

Sharks Appetite

The character's mouth grows into a maw with teeth that are thick and jagged, like those of a piranha or shark. He even develops additional rows behind the first, right to the back of his throat.

The character gains the ability to eat anything and masticate it to a quick pulp by latching on to it with his mouth. The character can make a bite attack (see WoD p.157) after he grappled an opponent.

Weapon stats: R: -/- I:0 H: 0 D: 4L

The character can munch through ectoplasm and even matter (after materializing) without any harm to him.

Shifting identity

Some people have little credible self-image, whether it's horrific self-esteem or unrealistic appraisals of themselves. The Stain slowly shifts a spook's looks and even identity around like silly putty, a reflection of how little they knew themselves.

Because spooks are essentially exposed avatars of their personalities, they can willingly "tweak" facets of themselves to alter their own Social Attributes. With this Stain, the character can increase their Presence and Manipulation by one dot.

Spider's bristles

When a character manifests this Stain, a carpet of hairy bristles emerges from the skin on his hands, arms and legs. Their curious design lends the character the appearance that he's possessed of wire like body (and palm) hair.

The character can climb up walls and other sheer surfaces by using his bristles, in much the same way a spider does.

Starved

Ever hear the expressions of someone who's so transparent, you can see right through them? Well, now the character is nothing but a walking skeleton, his gauze coalesced into bone.

The characters Defense is increased by 2.

Succubus

The unholy presence of the spook is magnifying the desires of the minds around him.

The character gains +1 Manipulation and the 4-dot version of the "Striking looks" merit.

Worm hair

The character does not have hair, per se, but rather worms or perhaps small snakes where hair would normally be. They may be short (in the case of worms) or relatively long, with snakes looking rather like cornrow braids at a distance.

The attached animals whisper to the spook all the time while watching and analyzing the surrounding.

The character gains +1 Initiative and +2 on all sight based roles (does not includes firearms).

ORPHEUS – nWoD Conversion

Orpheus specific Merits

Anchor: (• to •••••)

An Anchor provides the character with a link to her past, a means of maintaining her strength when all appears hopeless. It can bolster her Vitality, calling on thoughts of better days to reinforce her incorporeal body. In many ways, Anchor is the antithesis of Spite, though a character's Anchor points do not vary (though once they have been spent, Anchor points cannot be used again in that game session). Each Anchor point spent in this manner regains the character a point of Vitality. Anchors usually link to objects that serve as mementos, triggers for the points each contains. If the character is not in the presence of the anchor object, she cannot draw upon the points it represents.

- You have one small keepsake (e.g., a locket or picture) that is worth three Vitality points.
- You have one significant keepsake (e.g., a book) or two smaller ones that are worth six Vitality points in total.
- You have one substantial keepsake (e.g., a large item of clothing such as a coat) or several smaller ones that are worth nine Vitality points in total.
- You have one large keepsake (e.g., a car) or several smaller ones that are worth twelve Vitality points in total.
- You have one massive keepsake (e.g., a house) or several smaller ones that are worth fifteen Vitality points in total.

Artifact: (• to •••••)

- You don't have any artifact.
- You have a small artifact, like the spiritual version of a mundane, melee weapon.
- Your artifact is of moderate power, possibly a good luck charm. This level of artifact could be a mystical weapon like a holy blade or blessed bullets.
- An artifact of this power level may have multiple minor abilities or one kickass major power.
- You possess a powerful talisman, something with international fame or notoriety.

Detective License: (••)

Orpheus offers detective licenses to any agent willing to undergo the training. This allows Orpheus to investigate matters publicly and legally, thus giving its agents legitimacy. Orpheus uses its many contacts to bypass some of the more difficult requirements of obtaining a license, like potentially thousands of hours working in a private investigative service or three years without a criminal record. Anyone with Detective License can access information for investigative or research purposes.

Reincarnate: (• to •••••)

Many cultures believe in reincarnation, and whether or not your character does, his death has opened up more memories than he should rightly have. How he deals with such revelations is up to the player, but regardless, because death lays ghosts bare the filtering effects of images, impulses and, sometimes, even passing familiarity with matters the character never realized he knew. This allows him to draw upon previous experiences to assist him in Ability rolls for this one instance.

When taking this merit the player decides on the skill levels the memories bring with them. Once per game session the character can try to tap in this spiritual well and use the skill level of her ancestor by paying one point of Willpower.

This new skill level is used instead of the character's original one.

One of the chosen skills has a specialization.

Example:

Joe has the merit reincarnate •••, now he can decide that he can remember weaponry (axe) •••. Or he could decide to get occult (shaman rituals) •• and medicine • - but only during the initial taking of this merit. If this merit is upgraded with experience points the new points can be divided to existing or new skill levels.

ORPHEUS – nWoD Conversion

Shield: (• to •••••)

Sleepers and skimmers must beware leaving their bodies unattended, lest passing Spectres attempt to take them over. For whatever reason, however — be it strong will, a powerful balance between mind and body or just plain, old-fashioned good luck — some projectors' bodies are inviolate (or nearly so). Characters with the Shield Background are much more difficult to possess when projecting, and some can actually inflict damage

on Spectres who try.

Any time a character with even one dot in this Background is the target of a possession attempt, the player rolls Wits + Stamina. If the roll succeeds, the character is aware of the situation (and probably snaps back to her body post haste, if possible). In addition, the Storyteller uses the Background's rating as a -1 to -5 modifier to any attempt to possess the character's body while projecting. Additionally at higher levels the spook trying to possess you is damaged for **every** attempt..

- A Spectre has to work to possess you.
- Your body is a temple.
- Your body fights back if invaded; any Spook attempting to possess it suffers three points of lethal damage .
- You know if anyone gets too close to your inert form; five points of lethal damage to any Spook trying to possess you.
- Any Spook who messes with your body is asking to be sent back to Hell; ten points of lethal damage to anyone trying to possess it.

Veil: (• to •••••)

A spook's Vitality plays a significant role in her visibility to other ghosts. Too high and drones see them but Spectres don't, too low and the opposite is true. A character cannot easily alter her Vitality to suit her circumstances, but she can learn to control the perceived brilliance of her aura and, thus, the reaction of other spooks. A character with Veil may add or subtract a value up to her Veil rating from her current Vitality to determine her effective Vitality and, thus, her visibility. Her underlying Vitality does not change with the use of Veil, but if her Vitality changes while Veil is in effect, her effective Vitality likewise changes.

Example: A character with Veil 2 and Vitality 5 can choose to appear as a spook with Vitality 7. If that character loses two points of Vitality, she can only appear as though she had Vitality 5 (even though her actual Vitality score is 3).

- You may increase or decrease your effective Vitality by one point.
- You may increase or decrease your effective Vitality by up to two points.
- You may increase or decrease your effective Vitality by up to three points.
- You may increase or decrease your effective Vitality by up to four points.
- You may increase or decrease your effective Vitality by up to five points.

ORPHEUS – nWoD Conversion

Visage: (• to •••••)

To some extent, a character's conscious thoughts control his appearance as a spook. Spite can modify this, leading to Stains twisting the character's features and body, but a sufficiently aware character can reshape his appearance and conceal his Stains. Doing so is a conscious act and ends when the character no longer focuses on maintaining his modified appearance or deliberately stops doing so. The Visage Background determines how great a modification the character can make — making minor changes (e.g., altering hair or eye color) or concealing one or two Stains pose few problems, but vast changes or hiding multiple Stains are more difficult. Visage only modifies a character's spook appearance or that of his manifested form. It does not modify the character's physical body (if he has one), nor does it change the number of dots in Attributes or Vitality level (and, thus, "visibility" to Spectres).

- You can change one physical feature or hide one Stain.
- You can change two physical features or hide two Stains.
- You can change three physical features or hide three Stains.
- You can change four physical features or hide four Stains.
- You can change five physical features or hide five Stains.

ORPHEUS – nWoD Conversion

Shades

Shades describe the kind of Spook an Orpheus character is, what powers and outlook he has. A character's Shade is a reflection of how views and interacts with the world around him.

A pivotal aspect of any Orpheus character is his Shade. A character's Shade is a reflection of how he views and interacts with the world around him. This outlook, in turn, influences the powers a character can and cannot develop. Orpheus identifies only five specific categories of Shades but suspects there may be more they have yet to find.

While members of each Shade have certain aspects in common, remember that your character is an individual who might break with the Shade's stereotypical image. For example, Poltergeists are typically angry about something, but while one character may be extremely irate at having died before she was ready, a second character's rage may derive from his righteous indignation at the perceived injustices of the world. Likewise, while Banshees generally possess a certain level of insight, one character may be a scientist with a keen understanding of the universe's mysteries, while another is a priest with an intuitive comprehension of the human soul. When selecting a Shade, consider what would lead your character to develop that outlook and approach to the world, as well as how that attitude manifests within him as an individual.

Banshee

Banshees are considered to be the most empathetic of the Shades, and the ones most driven by insight and emotions. Many are compassionate, but some of the more cynical ones become prone to judging others who might be considered worthy of their assistance.

Favored Attributes: Presence or Wits

1st Horror: Wail

Manifestation Forms:

For **zero Vitality points**, a Banshee can cause her voice to be heard in whispers that flutter and batter those in the area from all directions; otherwise, the Banshee has no physical impact on the world and remains unseen except to those who can see spirits and projectors. She may speak normally, though her voice sounds drawn through great distances or echoes in whispers. Banshees with Spite ratings near, equal to or greater than their Vitality project their voices differently, their whispers giggly and high like those of children or dropping in octaves to sound possessed. For **one Vitality point**, she appears as an apparition, her gauze partially translucent and torn in an almost stereotypical rendition of a floating ghost. The wisps of bright white gauze float and bob on ethereal winds, giving the Banshee an almost dream-like quality. If the Banshee has a high Spite rating (at least one dot under their Vitality), her gauze is even further tattered, her hair long and white, her eyes black like as a shark and her teeth likewise sharp. In either case **all** Attribute and Skill rolls are at half-strength, rounded down to a minimum of one dot.

For **two Vitality points**, a Banshee appears as human, with full stats, speaking and interacting with her surrounding as though alive, though qualities of the Banshee seem “floaty” and light as if the banshee is somehow immersed in water.

Haunter

Comfortable in a variety of environments and situations, these characters possess an innate empathy for objects and locations. Haunters tend to be roamers and loaners, always drifting into situations that suit them the best. Many were betrayed or abandoned at some point in their life, making it more difficult for them to become close to people. They remain detached from human contact and instead focus their emotions on things, such as cars, art, or even an abstract concept.

Favored Attributes: Dexterity or Intelligence

1st Horror: Inhabit

Manifestation forms:

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At **no Vitality cost**, Haunters may manifest only in reflective surfaces - mirrors, windows, bathwater and the like. In this state, they appear as substantial as they would in life, but only as a reflection. A soccer mom who sees a Hunter reflected in her SUV's rearview mirror, sitting between her two kids, and spins around to look will only see the two children, not the Hunter. In this form, Haunters are incapable of verbal communication, instead relying on gestures or messages written with the Inhabit Horror.

Those touched by Spite ratings near their Vitality are masked by shadows that seemingly scabble over them for purchase, and their eyes, as windows to their souls, are empty sockets. By spending **one Vitality point**, a mucous with a caul clinging to his face and obscuring his features, looking much like a cross between the old Victorian photos of ghosts' ectoplasmic forms and the bed-sheet ghosts common on Halloween.

In this form, all Attributes and Skills for the purposes of rolls made for the Hunter are at half-strength, rounded down (to a minimum of one dot). Again, high Spite ratings can affect this form, and the caul bulges and moves as if with darkened tendrils pressing against its inner surface, almost like a grease-thin paper bag filled with worms.

Two Vitality allows the Hunter to appear essentially as he did in life, though a Hunter appears unhealthy if not outright anemic or jaundiced. The Hunter may now interact with his environment and those around him as though living. The Hunter now possesses all his normal Attributes and Skills, as well access to any of his Horrors.

Phantasm

In some ghost stories, the spook becomes visible to only one person, or the victim of a haunting sees other things that no one else can see. Many ghosts also make themselves known through dreams... or nightmares. Such visions betray the presence of the Phantasm, an elusive and illusive Shade that Orpheus never discovered in its researches. An encounter with a Phantasm can leave both the quick and the dead wondering if they

have gone insane, as dream and reality blur.

In life, prospective Phantasms cared more about their own thoughts than the world around them. Some of these people fled from reality to hide in idle fancies. Others tried to share their imaginings with other people as writers and artists. Still other latent

Phantasms strove to act out their dreams in real life or to make their visions real as inventors, reformers and organizers... or tyrants and madmen. The dictator who turns a nation into one vast howl of terror follows a dream as much as the idealist who quests for justice and healing. Potential Phantasms are not always easy to spot. For every artist or activist, a dozen people conceal vivid imaginations behind a quiet, ordinary life. The housewife who loses herself in soap operas or the clerk who fantasizes about winning the lottery may be just as much a latent Phantasm as a philosopher wrestling with ultimate truth or the science fiction fan who hates today because it isn't yet tomorrow.

In death, Phantasms gain the power to project their dreams and fancies into other minds. They lived for imagination, and now, the world of dreams becomes their playground, their refuge and their weapon. A Phantasm cannot make his visions real and solid — but

he can impress them on other minds so vividly that victims cannot tell what's real or illusion. Spooks of this Shade also easily gain the power to enter other beings' dreams. They can observe a dream, interact with it or shape it to a vision of their own choosing. An especially practiced Phantasm can even slip from one dreaming mind to another, flitting about the world. The exceptional subtlety of their powers makes Phantasms hard to notice unless they want to be seen. Unwary ghosts or mortals can easily mistake a Phantasm's illusions for reality — or at least for some other ghostly power. A Phantasm cannot materialize objects like a Poltergeist, but he can make others think he did. He can't read the past like a Banshee or enthrall people like a Wisp, but he can walk through dreams and learn others' traumas, fears and fantasies. A skilled Phantasm can cloak himself in illusion to appear as someone else or vanish from sight entirely. Of course, Phantasms can learn the trademark Horrors of most other Shades, given time — but dreams and illusions remain their area of greatest expertise.

As spooks, Phantasms can indulge their taste for fantasy to the fullest. The weakest and most self-absorbed Phantasms — the drones and blips of their kind — may trap themselves in a single ever-repeating dream or nightmare. Less passive Phantasms may haunt the living as voyeurs of dreams or amuse themselves with their own projected fancies. Stronger Phantasms may try to share their dreams directly or play them out with the help of mortals or other ghosts. This can be as harmless as a dead

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playwright using dreaming minds as a stage. It can even be noble, such as a Phantasm who drives a killer to confess by sending her visions of her victim. An activist Phantasm can comfort, advise, teach or propagandize through visions... or delude, derange and torment his victims. Some dreams are monstrous and perverse. A Phantasm who drags hapless mortals into his wish-fulfillment nightmares of power, lust or revenge can destroy lives as cruelly as any Spectre. The powers of dream and illusion can drive a victim mad... or convince other people that a victim has lost her mind.

Favored Attributes: Presence or Manipulation

1st Horror: Sandman

Manifestation Forms:

By expending **zero Vitality** points, a Phantasm can appear to the living as a shadow with nothing to cast it, moving but flat and without any details except an outline. In this form, a Phantasm cannot affect physical objects. The Phantasm can also whisper short sentences. Such a form does not usually attract attention if the Phantasm stays quiet, though it allows the spook to use all its powers upon the living.

A Phantasm who expends **one Vitality** point manifests as a humanoid figure but remains dark, indistinct and translucent — a three-dimensional shadow. In this form, the Phantasm can speak almost normally. The spook's voice has its normal volume but retains a hollow, echoing quality. No one could mistake the Phantasm for anything

but a spirit, and the ghost still cannot manipulate physical objects.

By expending **two Vitality** points, however, a Phantasm can manifest as an apparently real, solid human being. In this form, a Phantasm can apply his full Physical and Social Traits to affect people and objects. Like most spooks, the Phantasm appears as he did in life, possibly modified somewhat by his self-image. A Phantasm could use his Horrors to alter how other people perceive his form, though. Phantasms with high Spite ratings retain the hollow quality of lower manifestation forms and seem to merge with deep shadows.

Poltergeist

Poltergeists are universally frustrated people, but can differ in how they handle that frustration. Some constantly whine and complain, and others try to escape from society completely by secluding themselves. Either way, they are frequently bitter and tend to explode with little provocation.

Favored Attributes: Strength or Wits

1st Horror: Helter Skelter

Manifestation Forms:

The average Poltergeist (if there is such a thing) manifests in the way one might associate with the ethos of the sobriquet “poltergeist” These characters impose their powerful essences on the living world, and in so doing, manipulate the things of the living by sheer will alone. With **zero Vitality** point expenditure, Poltergeists manifest by exerting control over objects in the area and exploiting them to their own ends (for a maximum of one dot in Strength and Dexterity). This is typically most effective when manipulating objects as means of communication, like the point of a Ouija board, or by using chalk to scratch words on stone. In the digital Age enterprising ghosts and projectors make use of nearby computers to speak with the living. Otherwise, Poltergeists remain intangible, invisible and inaudible. With a high Spite rating (essentially a rating almost on par with starting Vitality), the words being written or indicated bleed for the duration of a Scene before the gauze-blood evaporates with no incriminating evidence left behind. For **one Vitality** point, the Poltergeist pulls nearby objects together to form a crude body. Even though it may look weak, this collective form has the same strength as any other one-vitality manifestation and may affect the world in much the Same fashion: at half the ghost's or projector's own Attribute and Ability scores. Any damage against the objects, however, forces the manifesting Poltergeist to make a Willpower (= Resolve + Composure) roll. if he fails, the body is scattered and the Poltergeist is incorporal again. With high Spite ratings, the objects spin around as though trapped in a vortex or whirlwind. For **two Vitality** points, Poltergeists materialize fully formed, just like any other Shade. The difference is that the Poltergeist possesses a frenetic, angry energy about him. He may not mean to, but there's a look of bottled rage to their eyes and in the furrow of the eyebrows. At best, the Poltergeist appears “intense,” at worst, homicidal.

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Skinrider

Skinriders are dominating and manipulative by default. Their use of control can be from good, such as a military leader spurring on their troops or a teacher pushing students to do better, to cruel, such as a bully or a bureaucrat who enjoys lording over others.

Favored Attributes: Presence or Resolve

1st Horror: Puppetry

Manifestation Forms:

At **zero Vitality** point expenditure, Skinriders manifest only by controlling the living. A Skinrider can touch a mortal and make him speak the spook's words, granting the character full speech. A Skinrider can also embody by proxy in the same fashion, using a mortal's body to affect the physical world in brief and clumsy ways. Think of it as partial possession. Actions performed through borrowed flesh have a maximum duration of one turn, and the ghost/projector cannot exert force greater than Strength 1, at an agility of Dexterity 1. Those Skinriders touched with a high Spite rating make their hosts appear demonically possessed. The host's eyes become white, his skin appears cracked, his hair goes wild and his voice becomes otherworldly- essentially all the physical cues from

the Exorcist sans projectile vomiting. By expending **one Vitality** point, the Skinrider materializes a body of his own, a translucent phantom of cobwebs and fog strung with silver threads, much akin to a humanoid ball of glowing twine. This tissue of gauze has effective Attributes and Abilities at half-value (to a minimum of 1 dot). The plasm body accurately portrays the ghost's or projecting entity's self-image, but no one could mistake it for a living person. With a high Spite rating, however, the threads and cobwebs blacken to oily slickness, and shadow-like veins grow from cancerous splotches on the Skinrider's body. Expending **two Vitality** points creates a body that appears fully human, with the character's full Attributes. Again, though, this is the spook's self-image. For projectors, this might not match the character's physical body in every detail. The Skinrider's "veins" and "arteries" are more visible however, the skin somehow thinner and more brittle. Both the candy floss-phantom and solid manifestations last a full scene before dissolving, unless the Skinrider chooses to abandon them earlier.

Wisp

Wisps are generally the most extroverted of the Shades, reveling in attention and adoration, and generally take things less seriously than others. They tend to be naturally charming, have an excellent sense of humor, a good sense of showmanship, or all of the above that they use to great effect with their abilities.

Favored Attributes: Dexterity or Presence

1st Horror: Unearthly Repose

Manifestation Forms:

At **zero Vitality** points, the Wisp's basic manifestation is a soft glow, usually white or yellow (although Wisps with high Spite ratings tend more toward red or violet). The glow is not humanoid in shape; an observer who saw both the ghost's Gauze and the glow would see a ball of light roughly centered over the Wisp's abdomen. A living observer sees only a faint ball of (usually very beguiling) light, until the Wisp decides to invest more of himself in the manifestation. In this form the Wisp is completely mute, but can affect physical objects in slight ways (flicking light switches, fogging windows, etc.) With some additional effort (at **one Vitality** point expenditure) the Wisp looks like a blurry rendition of her true appearance. The ghost or projecting entity appears to the living as a recognizable, humanoid form, but her features slur and run together as though being viewed through a rain-lashed window. Some Wisps, particularly those with high Spite ratings, take on darker shades in this form and resemble old, black and white photographs. Finally, by exerting himself, the Wisp can appear as a human being, manifesting completely. This **two point Vitality** expenditure renders Wisps nearly indistinguishable from their normal, living forms, save the fact that they glimmer with an inner light. Most such Wisps have beatific smiles – or devilish grins, depending on their general temperament – a light, dexterous touch and obvious grace. Since Horrors are usable in this form (and Wisps tend to be showy) they often glow with low-level Unearthly repose.

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Orphan Grinder

Ghosts that somehow became a Spectre and then redeemed themselves to becoming a Spirit again.

Favored Attributes: Resolve or Composure

1st Horror: Oblivion's Husk

Manifestation Forms:

At **zero Vitality points**, the Orphan-Grinder appears as a cloud of black smoke or grayish, roiling mist. Anyone looking very carefully might see the character's face appear in the wisps of smoke for a few seconds at a time, though focusing on the face or its features is near impossible. In this form, the character can speak with a raspy whisper (no more than a few words a time) but cannot touch or manipulate any solid objects.

With **one Vitality point**, the smoke coalesces into a thick, oily puddle that can move and assume a humanoid form. This liquid is cold to the touch, and any person touching it with his bare skin or gauze finds it stings briefly, like putting bare flesh on freezing metal. The character can speak in this form, but the words are slurred, and the voice is thick and sibilant. Unlike many other Shades, Orphan-Grinders with high Spite ratings are completely indistinguishable from others of their ilk.

At **two Vitality points**, the character manifests fully, appearing as a normal human being, indistinguishable from her living form. Fully manifested Orphan-Grinders often grow withdrawn and sad. They know what they've lost and, on some subconscious level, understand the world's likely fate. Many of them are also strangely afraid of shadows and superstitiously avoid crossing them while manifested.

Marrow

They are social chameleons in life, adopting and dropping mannerisms and styles they find interesting (even though others might call them affected for doing so). At one end of the Marrow spectrum are those who seek a personal identity by experimenting with whatever fad is popular. They're mortal chimeras, constantly changing hair colors, styles and attitudes to fit whatever new idea inspires them.

Favored Attributes: Presence or Dexterity

1st Horror: Flesh-Flux

Manifestation Forms: For **zero Vitality points** a Marrow can manifest in the physical world as a small animal. The Marrow may not take the form of any creature larger than a large rat. Crows, cats, rats, large spiders, dragonflies, bats and the like are all possible shapes the Marrow can assume. A character trying to talk in this form is in for a challenge, because other animals (parrots, for example) talk via a very different process. For every word the character wants to speak when manifested in this form, her player must roll Intelligence + Expression. For **one Vitality point** the character has the option of appearing as a larger animal or as a swarm of smaller animals (as per Legion Born's swarm rules for a one-Vitality expenditure). If the character chooses to appear as a larger animal, she can appear physically as any animal up to roughly the size of a moose, therefore the character could be a deer, a large dog, a dolphin or other similar animal. Manifesting as a swarm of creatures, on the other hand, lets the character appear as a swarm of rats, a cloud of wasps, a school of fish or other similar phenomenon. All creatures in the swarm need to be doing roughly the same thing: flying, digging, attacking, et cetera.

For **two Vitality points** the Marrow manifests as fully human with her normal stats. Those looking at the Marrow closely (Wits + Medicine) may notice that her skin doesn't do a very good job of staying in place. It seems to shift and, if the Marrow is agitated, the viewer may even notice a roiling or swirling pattern beneath the skin.

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Laments

Laments determine exactly how a character comes into contact with the world of ghosts. There are two main categories of Laments: projectors and ghosts. Projectors are living humans that through one method or another can throw off their flesh and become a ghost. They can return to their bodies under most circumstances. The other categories are the dead, who still manage to interfere in the affairs of the living. Characters can change Laments throughout a campaign (for example, a sleeper killed in the line of duty can become a spirit, or a skimmer unable to project anymore can become a sleeper).

Sleeper

Sleepers enter special chambers reminiscent of cryogenic tanks in order to project. Orpheus technicians replace their blood with a serum that maintains the organs' health even as they ought to decay, and the Sleeper is frozen to around -80°F.

Advantages:

Sleepers do not need to spend Vitality to remain Projected. Additionally, they can channel temporary Spite points into their body as automatic Bashing damage, which heals normally once they're back in their body. Damage to a Sleeper's ghostly form does not transfer to his physical body. Skimmers gain 1 point of Vitality per hour while resting in body.

Disadvantages:

It takes five hours to project and to come out, and requires specialized machinery. It also takes five hours to bring the body back from cryostasis to life.

A Sleeper is totally detached from his body and has no easy way to find it if his frozen body is moved.

Skimmer

Skimmers have mastered the mysterious art of soul projection. With minimal preparation, a Skimmer can cast her consciousness out of her body, essentially becoming a spook at will. The Skimmer's body remains alive, an empty husk connected to the Skimmer's soul by an invisible and intangible connection called the "silver cord".

Advantages:

Skimmers can project in 1 turn with a successful meditation roll of Wits + Composure (- environment modifiers). With a failed roll, projection takes 1 minute. Skimmers can Ripcord back to their body in 1 turn, which causes 1 automatic level of Bashing damage. Skimmers gain 1 point of Vitality per hour while resting in body.

Disadvantages:

Skimmers must spend 1 point of Vitality an hour to stay alive while projecting, or they take 1 point of Bashing damage every hour. Damage to a Sleeper's Vitality also causes equal damage to his Health, in Bashing damage.

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Spirit

Spirits are the restless dead who remain behind after the body has passed on. Orpheus prizes these agents, as they no longer legally exist, they are perfect for operations that would be illegal if performed by a living agent.

Advantages:

Spirit characters begin with Echo 2. If the lament of a character changes during the chronicle to Spirit the Echo value increases at 1 point.

Disadvantages:

All spirits are held to the afterlife by a number of Tethers, unfinished business or attachments the spirit is unwilling to let go. Player Character Spirits begin with 3 Tethers, which take the form of an action tied to a person, place or thing. Spirits are normally unaware of what their Tethers are, but any Orpheus employed Spirit will certainly have had his sensed and explained. If a character resolves or completes a Tether, he either gains 1 point in Echo or loses 1 permanent Spite (and thus wins 1 point Morality).

However, if a Tether is destroyed or made impossible, the character loses 1 point of Echo AND gains 1 permanent Spite (and thus loses 1 point Morality).

Additionally, all Spirits have a dark reflection, a Spectral twin that exists primarily to indulge in the Spirit's Vice and to destroy the Spirit's existence, causing the Spirit to gain more and more spite until finally the two halves can become whole again.

Hue

As special kind of spirit, hues have one thing that separates them from other ghosts. While alive, a hue tried the drug pigment, a highly addictive designer drug that allows those under the influence to see ghosts.

Advantages:

First and foremost, due to their weakened state, Hues don't have the Spectral twin that Spirits do.

Secondly, Hues can access their Stains without increasing their Spite. For every 1 Vitality spent Hues can activate one Stain for one turn without the usual risk of increasing their temporary Spite.

Disadvantages:

The maximum Vitality is lower than every other lament with the same Echo value (see “Echo” p.4).

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Horrors

Horrors are the abilities that characters in Orpheus can use when they are in **ghost form**. These abilities are reflections of one of the shades a character can possess, and are remarkably flexible in how they can be used. Horrors are powered by vitality. Each horror also features a benefit, a special bonus that can be granted to other spooks.

Horror tiers:

Every Shade has its own ladder of Horrors that need to be climbed step by step. So if you want to buy the second tier of a Horror you must have bought the first tier before.

The fourth tier can only be bought if the ghost's Shade is the one where the Horror originated.

Crucible Horrors:

Spooks have long known they can share Vitality among their crucible-mates or provide allies with Benefits from their Horrors. Benefits were only a prelude to the power available with Crucible Horrors, which elevate the ability to empower another's Horror to a whole new level. Crucible Horrors result when two or more spooks combine their first-tier Horrors. By pooling their use of Horrors (and the Vitality fueling them), characters can achieve effects an order of magnitude greater than they could normally expect. They aren't just bigger or more powerful versions of the same thing — Benefits and some Merits already make that possible. Instead, they grant the allied characters fundamentally different powers entirely.

Characters can only combine first-tier Horrors, and only when using two of the same Horrors (Wail with Wail, Inhabit with Inhabit). You cannot, for example, combine Helter Skelter and Wail, though two spooks could certainly combine two Helter Skelters to create its Crucible Horror effect. Furthermore, Crucible Horrors are not as flexible as most Horrors. Spite cannot fuel them, they do not have Benefits, nor can they be the target of another's Benefit.

In theory, if all the characters know the same first tier Horror, the entire crucible could channel Vitality into the Crucible Horror, resulting in truly incredible displays of power — power they'll need later on.

Much of the force behind Crucible Horrors comes from the massive influx of Vitality that the crucible can channel into the effect.

Crucible Horrors have a minimum Vitality expenditure of five that the characters must meet before the effect kicks in and every participant has to pay one point of Willpower.

The limiting factor is the Echo of the participating characters; at least an Echo of six is needed before a Spook can join a Crucible Horror.

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Who has what:

Shade	1 st Tier Horror	2 nd Tier Horror	3 rd Tier Horror	4 th Tier Horror	Crucible Horror	Banned Horrors from Shade
Banshee	<i>Wail</i>	<i>Forebode</i>	<i>Pandemonium</i>	<i>Screaming Nothing</i>	<i>Storm-Gloom</i>	<i>Poltergeist</i>
Haunter	<i>Inhabit</i>	<i>Witch's Nimbus</i>	<i>Broadband Ghost</i>	<i>Hell on Wheels</i>	<i>Escher's Corkscrew</i>	<i>Banshee</i>
Phantasm	<i>Bedlam</i>	<i>Sandman</i>	<i>Dream-Walker</i>	<i>Draw Forth</i>	<i>Terrible Madness</i>	<i>Haunter</i>
Poltergeist	<i>Helter Skelter</i>	<i>Congeval</i>	<i>Anathema</i>	<i>Rend and Rake</i>	<i>Puppet Storm</i>	<i>Wisp</i>
Skinrider	<i>Puppetry</i>	<i>Juggernaut</i>	<i>Contaminate</i>	<i>Doppelganger</i>	<i>Mob Rule</i>	<i>Marrow</i>
Wisp	<i>Unearthly Repose</i>	<i>Storm-Wending</i>	<i>Beckon Relic</i>	<i>Consume</i>	<i>Ecstatic Crusade</i>	<i>Skinrider</i>
Orphan Grinder	<i>Oblivion's Husk</i>	<i>Hellion</i>	<i>Vector</i>	<i>Salvation</i>	<i>none</i>	<i>none</i>
Marrow	<i>Flesh-Flu</i>	<i>Familiar</i>	<i>Legion Born</i>	<i>Nightmarish Gestalt</i>	<i>Clay Jars</i>	<i>none</i>

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Banshee:

1: Wail

Wail allows you to manipulate emotions or cause damage with your voice. In order to affect the living, you will need to manifest, if only just as a voice.

The Banshee can decide which effect his voice should have.

a) Calm or Enrage

System:

Action: instant

Dice pool: Manipulation + Empathy + Vitality vs. Resolve + Composure

Cost: 0-5 vitality

Duration: (Vitality spent + 1) turns

Number of Successes rolled determines power of effect:

- 1 Success: Mildly soothing or annoying. Lowers all Physical dice pools by 1 if soothing; Mental and Social pools by 1 if annoying. Affects 1 person. Maximum effect with 0 Vitality
- 2 Successes: Calm a screaming baby or anger an average shopper. Lowers dice pools by 2 as above. Affects 2 people.
- 3 Successes: Calms an angry commuter or annoys a serene mother. Lowers dice pools by 3 as above. Affects up to 5 people. (Maximum effect possible for 1 Vitality point spent.)
- 4 Successes: Calms a new widow or infuriates a controlled security guard. Lowers dice pools by 4 as above. Affects up to 10 people.
- 5 Successes: Pacifies a raging lunatic or enrages a Buddhist monk. Lowers dice pools by 5 as above. Affects up to 50 people.

b) Attack:

System:

Action: instant

Dice pool: Manipulation + Empathy

Cost: 2-5 vitality

Duration: n.a.

Weapon stats: **R:** 10+Vitality/-/- **I:** 0 **H:** +Vitality **D:** 1L(armor piercing Vitality spent-2)

Spend 2 or more Vitality. Damaging Wail affects everyone within 10 + Vitality spent yards in front of the Banshee.

Each point of Vitality spent over 2 provides 1 point of armor piercing

c) Damaging Objects:

System:

Action: instant

Dice pool: Manipulation + Empathy

Cost: 4-5 vitality

Duration: n.a.

Range is 10 + (Vitality spent) yards.

(See WoD p. 137 for details on damaging objects) .

If the spook expends 5 vitality the durability of the target object is halved (round up).

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Benefit:

Spend 1 Vitality to double range, area of effect, or number of targets of another Horror.

Using Spite:

A character using Spite to power Wail is unable to use any of the Horror's soothing or calming effects. For a single point of Spite, the Banshee's Wail can evoke the darkest feelings in her audience: despair, rage and sheer malice. All attempts to evoke these negative emotions gain an additional success when determining the Horror's effect.

Tapping two or more Spite points allows the Banshee to wound anyone standing directly in front of him (same as with expending Vitality) but with greater efficiency, as every Spite point tapped increases the damage by one.

2: Forebode

Forebode acts as a "sixth sense". Ask a question about a specific person, place, or object; glimpse into the future or past for (Vitality spent + 1) turns.

System:

Action: instant

Dice pool: Wits + Empathy

Cost: 0-5 vitality

Duration: (Vitality spent + 1) turns

Vitality Spent determines how far into the past or future you can look:

0 Vitality =	1 hour into past or future for 1 turn
1 Vitality =	1 day for 2 turns
2 Vitality =	1 week for 3 turns
3 Vitality =	1 month for 4 turns
4 Vitality =	1 year for 5 turns
5 Vitality =	10 years for 6 turns

Successes determine level of precision:

1 Success:	Show a blurry past event, or a future event with no context.
2 Success:	Clear vision, dim sound. An event with some context
3 Success:	Clear vision and sound. An event relevant to the question asked
4 Success:	Clear and can move. A relevant future, and 1 or more possible futures
5 Success:	Full replay of event. A future in question, any possibilities with the central event as the nexus.

Benefit:

Spend 1 Vitality to grant one other horror the 9 again rule for one turn.

Using Spite:

Tapping Spite to power Forebode changes, or even warps, the Horror significantly. Positive, happy or even neutral events become fuzzy, unclear and more difficult for the Banshee to see. Furthermore, the time frame for seeing such things is halved (i.e., instead of seeing a day into the past or the future by tapping a point of Spite, the character can see only 12 hours if looking at events that are either pleasant or emotionally neutral). On the other hand, the range doubles if the character seeks out those things tinged with sadness, dread, hostility or violence. Worse, the emotional tinting of a scene worms its way into the mind of the spook using Forebode, heightening all those negative emotions for the Banshee tapping Spite to power this Horror — he assumes some of the emotional resonance of the vision, feeling angry upon witnessing rage or itching for a fight upon witnessing violence. The feeling doesn't actually last beyond a scene, and the character is not impelled to act on such feelings. It's merely how he feels.

Another drawback to Spite-tapped Forebode is that every twisted and brutal detail of the scene is hyper-clear and unmistakable, rendering every sickening detail more vivid than it was, even at the time of action:

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A vision of a woman being beaten grants the Banshee insight into the state of mind of both the victim and her assailants, and it shows the woman's agony in almost slow-motion vividness. Every purple bruise and every grunt of pain swims in the Banshee's inner eye with a luridness that may disturb even jaded spooks. Likewise, a vision of a murder will allow the Banshee to feel the bullet as it penetrates the victim's sternum, watch the vivid arterial blood spray from the exit wound and see the satisfied smirk of the gunman who committed the deed. To convey the Horror's full effect, the Storyteller is encouraged to wax eloquent, if not downright garish, in describing such events to any character using Spite to fuel Forebode.

After tapping Spite to power Forebode, the character needs one turn to recover for every turn he spends looking at the past or future. Any actions he performs during that time add a penalty of two to his difficulty because of the intense emotional distress and the difficulty of returning to the present after such painfully vivid visions.

Clearly, while many Horrors become more popular with their users when powered by Spite, this is not one of them. Many Banshees will probably refuse ever to use Spite to power Forebode because of the emotional toll doing so entails. Unfortunately, when trying to determine a murder or the potential of violence in the future, this Spite-fueled application of Forebode is the best at gleaming the past or future.

3: Pandemonium

This Horror combines the time-spanning power of Forebode with the physical power of Wail. Through Pandemonium, a spook can go beyond sensing the future to shaping it. The success or failure of any challenging task depends on a host of factors beyond conscious control, from the weather to momentary distractions. A Banshee's unearthly singing or humming opens her mind's eye to this ever-shifting swirl of random factors, and she can choose factors to bless an endeavor with success or curse it with failure. Once a Banshee attains this power, anything she or her friends attempt can carry this weight of probability in its favor, while their opponents suffer a corresponding burden of bad luck.

System:

Action: reflexive

Dice pool: n.a.

Depending on how much Vitality the character expends, the Storyteller adds or subtracts dice from a task's dice pool, to represent the weight of luck working for or against the endeavor. A Banshee can apply good or bad luck to any task challenging enough to require a dice roll and to any person, spook or mortal — even herself. For instance, a Banshee could use the Horror to lie her way past a security guard (increasing her Manipulation + Subterfuge pool) or to help a surgeon perform a difficult operation (increasing his Dexterity + Medicine pool). On the other hand, she could make a thug running through a junk-strewn alley become clumsy (reducing the target's Dexterity + Athletics pool). Pandemonium can even apply to the dice pools involved in wielding Horrors, such as reducing the Manipulation + Intimidation pool for a Skinrider attempting to possess a mortal. Pandemonium has some limits. The bonus or penalty can apply to only one dice pool at a time, for a task the target performs when the Banshee uses the Horror. If the target attempts two actions at once, Pandemonium affects only one task. The Banshee can apply Pandemonium to only one character in a turn. The target also needs a dice pool to begin with: If a character absolutely cannot perform a task because he lacks the necessary Knowledge (or it's physically impossible), all the blessing in the world won't help. So this power cannot be used when the character only has a chance die. Conversely, no amount of bad luck can thwart an automatic action that doesn't require dice pools or a reflexive action that isn't a willed task. Pandemonium has a range of just 10 yards. A character must manifest to use the Horror on a mortal target. Pandemonium has no direct effect on objects, although the entire world can seem to help or hinder its target — from computers that blue-screen to bullets that ricochet and strike an enemy from behind. The duration of the blessing or curse and its severity depend on how much Vitality the player spends on the power:

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0 Vitality:	Add/subtract one die on one roll only.
1 Vitality:	Add/subtract two dice on one roll or one die on two separate rolls.
2 Vitality:	Add/subtract a total of three dice divided among as many as three rolls.
3 Vitality:	Add/subtract a total of four dice divided among as many as four rolls.
4 Vitality:	Add/subtract a total of five dice divided among as many as five rolls.
5 Vitality:	Add/subtract a total of six dice divided among as many as six rolls.

Pandemonium cannot reduce a roll to a chance die.

Pandemonium always works, with no need for the Banshee's player to roll dice. If a character wants to bless or curse a target without the other person noticing, however, the Storyteller can ask for a Wits + Subterfuge roll with modifiers concerning the noise level.

A character cannot use the Horror repeatedly on the same person to make him more and more lucky or unlucky. Until the first blessing or curse runs its course, the character cannot impose a second. Blessings or curses do not "stack" either. If, for example, one Banshee laid a two Vitality blessing on a task and another Banshee granted a three Vitality blessing, the task would receive a bonus of four dice, not seven. One Banshee can bless a task while another Banshee curses it, though.

Benefit:

When a Banshee conjoins Pandemonium to another character's Horror, her song opens the recipient's mind to the kaleidoscope of random factors so he knows exactly how to use his Horror for the best possible effect. Spooks compare it to an athlete's confident feeling of being "in the zone," when he cannot fail. The next action the character attempts using that Horror takes place at a modifier of +2. The duration of the Benefit depends on the duration of the task that involves the conjoined Horror. This is usually an instant or one-turn action, but the Benefit still applies if a task takes longer to complete.

Using Spite:

As with all Horrors, fueling Pandemonium with Spite instantly disallows any of the Horror's benign effects, since malice and rage do not lend themselves easily to constructive uses. Channeling Spite into Pandemonium does, however, result in a potent probability hex with which the Banshee can curse his enemies.

Depending on how much Spite the Banshee taps — and, therefore, how much Spite he's potentially willing to accrue — he can simply frustrate his opponent or condemn her every action to failure and ruin for the rest of the scene.

<i>Spite tapped</i>	<i>Effect on target for the rest of the scene on all rolls</i>
1	on all actions -1 modifier
2	on all actions -2 modifier
3	cancellation of one success
4	same as 2 and all failures count as dramatic failures
5	same as 4 and cancellation of one success

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Crucible: Storm-Gloom

Storm-Gloom uses the Banshees' voices to rip open tiny holes in the Storm Wall — unleashing and propelling a terrible maelstrom of lacerating winds and sharp black sand. Dark clouds of gauze-scouring particulate blow through the Stormwall, bringing darkness to the area, blinding anyone caught by the fierce storm and, if the winds are furious enough, potentially stripping the gauze from anyone caught in the gusts. It affects Spectres and spooks alike (except for those involved in generating the effect, who remain behind Storm-Gloom's rents). Even if all members of the crucible generating the effect are manifesting, **the storm never appears to or affects the living.**

The tiny black rents in reality that allow passage for the Maelstrom's winds, open a few feet in front of the characters using Storm-Gloom. The characters directing this Horror determine which way the wind blows from its origin point, while the amount of Vitality they invest determines the duration of the winds and the area affected, as well as the severity of the gusts.

Vitality	Duration	F Scale	Wind Speed (in mph)	Damage	Perception Modifier
5-7	5 turns	F0	40-72	1L	None
8-10	7 turns	F1	73-112	2L	-1
11-13	11 turns	F2	113-157	4L/2B	-2
14-16	17 turns	F3	158-206	6L/4B	-3
17-19	25 turns	F4	207-260	8L/6B	-4
20-22	35 turns	F5	261-318	10L/8B	no sight
23+	Rest of scene	F6	319-379	12L/10B	no sight

The “F” scale mentioned here is the Fujita scale, which meteorologists use to gauge the strength of tornados.

At the basic level of five Vitality, the winds are distracting but relatively tame, though the howling gusts and swirling darkness still impair perception. At this level, the winds blow along a relatively narrow course, in a “tube” about five feet in diameter. Each additional point of Vitality invested increases the diameter of the wind tunnel by one foot. A crucible investing 12 points of Vitality into Storm-Gloom, then, can create a powerful and blinding storm gust 12 feet in diameter — more than enough to eliminate an alley full of Spectres. Storm-Gloom's range, however, increases by five feet for every point of Vitality invested, meaning its base range is 25 feet. All winds above an F2 rating can blow a target, forcefully, against the nearest hard surface or blast him to the ground for bashing damage in addition to the flaying damage inflicted by the biting sand crystals. Any target in the storm not wearing eye protection is blinded by its effects for one to ten turns (even at F0). The player of anyone foolish enough to look into the blasting winds of F1 or higher must succeed on a Stamina roll (modifier equal to the F rating: -2 at F2, -3 F3, etc.) or his character is blinded for (10– Stamina) days by the sharp sands. A dramatic failure at the Stamina Roll means the character suffers permanent blindness.

The damage from this Crucible Horror stems from two sources, the lethal damage from the sharp sand and the bashing damage from the buffeting winds and the targets impacting hard surfaces (if they lose their footing or grip). All the damage is applied per turn.

Every ghost caught in the wind should make Strength and Stamina tests to maneuver in the storm.

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Haunter:

1: Inhabit

Inhabit allows you to possess and control inanimate objects and buildings. Inhabit lasts for 1 scene, and you can extend its use by spending 1 Willpower point per additional scene. The possessed object becomes your “body”. Each turn that the object receives damage, you lose 1 point of Vitality. You can do anything that the device can normally do, substituting your own traits. Inhabiting characters are effectively invisible to Dead Eyes, Kirlian Cameras and the like.

System:

Action: instant

Dice pool: Dexterity + Crafts

Cost: 0-5 vitality

Duration: 1 scene (+1 per Willpower spent)

Vitality spent determines size:

0 Vitality:	cell phone or pistol,
1 Vitality:	microwave or computer,
2 Vitality:	motorcycle or bookcase,
3 Vitality:	car or small shed,
4 Vitality:	house or bus,
5 Vitality:	mansion or airliner

The number of successes dictates what can be done:

1 Success:	Small special effects
2 Success:	Object doesn't need external power
3 Success:	Harm the host object at will
4 Success:	Internal repairs by rolling Intelligence + Crafts + Echoes
5 Success:	Dramatic effects like moving statues or walking chairs

Benefit:

Spend one Vitality to imbed the effect of a Horror into an object. The Horror activates after 1-3 turns (as defined by the Haunter).

Using Spite:

Powering Inhabit by tapping Spite isn't noticeably different from the more common Vitality fueled version so far as the spook is concerned, but doing so subtly exacerbates the entropic, destructive forces at work on the item. Spite is inherently corrosive and takes a toll on anything exposed directly to it, a characteristic that a clever Haunter can turn to his advantage. Inhabiting a car using Spite, for example, significantly amplifies friction, heat and torsion at work on the engine, causing extreme wear that accelerates the machine's breakdown process by orders of magnitude. On the other hand, the Spite might more directly exacerbate any tiny crack or flaw in an object in such a way that something “gives” the next time someone uses the device: A gun barrel cracks the next time someone fires the gun, for example, or the rotors of a helicopter snap off right after takeoff. How the machine gives out, as well as the exact mechanism of failure, is up to the Storyteller, though corrosion, metal fatigue or sheer brittleness are all suitably likely for any given item's demise. Obviously, a spook's reasons for using Spite to fuel this Horror can vary. He may simply be low on Vitality, or he might want to destroy the item he possesses.

<i>Spite tapped</i>	<i>Time to Breakdown</i>
1	One week
2	One day
3	End of scene
4	Five turns
5	One turn

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2: Witch's Nimbus

Witch's Nimbus is the power to generate and discharge energy, usually in the form of electricity or fire. Witch's Nimbus lasts for one scene. This works without a dice roll.

The Horror can be used as a bonus to a brawl attack or as a ranged weapon (if 3 or more Vitality have been invested).

Witch's Nimbus does not work in combination to a melee weapon.

System:

Action: instant

Dice pool: none

Ranged attack: Dexterity + Athletics

Cost: 0-5 vitality

Duration: 1 scene

Vitality spent determines level of effect:

0 Vitality: small ball the size of a candle flame, can read by or ignite things

1 Vitality: +1 to brawl damage, -1 to all Stealth rolls

2 Vitality: +2 to brawl damage, -2 to all Stealth rolls

3 Vitality: +3 to brawl damage, automatically fail Stealth rolls, can make ranged attacks.

4 Vitality: +4 to brawl damage, everyone within 1 yard takes 1 level of Lethal damage per round, -1 modifier for ranged attacks against the spook

5 Vitality: +5 to brawl damage, everyone within 2 yards takes 2 levels of Lethal damage per round, -2 modifier for ranged attacks against the spook

All damage caused by Witch's Nimbus is Lethal.

Ranged Attack:

Weapon stats: **R:** 10+Vitality/-/ **I:** 0 **H:** +Vitality **D:** Vitality L

Benefit:

Spend 1 vitality and double the duration of the recipient's horror.

Using Spite:

This Horror can assume one of three variant forms when using Spite. One version turns the fiery or fulminating nimbus around the character "sticky," so that, when he touches someone (or she him), a portion of the nimbus sticks to that individual and continues to burn for several turns afterward. The second version allows the spook to construct the fiery (or electrical) nimbus around a target, creating either a fiery prison or a lethal second skin that can easily destroy any spook who can't break free. The third version works in reverse of heat generation and, instead, sucks the ambient warmth from the air and objects, creating a numbing cold.

The first version works exactly like the Vitality fueled variant, with one key exception: Any target taking damage from the ghost has a patch of fire (or electricity) sticking to her that continues to burn after contact is broken. The target automatically takes as much lethal damage as Spite points were tapped for Witch's Nimbus, reduced by one every turn after the contact.

If the burning wound is somehow extinguished (with water or through simple smothering, both of which work for unmanifested spooks as well), the damage ceases the turn the victim smothers the flames. A burning wound from fire simply looks like an area of seething red coals on a spook's gauze, while an electrical wound glows, crackles and throws off blue and purple sparks.

The **second Spite-fueled variant** of Witch's Nimbus allows the Haunter to sheath a target in flames or electricity instead of creating the nimbus around himself.

He encases the target without touching the opponent's skin/gauze. It's simply a hot prison and the target suffers no damage unless she tries to escape (in which case she takes Spite+2 Lethal damage).

The **third application** of Witch's Nimbus possible when tapping Spite enables the Haunter to plunge temperatures toward the arctic. For each Spite point tapped, the temperature drops considerably in the area around the ghost. This bears two different effects. First, anyone in direct contact with a spook using Witch's Nimbus suffers a level of bashing damage for each Spite point tapped to fuel the effect. This means

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any hand-to-hand combat attack made against the spook incurs an immediate case of frostbite, whether to flesh or to gauze. The second effect is that Spite creates a cold field around the spook, which extends out by five feet for each Spite point tapped. This field drains targets (living and dead) of one dot in any Physical Attribute, for every turn they remain inside the numbing field. Once outside the field, the dots return at a rate of one per minute. This Horror's effects last for the duration of the scene.

3: Broadband Ghost

Broadband Ghost refines Witch's Nimbus into a far more versatile Horror and adds elements of Inhabit as well. A spook with this Horror goes beyond radiating fire or electricity to become those forms of energy. The Haunter can also merge with existing flames, electrical currents, magnetic fields and radio waves. Characters with this Horror can ride the power grid, manifest through flames or become their own radio or TV station. They can also lash out with heat or electricity.

System:

Action: instant

Dice pool: none

Using Broadband Ghost, a character can transform himself entirely into fire or electricity. In such forms, the spook can damage other spooks or can manifest to harm material objects or people. The spook becomes completely immune to physical attacks while manifested, however. Bullets, blades, blunt objects and fists pass through the spook's body as they would through a flame or an electrical arc. Use the systems for Witch's Nimbus for the damage dealt by a spook's touch or ranged attacks.

More importantly, a character can merge with existing flames or electromagnetic fields and currents. Any Haunter can possess a radio or a computer using Inhabit, but it takes Broadband Ghost to read what's actually in the computer's memory or to make the radio broadcast a message to other radios. As the spook expends more Vitality, the effects of the Horror become more removed from ordinary human experience.

- 0 Vitality: the spook can manifest through flames or electrical devices such as TV screens or neon lights. The spook must appear in something like its mortal appearance, though it remains obviously an image. A character can talk in this form.
- 1 Vitality: a Haunter can create any image he wants in the glow of flames or electronic phosphor screens. He can project Witch's Nimbus balls of fire or electricity at the zero Vitality level from inside a possessed machine. He can also create areas of uncomfortable heat or prickling electric charge in areas about 10 feet across, at a range of 10 feet, whether he chooses to manifest or not.
- 2 Vitality: lets a spook merge with electrical currents and "ride" them along power lines and through appliances. The character can reach any place the power grid reaches, but navigation becomes difficult over long distances (see below for details). The ghost can also project Witch's Nimbus effects at the one Vitality level to create a damaging aura around a possessed device. For instance, a Haunter who possessed a microwave oven could deliver a shock to anyone who touched the device. This does not, however, cost the spook any more Vitality: It's an innate aspect of the Broadband Ghost form. If the character wants to project greater attacks, he must use Witch's Nimbus directly and pay the added Vitality cost.
- 3 Vitality: a Haunter can sense and manipulate a broad range of the electromagnetic spectrum. He can see in infrared or ultraviolet light, hear radio broadcasts or feel electromagnetic fields and ionizing radiation. The character can create or control electrical and magnetic fields. For instance, a Haunter could wipe magnetic storage media, though not read the contents. The character can emit radio or TV broadcasts at will, but his range is limited to a few miles.
- 4 Vitality: this brings a quantum leap in delicacy and precision. Now, the character can read or write directly to computer memories as he moves among the circuits. The spook also gains the power to project Witch's Nimbus effects at the two Vitality level for free, dealing lethal damage to whoever touches the possessed device.

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5 Vitality: brings the apex of the Horror, as the character gains mastery of radio waves. He can slip his broadcasts into existing radio or television feeds or travel at the speed of light along radio transmissions. A Haunter can also project Witch's Nimbus effects from a device at the three Vitality level for free, including hurling bolts of flame or lightning at a range of 10 yards. For instance, a spook could possess a TV set and shoot electrical bolts at people in the room. Activating this Horror counts as an instant action. Broadband Ghost remains active for a full scene. At any time during that scene, the character can feed another Vitality point into the Horror to increase its effect. Any sort of attack or manipulation of the environment using this Horror also takes an action. A character cannot possess or control more than one machine at a time. Broadband Ghost does not require any special concentration to maintain, though the Storyteller may rule that characters must focus all their attention on particularly delicate tasks, such as rewriting a computer's memory.

Just as with Witch's Nimbus, attacking at range using Broadband Ghost calls for a roll. Manipulating machines, creating images on TV screens, projecting radio signals, reading electrical or magnetic records and the like all require an Intelligence + Science/Computer -roll. Broadband Ghost lets a character travel around the world along the power grid or radio broadcasts. A character that travels as electricity is limited to where power lines go. A Haunter can begin a radio-wave journey anywhere, but must reappear at an active transmitter or receiver. Another character sending messages by Broadband Ghost counts as an active transmitter. The great difficulty of radio or power-line travel lies in picking the right place to reappear when you move so fast. For a Haunter to reach a desired location, the player must roll the character's Wits + Composure. The number of successes determines the character's accuracy: One success means an error of 10 percent of the desired distance; two successes indicates an error of just one percent; and three successes means the character arrived exactly on target.

Distance	Modifier
Less than 1 mile	+1
1 to 10 miles +/- 0	
10 to 100 miles	-1
100 to 1,000 miles	-2
More than 1,000 miles	-3
Tracing a radio signal to its source	+1
Character knows the target device	+1

Benefit:

A character can use Broadband Ghost to quadruple the duration of a conjoined Horror. An instant effect lasts four turns instead of one, while something that would normally last two hours now lasts eight. The Haunter sends a puff of glowing motes or embers to the beneficiary, who suddenly hears the hiss and crackle of radio and electrical currents, with the deep, soft hum of the Earth's magnetic field underlying it all. The beneficiary can hook her Horror into this geomagnetic power, which sustains the effect far longer than is normally possible.

Using Spite:

By powering this Horror with Spite, the character combines the destructive effects of both Inhabit and Witch's Nimbus. The Spite allows the spook to move through all manner of electrical and electronic devices, destroying them in a spectacular display of a massive and potentially explosive power surge. It's worth mentioning that this Horror is far more versatile than it first appears. Broadband Ghost enables the character to assume a wide array of energy forms, of which electricity is only one. A character channeling himself into flames can just as easily enter an engine to blow it up as he could to a computer. Alternately, he can become radio waves and wreak havoc on a stereo, a cell phone or a garage door opener with equal ease. Tapping **one Spite** point lets the character enter an electronic item and short circuit it by using his power to bypass resistors and other forms of impedance. The effect lasts for the duration of the scene, after which the device returns to its previous functionality.

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Using **two Spite** enables the character to completely fry a system, be it a radio, a stereo, a mainframe computer or a plane's guidance computer. Items suffering such punishment are completely ruined and will not work again without significant time spent on repair and replacing parts.

When using **three Spite** points to power this Horror, it fries the system as above, but it also creates an explosion (or an electrical fulmination) that deals three levels of lethal damage to anyone within two feet of the device.

Four Spite allows the Haunter to affect a connected series of devices in the same area: computers in an Internet café or computer lab, for example, or a bank of televisions in an electronics store. Anyone within five feet of the devices suffers four health levels of lethal damage.

Finally, tapping **five Spite** points enables the spook to function as above but across a much larger area than before: three floors of a high rise, for example, or a five square block area. All the devices affected must be of a single type and connected through some kind of electromagnetic link: computers hooked up to the Internet, telephones on different floors or even cars hooked up to the same block heater. The punishment inflicted is five levels of lethal damage to those within a 10-foot radius of the affected devices, though the character can only channel damage through one device each turn.

Crucible: Escher's Corkscrew

This incredibly powerful Crucible Horror allows ghosts to completely possess or inhabit a building or structure, controlling the very laws of physics within. The spooks can create blood, stretch space, reverse gravity or perform any number of other traditional haunting maneuvers. Those within the building are at the mercy of the controlling ghosts.

The characters' initial investment of five Vitality allows them to possess a building or large object (like a boat or 18-wheeler) for a scene and to know everything that's happening along the structure's every square foot. It's a limited omniscience hemmed in by the structure's interior walls and limited to the six senses (the sixth being Dead-Eyes). The characters eliciting this effect can also communicate with one another, creating whispers in the walls that people and spooks can hear but not understand. After that, characters can purchase additional special effects à la carte with more expenditures of Vitality.

The following effects are general examples of the characters' ability to control physics within the building's environs. These are, by no means, all the available tricks that characters can generate, but it provides players with ideas and Storytellers with Vitality-cost guidelines for other applications of this Crucible Horror.

Basic Animation: (one Vitality per five actions) One action allows spooks controlling the building to manipulate some portion of the interior, slamming doors, controlling elevators, shattering windows, turning on lights, turning off a furnace or performing other simple acts. The characters can cause selective blackouts with this power by controlling the building's electrical systems.

Structure Manipulation: (two Vitality per manipulation) The spooks can alter the basic layout of the building for the duration of a scene. The possessing ghosts can create or delete doors, rooms and whole floors, though not when someone is in the room or on the targeted floor. They can "create" new rooms in a building even if it seemingly violates the laws of physics, but the room always appears similar to those around it, like a mirror. By moving, adding and deleting walls, the characters can turn a regular office building into a terrifying, three-dimensional, shifting labyrinth.

Sound Manipulation: (one Vitality per 10 minutes) The spooks can warp sound to their liking. Effects the ghosts can generate include: causing sound to echo or sound hollow, turning all speech into whispers, causing loud sounds to be soft, causing soft sounds to be deafening or negating a specific noise entirely (characters can't nullify everyone's ability to speak, but they can prevent specific people from speaking).

Matter Creation: (one Vitality per 10 cubic feet of substance) Trails of ectoplasm, elevators full of blood, toilets spewing rotten viscera... these are all classic indicators of a haunting. The characters can use this power to create any of these substances, or worse, but the material must be organic in nature (blood, vomit, ectoplasm, semen, bones, viscera, snot, sewage, rotten meat, maggots, etc.). Additionally, the matter evaporates completely once the scene ends. Given the nature of the ability, the Vitality cost may not seem expensive, but it adds up quickly; filling an elevator half full with blood is 120 cubic feet of material, thus costing characters 12 Vitality. Characters cannot control the substance, unless they combine it with one of the listed effects (Gravity Redirection to cause blood to flow up walls, or Damage for the liquid to burn like acid).

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Gravity Redirection: (two Vitality per gravity shift, for the scene's duration) Characters can make up down, causing victims to crash onto the ceiling, or sideways down, causing victims to smash against a wall or through a window. For the duration of this Horror, the characters determine gravity's pull within the confines of the building. They can even have gravity pull in different directions in different rooms, if they so choose, making it particularly entertaining to chase a terrified victim from room to room. Suspending gravity to create a zero-g environment costs one Vitality per minute.

Temperature Manipulation: (one Vitality per three degrees change in room temperature, or one Vitality per 10 degrees shift in items smaller than a large computer monitor) The first application allows spooks to play with the temperature in any and all portions of the building, making rooms freezing cold or as hot as hell. The change in temperature is instantaneous and lasts the scene. The latter application lets the characters freeze or melt small objects; though trying to hurt antagonists in this fashion requires the Damage effect.

Spatial Manipulation: (one Vitality for every doubling/ halving of space) This allows the characters to "expand" or "shrink" space, making short hallways seem miles long or large rooms contract enough to trigger claustrophobic attacks. The effect lasts for a minute.

Spatial Flexion: (two Vitality for every 90 degrees of curvature of one area) The characters can make space itself curve, causing bullets to veer off at strange angles or causing the world itself to appear twisted and contorted beyond belief. The structure's interior becomes its own funhouse mirror reflection, terrifying those inside (especially those who fear they're suffering flashbacks from that acid they dropped in college...). This does not damage people, however, but it can affect Perception or Dexterity related rolls (a modifier of -1 for every two Vitality points expended in a specific effect). The effect lasts a scene.

Temporal Manipulation: (two Vitality for every doubling/ halving the normal flow of time) The spooks can speed up or slow down time for those inside a room, though this affects everyone in the room, except the characters. One moment the world moves at twice its normal rate, leaving targets in the dust, and the next moment, they're trapped in slow motion, moving like they were suspended in molasses. For time bursts, the targets' Wits and Dexterity suffer, creating a modifier of -1 for every two points of Vitality expended in the effect. The effect lasts for a scene.

Solidification: (one Vitality per room for 10 minutes) A nasty effect, Solidification makes rooms, or entire buildings, "solid" to the intangible, meaning spooks and Spectres can't pass through walls and door as they once did. Everything within the affected area (furniture, etc.) is now also solid, meaning Helter Skelter can use real world objects to harm spooks and Spectres. This is a great way to create temporary havens for besieged characters seeking a respite from Spectres. Nobody can ripcord or use Storm-Wending to enter or exit the room during the effect's duration.

Damage: (one Vitality per 2B in damage, or two Vitality per 1L) This allows the characters to hurt an opponent using the effects above. Any number of the aforementioned abilities can hurt their targets, but only if they were capable of affecting the target in the first place. An incorporeal ghost will feel the effect of reversed gravity, but if he hits a wall, he'll likely fall through it. If the characters use Solidification to make the walls real, then the gravity reversal is capable of hurting the target (by slamming him into the ceiling with great force, for example). Otherwise, Sound Manipulation may produce painful noises, Matter Creation may create toxic substances, Temperature Manipulation may burn opponents, etc. The Storyteller is final arbiter in the damage capabilities of an effect. He can refuse to let a doorknob impale a target for 10L damage, for example, instead enabling the attack to do 4B.

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Phantasm:

1: Bedlam

This Horror produces illusions. A spook with this power can imagine something, and another person sees it — or hears it, tastes it, smells it or feels it. Bedlam is the trademark Horror of the Phantasms, though most other spooks can learn it. An iridescent, silvery shimmer ripples across the eyes of a spook who projects an illusion, but the Horror

gives no other sign of its use. A Phantasm imagines the illusion as if he really saw, heard or sensed it himself. At first, a spook needs to spend time concentrating on a daydream, but a practiced Phantasm can project an illusion in seconds. A Phantasm can project a waking dream into the mind of just one person or craft an illusion that any person can sense. Such a strengthened illusion registers on cameras, tape recorders and other machines. The spook himself experiences his illusion just as vividly as the targets, which makes the Horror a way for ghosts to enjoy sensations normally denied to the dead.

Wild, fantastic illusions can make an unwary person doubt her sanity, especially when other people nearby insist that nothing's there. Bedlam's greatest power, however, lies in its subtler applications. A Phantasm can make one person hear something other than what another person actually said and, so, set them at odds. Bedlam can subtract sensations instead of adding them, so a target does not see, hear, smell or feel a danger. A spook with this Horror can disguise himself to look like someone else or work an endless variety of other deceptions. The Horror cannot exert the slightest trace of force against solid objects. Bedlam can disguise the use of other Horrors, though. For instance, judicious use of Helter Skelter could make an illusory creature seem to pick up and hurl an object.

System:

Action: instant

Dice pool: none

Cost: 0-5 vitality

Duration: 1 scene

Crafting a single illusion, for a single target, does not require any dice rolls but always counts as a full action. A Phantasm can affect anyone he can see, whether spook or mortal, within 100 feet. Spooks must manifest at least a little (their zero Vitality manifestation) to affect a mortal. Bedlam illusions affect one sense, plus one for every point of Vitality invested in the power's use. Thus, if a spook invested two Vitality points in a use of Bedlam, the resulting illusion would affect three senses. Although Phantasms most commonly create visual chimera, a spook can send hallucinations of sounds, tastes, smells or other senses. Since a spook can expend up to five Vitality, an illusion can affect up to six senses, including less familiar senses such as balance, hunger or the mystical Vitality sense that directs Spectres to their prey. A spook can affect touch, hunger and other senses "internal" to the body only when he invests at least three Vitality in a Bedlam effect, with sight, hearing and either taste or smell mandatory. Phantasms can fool mystical senses only by expending five Vitality. Enhancing an illusion so that anyone can sense it costs another two Vitality. This does not let a spook expend more than five Vitality on an illusion. The full range of Bedlam options, therefore, proceeds as follows:

- 0 Vitality: Affect one sense for a single target.
- 1 Vitality: Affect two senses for a single target.
- 2 Vitality: Affect three senses for a single target, or one sense for general perception.
- 3 Vitality: Affect four senses for a single target, possibly including touch, balance or other "internal" senses, or two senses for general perception.
- 4 Vitality: Affect five senses for a single target, or three senses for general perception.
- 5 Vitality: Affect up to six senses for a single target, possibly including supernatural senses, or four senses for general perception, possibly including touch.

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An illusion can last up to a full scene with no need to expend more Vitality, so long as the spook pays attention to maintaining the false sensations. If circumstances force the spook to depart or take fast, violent action, the illusion lasts one turn longer, plus one turn per Vitality expended. A spook can use Bedlam while fighting or fleeing, but in this case the illusion lasts only (Vitality + 1) turns in all. Bedlam can never cause real, direct harm. An illusion can make a person think she suffered a wound, though, and the Storyteller can assess whatever wound penalties seem appropriate. As soon as the illusion ends, though, the victim finds herself completely unharmed.

If the target of Bedlam tries to resist an illusion, her player can attempt a roll of (Wits + Composure) – (Presence of the Phantasm).

Success indicates that the target ends the hallucination. The target must suspect that her senses are playing tricks on her. Characters do not automatically receive a chance to resist. A Phantasm can also project illusions at one person after another, but in that case, each illusion incurs its own Vitality cost.

Starting one illusion while maintaining a different illusion on someone else requires a Wits + Subterfuge roll (dice modifier of - 1 per active illusion). A spook can inflict just one illusion on an individual at a time. If a Phantasm wants to change an illusion in a drastic way, such as adding new senses, he must expend the Vitality to craft a new waking dream. In any case, Bedlam illusions are discreet additions to or subtractions from the environment. A spook cannot completely change what a person senses. A Phantasm could make a person see a snake, hear a voice or smell a perfume that isn't there. He could not make a person hallucinate that she'd instantly traveled to the top of the Empire State Building — that's too all-encompassing an illusion.

Bedlam briefly links the minds of the user and the target, and this link enables Phantasms to work around possible areas of ignorance. An illusion is not just as realistic and accurate as the spook imagines, it becomes as realistic as the target imagines. For instance, a Phantasm who knows nothing about firearms could still evoke a detailed image of a Glock pistol from the mind of someone who did know about guns. (If the target did not know about guns either, the Phantasm would merely evoke “a big gun” — but since neither person could recognize inaccuracies, there's no harm.)

A Storyteller may ask for various dice rolls from the players of either the Phantasm or his target, depending on the circumstances. For instance, if a Phantasm tried to impersonate a rock star through illusion, the Storyteller might ask the player to roll the spook's Wits + Performance to fool the star's manager.

Benefit:

By conjoining his power to another spook's Horror, a Phantasm renders that other power more difficult to resist. Many ghostly powers work through the mind and soul, and Bedlam's subtle nature slips past even the strongest psychic defenses. If the target of a Horror receives any roll to resist the effect, conjoined Bedlam adds a dice modifier of -2 of that roll. The donor spook vividly imagines the recipient's Horror acting with greater power and the victim succumbing, while the recipient feels a moment of dreamlike detachment.

Using Spite:

Fueled with Spite, Bedlam adopts a radically different tone from its Vitality-fueled form.

Upon tapping Spite to fuel this Horror, the Phantasm creates a convincing sensory illusion of the worst, darkest, most vile or terrifying thing in the target's mind, whatever it may be. Only the target and the Phantasm know what that thing is, however.

Fueling Bedlam with Spite does not cause the target to see horrible monsters or other unlikely things (unless the individual has actually dealt, somehow, with horrible monsters and they left an impression). Instead, the Horror causes him to experience horrible, but very realistic, delusions. A lover under this Horror's influence might hear his girlfriend say “I slept with your brother” when she really said “Let's go together.” If the Phantasm tapped enough Spite to affect the visual realm, he might see his girl “looking guilty.” If the spook taps an additional Spite for the olfactory sense, the target might also smell his brother's cologne faintly wafting from his girlfriend....

Not only does this application of Bedlam create potentially volatile illusions, it also informs the Phantasm as to her target's key fears and concerns, by showing her what her target experiences.

These maleficent illusions generally revolve around a single theme. The target's least favorite memory may involve the smell of gunpowder, and he may be terrified of dogs, but he won't smell gunpowder and see

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dogs at the same time. Rather, he'll either smell gunpowder and see a phantom killer pointing a gun at him, or he'll see dogs baring their teeth and hear them growling as though ready to lunge at him. The sensory effects of this Horror work together to create a convincing illusion of whatever evokes the most anxiety, pain or rage in the target.

2: Sandman

Ghosts and projectors operate in a side of the world that mortals do not see. Spooks that learn Sandman, however, can enter an even stranger realm, the world of dreams. Not only can Phantasms watch the dreams of sleepers, they can actually enter those dreams and shape them to their will. This Horror also enables ghosts to sleep and dream, something they cannot experience any other way. Sandman carries special dangers, however, for every dream ends in time. A Phantasm must touch the head of her target to employ this Horror, though the spook does not have to materialize in any way. As the Phantasm slips into a reverie, she sees her target's dream play out before her mind's eye. Other spooks (or other creatures who can see ghosts) see flickers of the dream slide across the Phantasm's body like a film projection. This is enough to recognize the Horror's use but never enough to gain useful information. If the Phantasm chooses to enter the dream, she seems to step inside her target's head, shrinking as she goes as if that one step took her very far away, before she vanishes.

System:

Action: instant

Dice pool: Wits + Empathy

Cost: 0-5 vitality

Duration: 1 scene

Suggested Modifiers:

Target already dreaming		+2
Target sleeping	+ /- 0	
Target drowsing / in trance		- 1
Target awake		not possible

Spooks with this Horror learn that people always dream a little, but the mind usually keeps these shreds of dream pushed out of the conscious mind. Catching the evanescent threads of dream requires a Wits + Empathy roll.

The amount of Vitality a spook expends determines how completely it joins a dream.

At **zero Vitality**, a Phantasm merely watches her target's dream but cannot affect it. Phantasms usually probe a dream at this level before embarking on deeper explorations, since a spook can always expend more Vitality for a deeper connection without the need for the player to roll again.

Expending **one Vitality** does not grant any greater access to a dream, but this level enables a spook to put a ghost to sleep. The ghost must be willing for this to work. While asleep, a ghost may dream just like a mortal, and the Phantasm can observe and affect those dreams using other applications of Sandman.

Although natural dreams may reveal much about a person, a Phantasm might have to watch a lot of them and study the person's life to gain a context for interpretation.

At **two Vitality**, a spook can nudge the target's dreams to reveal information about that person's life. This calls for another Wits + Empathy roll (at the same difficulty as before). For each success, the character can seek and discover one brief fact about the subject. For instance, a Phantasm could touch the dreams of a businessman and nudge his dream to reveal how he really feels about his wife — or the number for his Swiss bank account. A spook may attempt this sort of questioning only once per dream. At this or lower levels of Vitality expenditure, contact with a dream lasts until the spook stops concentrating or the dream ends. Dreams seldom last longer than 10 or 15 minutes, though they may seem to last longer to the dreamer.

At **three Vitality**, a Phantasm can enter a dream, move through it and interact with any characters in the dream. She can prod the target's unconscious mind to answer questions, as at the previous level, but cannot change the dream to a great degree. For each success rolled, the Phantasm can carry one additional spook into the dream, but such characters cannot affect the dream at all unless they too know this Horror.

By expending **four Vitality**, the spook can alter the dream. Each attempt to change a dream calls for a Presence + Empathy roll, with a dice modifier set by the extent of the change.

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Change:

Adding a single object to a dream or talking to the dreamer
Changing a significant aspect of the dream
(for instance, changing day to night)
Completely changing a dream
(turning a pleasant dream to a nightmare)

Modifier:

+/- 0
- 1
- 2

If the Phantasm completely takes control of the dream she can declare her presence to the dreamer or remain hidden, as she wills. She can also make sure her target remembers the dream when he wakes up. The Phantasm can apply all her Social Attributes and communications Abilities to shape the dream — for instance, a dream meant to frighten a miser into changing his ways could call for a Manipulation + Intimidation roll in addition to the basic roll to take control of the dream. Once a Phantasm reaches this level of connection to a dream, she can keep making changes without the need for more Vitality expenditure. Spite-heavy Phantasms tend to create nightmares no matter what they intend, though. At **five Vitality**, a Phantasm can shape a dream that evokes her target's deepest hopes, joys and ideals — or his deepest fears, failings and miseries. This requires a (Presence + Empathy) – (target's Composure) roll. Each success causes the dreamer to gain or lose a temporary Willpower point. A Phantasm can bolster or attack this way only once per dream.

Rolling a botch for any Sandman application makes the target wake up immediately. This is bad: If a person wakes up for any reason while a Phantasm occupies his dream, the spook's player must roll (Resolve + Composure) – (sleepers Presence). Success means that the spook is merely ejected from the vanishing dream and loses a point each of Vitality and Willpower. Failure means the spook is trapped in the target's mind until he dreams again. At that time, the character can attempt another (Resolve + Composure) – (sleepers Presence) roll to escape. Botching means the spook finds herself violently ejected from someone else's dream, perhaps thousands of miles from where she began... a hint of a greater power to master. The nature of the Horror utterly precludes any use in combat: Such a foe is neither asleep nor willing. A character cannot use Sandman on two targets at once.

Benefit:

A Phantasm who conjoins Sandman to another spook's Horror can extend her dream-insight through that Horror. When the other character uses his Horror to affect a target, the Phantasm learns one previously unknown fact about that target. For instance, suppose a Phantasm conjoined her Sandman to a Haunter's Witch's Nimbus. When the Haunter attacks a Spectre with a jet of fire, the Phantasm could ask, "Where does this Spectre normally lair?" and receive a vision of the Spectre's hive. Both the recipient and the target of the recipient's Horror strongly feel that the Phantasm stands next to them. They can almost see the spook looking over their shoulder — but no one's there.

Using Spite:

The Spite-fueled version of this Horror doesn't deal with the state of sleep and dreams so much as it contends with the state of mind existing somewhere between sleep and wakefulness and nightmares. Tapping a **single point of Spite** allows the Phantasm to evoke a state of disorientation — like the one we experience right after being jolted awaken — in her target, regardless of whether the target is sleeping or awake. If sleeping, the target wakes up suddenly and does not recognize his surroundings or anyone around him. If the target was awake, his mind goes completely blank for a moment and, again, he won't recognize his surroundings or those people around him. This snaps any thread of conversation, as though the victim's brain just rebooted. This disorientation lasts no more than 10 seconds before the target remembers who and where he is again, but 10 seconds of absolute disorientation is frequently all that's needed to achieve the spook's goals.

By using **two Spite points**, the Phantasm sends a sleeping target into terrible nightmares. As with the more common Vitality-fueled version of this Horror, the difficulty of pushing the target into nightmares depends on whether the target is already in REM sleep or not.

Tapping **three points of Spite** enables the Phantasm to evoke a psychotic episode in her target by inflicting him with nightmares while he's still awake. The target first experiences a momentary state of disorientation (as above), and then, the nightmare eclipses his conscious, reasoning mind completely. The waking terror is usually one that plays heavily on the target's greatest fears or on current situations unfolding in his life.

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To elicit this waking nightmare, the Phantasm's player taps three Spite. The player then makes a Manipulation + Empathy roll (instead of the customary Wits + Empathy roll used when Vitality fuels the Horror).

Applicable modifiers:

<i>Situation</i>	<i>Modifier</i>
Target is alone	+ - 0
Target is with one or two others	+1
Target is in a social setting with many others	+3

The psychotic break/waking nightmare lasts for the duration of the scene, at which point the victim again experiences a moment of disorientation and returns to his senses with no memories (or very vague ones) of the incident.

A Phantasm who really wants to mess with her target can tap **four Spite** to plague the individual with long periods of horrible recurring nightmares every time the target sleeps. These nightmares plague the target the moment he falls asleep, and they don't end until he awakens again (which usually doesn't take very long). The target wakes up screaming several times on any given night, making it impossible for him to rest. For each week the character deprives the target of rest in this fashion, the victim loses one dot from Wits. If Wits falls to 1, the character then loses dots from Stamina. Worse yet, it is impossible to regain Willpower when the target's sleep is so disturbed.

To elicit this effect, the Phantasm's player must tap four Spite points and roll Manipulation + Empathy. Each success dooms the victim to one week of horrible recurring nightmares, though the Phantasm has no control over the nature of those dreams nor any knowledge pertaining to their content. In other words, the character gains no insight into the target.

At the extreme, the spook can tap **five Spite** to send the target into a psychotic break (as described above with tapping three Spite). In this case, the episode is prolonged, lasting for one week per success on the Phantasm's player's Manipulation + Empathy roll.

Each success sends the target into a full week of apparent madness, as his version of what's real departs radically from reality itself. Psychiatrists will almost certainly diagnose the target as suffering from acute schizophrenia (or some similar psychosis).

Applicable modifiers:

<i>Target</i>	<i>Modifier</i>
well-adjusted individuals who are, for the most part, happy with their lives, who have solid connections with friends and family	-2
unhappy, lonely or depressed people who otherwise have more or less normal lives	-1
already on the edge of society: outcasts, vagrants, freaks and those whose grip on reality's nozzle is already tenuous.	+ - 0

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3: Dream-Walker

Some mystics and psychologists believe that all human minds are linked to a common reservoir of archetypal stories and symbols that manifest through dreams — a collective unconscious. Spooks who learn this Horror can't shed any light on archetypal symbols, but they know for a fact that all human minds are linked through their dreams. A spook who learns Dream-Walker can step into one person's dream, then step out of another person's dream... perhaps thousands of miles away. Phantasms can even carry other spooks along on this dreamland express. Dream-Walker also enables a spook to probe a person's social connections through his dreams. Strong emotions create a bond between people that a Phantasm can trace using this Horror. Any emotion will do.

Like with Sandman, a spook must touch her target's head to use this Horror. The character does not need to manifest in any way. Flickering images of dreams play across the spook's body as she touches her target's mind. When the character steps into the dream, she seems to shrink and vanish into her target's head. To her, and to anyone she carries with her, it's as if she steps into a kaleidoscope of dream images, then steps out of another person's head a bit later. Dream-Walker affects spooks as well as living people, though the Phantasm must use Sandman first to put a ghost to sleep.

System:

Action: instant

Dice pool: Presence + Wits

Suggested Modifiers:

- 2 if the Phantasm seeks a person to whom her dreamer feels a connection, as determined below.

Roll results:

Dramatic failure: Lost in dreamland! Random location, anywhere in the world.

Failure: Power does not activate.

Success: Error of 10 percent of the distance you intended.

Exceptional Successes: Exactly on target or the exact person you intended (or at least the nearest sleeper).

To find a person's associates using Dream-Walker, the Phantasm's player rolls the character's Wits + Empathy. If the roll succeeds, the character receives a vision of one person to whom her target feels a strong connection. This does not necessarily mean affection: The target could just as easily hate, fear or envy the other person. The probing spook does not know the other person's name, only the emotion that her target feels. The Storyteller should give the character a one- or two-word description of that emotional resonance, such as "love," "disgust" or "amused irritation." This use of Dream-Walker costs **zero Vitality**. By expending one to five Vitality, the character can transport herself and other people from one dreaming mind to another and, so, cross great distances in a short time. The character can seek a particular location or a particular person, but the dream-traveler can only reach places where someone currently sleeps. The more Vitality the character expends, the further she can travel and the more people she can carry with her:

- 1 Vitality: Transport yourself up to one mile.
- 2 Vitality: Transport yourself up to 10 miles, or one additional person up to one mile.
- 3 Vitality: Transport yourself up to 100 miles, or at most, three additional people up to 10 miles.
- 4 Vitality: Transport yourself up to 1,000 miles, or at most, five additional people up to 100 miles.
- 5 Vitality: Transport yourself anywhere in the world, or at most, seven additional people up to 1,000 miles.

Contacting a person's dreaming mind takes a full turn of concentration. Both entering and leaving the "dreamland express" take a full turn, and the travel in between takes one turn for every point of Vitality expended.

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Benefit:

A Phantasm can use Dream-Walker to create a psychic link between two spooks. One can be the Phantasm herself, or she can link two other characters. The Phantasm and the other characters must touch to establish the link. Once established, however, the link ignores distance and can even cross into dreamworlds. For one and only one action afterward, the two characters can assist each other by applying one spook's Benefit to the other character's Horror. The link dissipates if the characters do not use it within 24 hours of its inception. Until the link is used or dissipates, the participants each feel like the other spook is next to them, almost visible out the corner of their eyes. A Phantasm cannot link two more characters until the first link ends.

Using Spite:

Powering this Horror with Spite changes it substantially. The Spite-fueled version of Dream-Walker doesn't allow the Phantasm to travel through the dreamscape, though it does let her peer across it in search of specific minds. Better yet, the spook can connect several minds and immerse them all in the same Sandman experience.

Fueling this Horror with one Spite point allows the Phantasm to link two minds in the same Sandman dream. Likewise, two Spite lets her link three minds, and so on.

The spook can't trap more than six minds in the dream she creates, however.

The character can also use this Horror as a tool for communicating with up to six far-flung individuals. Those sharing the dream can communicate with each other, though the Phantasm using the Spite-fueled version of Dream-Walker can prevent this easily enough (or put the targets in a situation where they must communicate).

Crucible: Terrible Madness

With Bedlam, a Phantasm can ensnare targets in a frightening illusion. Terrible Madness is similar in that it traps the foe in an illusion, but in this case, the illusion is one so powerful and terrifying that it causes debilitating psychological symptoms in the target. Not only does Terrible Madness seemingly shatter reality's laws, but it also draws on the target's memories, emotions, fears and insecurities to provide the illusion's devastating psychological impact. Sanity, even reality itself, breaks down before the target's eyes, resulting in what amounts to massive psychological hemorrhaging.

While the effect is temporary, the target goes spectacularly insane in response to the visions that fuel his fears, going so far as to suffer physically as well. This effect is akin to those seen in horror films, where the victim sees something so horrific that his hair turns white from terror or he simply drops dead on the spot.

System:

Action: instant

Dice pool: highest Resolve + highest Composure + 1 for every participating Spook
vs. Resolve + Composure (+ Spite rating if target is a Spectre)

Roll results:

Dramatic failure: The target resists and is immune for the next 24 hours

Failure: The target resists and is immune for the next two turns

Success: see below

Exceptional Successes: see below

If he loses, the Horror's effects kick in, and he goes horribly mad, in addition to suffering any number of physical complications (different rules apply for Spectres; see below for details).

One ghost, sickened by the visions swirling before her, may vomit forth Vitality, while another simply sits in a corner, trapped in a terrible malaise and losing one point of Willpower per turn. The symptoms of the target's madness depend on the nature and tone of the psychological onslaught (i.e., which of the target's stats the characters' players target). While the characters often know little or nothing about their opponent's psychological makeup, they do have an intent in mind. They may want to distract or slow down a fast opponent, not realizing that by attacking his Dexterity, they're encouraging his fears of having his legs amputated or forcing him to relive a particularly nasty leg break. The players know their intent, but the

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Storyteller decides on the target's emotional response. Conversely, given the Orpheus series' spirit is about "participating" instead of "watching," the Storyteller may allow the players some insight into the target's phobia and allow them to weave the nightmare. This tack is good for active participation, making the Horror more dynamic.

The severity and duration of the target's madness depend entirely on the crucible's Vitality expenditure. The first five points of Vitality trap the target in the insanity but have no lasting repercussions once the crucible ceases concentrating on the effect. In this case, the power acts like a five-point Vitality manifestation of Bedlam, affecting the target's six senses with highly personal fears and hallucinations. The minute someone breaks the characters' concentration or they engage in other actions, Terrible Madness' illusions end. Otherwise, once the base-form nightmare takes hold, the characters can temporarily decrease any of the Traits listed below, reducing them by one dot per two additional Vitality points channeled into the effect. Dots return to the target at a rate of one per hour, with the psychological scarring a shadow on their spirits for that time. If the crucible is feeling particularly malevolent, however, they can permanently remove dots from any given Trait by spending 10 Vitality points per dot to do so. While the characters target their opponent's Traits, their adversary is trapped within the psychosis, experiencing everything with the vivid flourish of all six senses. That doesn't mean the target isn't aware of others around him. Until the targeted Trait hits zero, the victim can fight back, often lashing out with all his might at whatever rests beyond the illusion's periphery (his is usually considered blind fighting). The following are a list of Traits that characters can target, as well as the effects of doing so.

Resolve: A gray depression of horizon-spanning proportions falls over the character, sapping his desire to do anything. At 0 Resolve, the target slips into an unresponsive catatonic state.

Dexterity: Tics and tremors overcome the target, or old injuries/illnesses/phobias resurface psychologically. If the target falls to 0 Dexterity, the ailment is so severe that he is in a constant state of suffering and can't even stand.

Presence: The gibbering, freakish madness suffered by the target is distasteful to all those around her, impairing her ability to sway or charm others. At 0 Presence, the target's behavior is so vile that others can't even stand to be in the same room with her.

Manipulation: The attack renders the target so mad that she can barely control her own actions, much less the actions of those around her. At 0 Manipulation, the target's speech is either so unintelligible or foul that she alienates anyone she tries swaying.

Composure: The target is so lost to his own insanity that he's insensible to external stimuli, losing some or even all of his ability to perceive the surrounding world. At 0 Composure, the target is utterly psychotic and cannot perceive the real world whatsoever through the thick walls of his delusions and hallucinations.

Intelligence: The target loses his mental capacity to function. At 0 Intelligence, the target is so shocked by the terrible things he witnesses that he often regresses into infancy or shuts down, losing all capacity for logic and reason.

Wits: The madness caused by this Horror renders the target delusional. Unable to distinguish reality from hallucinations, her Wits rating suffers, and she cannot think clearly. At 0 Wits, the target can't handle any situation more complex than a simple child's show without covering his eyes and ears and retreating from the emotional stress.

Vitality: A spook may feel she's burning up with Vitality and wants to rid herself of it — if only to sink into the cooler abyss. Or Vitality feels toxic and nauseating, causing the victim to disgorge it.

What About Spectres?

Terrible Madness has a particularly interesting effect on Spectres, who are connected through the hive-mind. The hive-mind grants them degrees of (what passes for) stability — or at least a certain degree of psychological inertia — making them harder to affect with this Horror.

When the crucible uses this Horror against a Spectre the Spectre adds his Spite rating to the roll.

If a Spectre succumbs to this Horror and the crucible targets the Spectre's Spite till it reaches zero, the Spectre is overcome with terrible guilt for all the horrible things it committed during its time as a Spectre. It will, in all likelihood, become incapacitated by grief and, in whatever way it can, seek forgiveness from someone or something.

If the Spectre is alone, the crucible can use this opportunity to try and reach the Spectre, to rescue it from its condition. If the Spectre is not alone, its associates immediately attack the targeted Spectre to kill it and to prevent its guilt from potentially corrupting the hive-mind like a virus. For every turn the targeted Spectre continues to feel guilt, there's a one in ten chance (a one on a ten-sided die) that another nearby

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Spectre senses its cohort's overwhelming guilt and succumbs to it as well. The following turn, both Spectres have a one in ten chance of spreading their misery to others, affecting them as though struck down by the Spite-draining facet of this Horror. This costs the characters nothing, though the affected Spectres can only lose a maximum number of points equal to the first target's Spite. Thus, if a Spectre has three Spite, meaning it can't lose more than it has, a subsequently infected Reaper with 10 Spite can't lose more than three points.

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Poltergeist:

1: Helter Skelter

Helter Skelter allows you to manipulate, move, or throw physical objects. You can manipulate objects up to 30 yards away from you.

System:

Action: instant

Dice pool: n.a.

Duration: 1 scene

At zero Vitality you can manipulate one object as if you had Strength 1. For each additional Vitality you may increase the number of objects and the strength of the telekinetic manipulation.

So with the expense of five Vitality the spook can throw or carry one to five objects as if he had Strength six. To throw an object at a target roll Strength + Athletics as if you're using a throwing weapon. (Damage is usually lethal)

Benefit:

Spend 1 Vitality to energizes another Horror with a +2 Vitality boost for one turn.

Using Spite:

The malignant and more destructive nature of Spite is ideal for powering this Horror, so long as the character doesn't need much in the way of control over the items he's manipulating. Tapping Spite to fuel Helter Skelter doubles the Strength of the Horror. This illustrates the inherently destructive nature of Spite.

2: Congeal

Congeal is used to create weapons or tools from your own gauze, which remain for one scene. Items created with Congeal are part of your body, and cannot be dropped, given away or knocked out of your hands. Items created with Congeal appear when you manifest.

System:

Action: instant

Dice pool: special

Duration: 1 scene

The horror normally works without a roll. If the spook wants to create a specific tool (a key fitting to a certain lock) roll (Manipulation + Crafts – modifiers). The Storyteller defines the modifier for the complexity / depth of the knowledge of the object (+2 for keys to own car, - 3 for a security key card).

The object cannot be given away or let go in any way – then it disappears.

Any weapon created has the usual features like magazine size and weapon stats.

The refill of an empty magazine costs 1 Vitality and is an instant action.

Vitality spent determines the size and/or damage of the created item:

Example Items:

0 Vitality:	brass knuckles, sap
1 Vitality:	concealed knife, key, lock pick
2 Vitality:	combat knife, throwing knives (up to 4)
3 Vitality:	hatchet, pistol, crowbar
4 Vitality:	greatsword, fire ax, shotgun
5 Vitality:	two-handed axe, assault rifle

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Benefit:

Spend 1 Vitality to add +3 dice to the recipient's next attack roll with a Horror.

Using Spite:

When using Vitality to fuel this Horror, Congeal creates relatively common, familiar-looking weapons: A sword looks like a sword, and a gun looks like a gun. When tapping Spite to power this Horror, however, the weapons assume a bizarre organic look and, thanks to the increased destructive nature of Spite, inflict greater damage as well. In addition to the Congealed weapon's normal damage, tapping Spite grants one additional point of lethal damage per point of Spite tapped.

3: Anathema

Building upon Helter Skelter, Anathema can exert much greater force than the other Horror. It can affect people, other spooks or the character himself. A Poltergeist with this Horror can play with motion in many ways, even to redirecting the force of gravity. Anathema lets spooks walk on walls, stop bullets in mid-flight, smash down doors, send their enemies flying or squeeze them in a powerful spectral grip. Like Helter Skelter, Anathema grows out of rage and will. A spook might clench his fists, curse a blue streak, snarl in raw fury or clench his jaws and glare in icy silence — however the character normally expresses anger. Swirling waves of silver light burst from the character, typically visible only to other spooks. If a character employs this Horror while manifesting, however, mortals and spooks alike see the character's surroundings ripple and shiver as if seen through water. The silver waves curl around their target as they lift, hurl or otherwise change its state of motion.

System:

Action: instant / reflexive

Dice pool: none

Duration: (Vitality + 1) turns

Suggested Modifiers: none

Roll results: n.a.

Anathema does not require any dice roll to activate, but every use of Anathema counts as a full action. A character must manifest to some degree to use Anathema on living people or mundane objects. The player expends zero to five Vitality points when the character uses Anathema. The more Vitality spent, the greater the force the character can exert, quell or redirect. The spook can represent that force in a variety of ways: as a weight lifted or pushed about, as actual Strength exerted against a person or object or as armor as the force of Anathema struggles to hold back a fist, blade or bullet. A character can use Anathema to attack by slamming a person or spook around or hitting her with some large or fast-moving object. In that case, simply make an attack roll (Strength + Athletics + Vitality spent + Object Bonus) – (Defense). Weapons such as axes, kitchen knives or power tools inflict lethal damage. Hurling furniture or smashing a person against the walls, floor and ceiling inflicts bashing damage. The strength a spook can use to move objects is (Strength + Vitality spent).

Not all uses of Anathema are violent and spasmodic. A Poltergeist can use Anathema at **zero Vitality** to redirect gravity so he can walk on walls or ceilings or enable another spook to do so. This counts as a reflexive action.

The character can also perform acrobatic feats that defy gravity and common sense, such as running along a clothesline or balancing on a twig. For each Vitality expended, the Poltergeist can redirect gravity for one other character and add +1 to her defense value.

Thus, by expending five Vitality, the Poltergeist can let six spooks or people walk on the ceiling or otherwise defy gravity and everybody gets a +5 modifier on her defense trait. Alternatively, at the five Vitality level a Poltergeist can simply redirect gravity in an area about 30 feet wide to any nearby surface. A Poltergeist can also use Anathema to grapple another character or to lift people or objects. A character can even fly for a short time by lifting himself, though this requires expending at least one point of Vitality. Anathema remains active for (Vitality + 1) turns before the character must activate the Horror again. All Anathema effects have a range of 100 feet.

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Benefit:

A Poltergeist can hurl a roiling silver wave of ghostly force to a crucible-mate as the other spook activates a Horror. The wave of visible rage wraps around the recipient, who feels a surge of anger and energy that she feeds into her Horror. This adds an additional four Vitality to the Horror, though the donor Poltergeist expends only one Vitality to grant the Benefit. The raw force of the recipient's Horror cannot exceed the five Vitality level, but the added force can extend the Horror's duration. The real advantage of the Benefit is that the recipient can wield five Vitality effects while expending only one Vitality.

Using Spite:

As with the normal application fueled by Vitality, Anathema affects distance and force, but it does so slightly differently and with less control when fueled with Spite. The whorls of force are black, not silver, when Spite is the fueling power, and the spook has minimal control over what his power affects or how. The effects are bigger and more powerful but far less controlled. The spook may do as much damage to his friends as he does to his enemies if he uses this version of Anathema carelessly.

Every Spite point tapped for Anathema counts as two Vitality spent when determine the effect. Along with this, Spite-fueled Anathema may also manifest the following results over which the Poltergeist has only the slightest control:

- Space curves, sending thrown items on a curved or circular trajectory.
 - Distance lengthens, causing a 10-foot hallway to grow to 50 feet in length.
 - Space shrinks, causing a large room to close in on its occupants.
 - Weight varies, making affected targets 10 times their normal weight, weightless or anywhere in between.
 - Gravity suddenly shifts direction, hurtling items (and individuals) in one section of the room onto the ceiling before dropping them back on the floor three seconds later.
 - Light itself acts strangely, pooling in one corner of the room and leaving the rest of the room in shadows... even in a well-lit room.
 - Metal items become super-magnetized and stick to any metal object in their vicinity with a strong grip.
- Spite-powered Anathema does not give the character the option of walking on walls or flying. Those applications require far more control than Spite offers when powering this Horror.

Crucible: Puppet Storm

The rules in Orpheus explicitly state that Helter Skelter's silver tendrils cannot affect gauze or flesh. When two or more spooks combine Helter Skelter into the Crucible Horror Puppet Storm, however, the power has no such limits. This terrible ability is destructive and nasty, allowing a crucible to throw a person, spook or Spectre around as easily as any Poltergeist manipulating books or a crescent wrench. More so, this Horror causes intangible targets to manifest physically, whether they possess the ability to do so or not.

Basically the Horror needs 5 Vitality to start, which creates one strand with a power of one. This is enough to move one Ghost or Spectre or 100 pounds of matter. This Horror can affect living and intangible targets regardless of the crucible's current status.

The strands can stretch up to 100 feet and can inflict 1 point of lethal damage per power per turn to the subject in its grasp.

Each additional point of Vitality invested in this Crucible Horror can do one of the following:

- Force one target to manifest
- Add one tether, thereby adding one dot of power
- Extend the effect for one additional turn
- Increase the strands' range by five yards

While the strands can force an opponent to manifest, he doesn't appear visibly. He is tangible, but invisible. That's right. This means characters can use this power to allow their own crucible-mates to fly or even to stay invisible while manifesting, rendering this a very useful ability.

Finally, just because a target is dangling on a string doesn't mean he can't retaliate. The victims of Puppet Storm can attack, though their relevant dice pools are decreased by one die for every point of power

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Skinrider:

1: Puppetry

Puppetry allows you to possess and control humans. The amount of control you can exert over the host body is based on the amount of Vitality spent:

System:

Action: instant

Dice pool: Presence + Persuasion + Vitality spent vs. Resolve + Composure

Duration: see below

Suggested Modifiers:

Character knows the target +1 up to +3

Roll results:

The length of possession is based on the successes:

- 1 Success: 1 turn, maximum length of control for 0 Vitality.
- 2 Success: 1 minute, maximum length of control for 1 Vitality.
- 3 Success: 1 scene, maximum length of control for 2 Vitality.
- 4 Success: 1 day, maximum length of control for 3 Vitality.
- 5 Success: Possession lasts indefinitely.

The mental attributes are used from the Skinrider. The physical attributes are used from the host.

- 0 Vitality: slightly alter the hosts current action
- 1 Vitality: control hosts actions, roll to maintain control every turn. Host only has physical attributes of 1.
- 2 Vitality: full control through concentration, Host only has physical attributes of 1.
- 3 Vitality: suppress host's mind so host does not remember anything he did while controlled, control freely, Character can use full physical attributes
- 4 Vitality: Roll (Resolve + Charisma) to access 1 dot of any Skill the host knows.
- 5 Vitality: all memories, as above, but can access up to 5 dots in Skills

Benefit:

Spend 1 Vitality to add 2 dice to any Horror that uses a Mental Attribute.

Using Spite:

Fueling Puppetry by tapping Spite offers few advantages for the spook, but it has a lasting impact on the host. After the character departs the body he possessed, the host feels his possessor's last negative emotion in a dangerously amplified fashion. If the possessor felt annoyed at a crucible-mate, the host flies into a rage at the first person he encounters. Conversely, if the possessing spook felt a little blue, the host sinks into a profound depression for the remainder of the scene. Spooks using this version of Puppetry must be completely aware of their own mental state if they don't want to create situations that interfere with their own plans. Otherwise, smart spooks might engineer circumstances using their own mental state to affect someone's upcoming decision. Additionally, Spite-fueled Puppetry can also turn the target real ugly — ugly as in the type of stuff associated with most possessions: cracked skin, wispy hair, yellow eyes, sharp teeth, etc. The actual effect is that for each point of Spite tapped, the character can (if he wishes) reduce the target's Social Attributes by one dot.

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2: Juggernaut

Juggernaut allows you increase the strength, speed or toughness of your ghostly form.

System:

Action: reflexive

Dice pool: n.a.

Duration: (Vitality + 1) turns

With Juggernaut the spook can raise the physical attributes of his ghostly body. The secondary attributes (defense, speed, initiative) are effected by this.

0 Vitality:	One dot in Strength, Dexterity or Stamina for one turn.
1 Vitality:	Two dots in Strength, Dexterity or Stamina for two turns.
2 Vitality:	Three dots in Strength, Dexterity or Stamina for three turns.
3 Vitality:	Four dots in Strength, Dexterity or Stamina for four turns.
4 Vitality:	Five dots in Strength, Dexterity or Stamina for five turns.
5 Vitality:	Six dots in Strength, Dexterity or Stamina for six turns.

If the spook raises his Stamina he also creates an armor of x/x equally to the dots increased.

Benefit:

Spent 1 Vitality to add 2 dice to any Horror that uses a Physical Attribute.

Using Spite:

The effects of fueling Juggernaut with Spite are identical to those when fueling the Horror with Vitality, with one exception: When tapping Spite, the character also manifests one Stain per point of Spite tapped, thereby making him all the more terrifying. When a character fuels Juggernaut with Vitality, he appears to be wreathed in a silver flame. When a character fuels Juggernaut with Spite, however, those flames can appear red, black or any shade in between. Those who've seen the difference can easily tell what the spook is using to fuel the Horror, even if the Stains don't give it away.

3: Contaminate

An experienced Skinrider can touch another being and induce the symptoms of disease - or relieve them. Contaminate thus combines Puppetry's influence over other beings with Juggernaut's power to channel Vitality into a spook's gauze. A Skinrider concentrates upon the skeins of Vitality laced through living people or ghosts and sends tendrils of his own Vitality along them. When the spook ameliorates a disease, his eyes shine silver, as do the threads of Vitality that feed into and strengthen the target's own lifeforce. If a spook sickens his target, his eyes glow smoky red as the Spite-darkened tendrils twist, pinch and rip the target's Vitality. Contaminate does not produce real disease, with real germs, tumors or other physical effects. The Horror merely induces the symptoms, which mightily puzzle any doctor who examines the victim. Contaminate also cannot truly heal the organic causes of a disease, either, though patients may appreciate a few hours of relief. One spook can even heal the symptoms created by another. Contaminate may also heal psychosomatic ailments such as hysterical paralysis, though the underlying psychological causes remain and may produce a relapse later on.

System:

Action: instant

Dice pool: Dexterity + Medicine

Duration: (Vitality +1) hours

Suggested Modifiers:

+2 Inflict an illness the character witnessed himself

+3 Inflict an illness the character survived himself

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Roll results:

<i>Dramatic failure:</i>	The character contaminates herself
<i>Failure:</i>	Power does not activate.
<i>Success:</i>	See below
<i>Exceptional Successes:</i>	See below

A character can invest from zero to five Vitality points into Contaminate. The Horror's effects last one hour, plus one hour per Vitality point expended. Thus, if a spook invests three Vitality in an attack, he induces four hours of simulated sickness or health. Contaminate is an instant attack, though the effects continue without the need for any further attention from the attacker. To use Contaminate, the attacker must touch his target (roll a brawl attack).

The number of successes rolled tells the magnitude of Contaminates effect.

The attacker can induce the symptoms of any disease he wants, from the common cold to allergy attacks, cancer or arthritis. In game terms, we represent this "special effect" of disease by reducing the target's dots in Attributes. The target loses two dots in Attributes per success rolled. The attacker has some say in which Traits he affects. Most disorders are best represented as reductions to Physical Attributes, but some diseases could affect Mental or Social Attributes. For instance, a blinding migraine could reduce a victim's Wits, while flesh-eating strep could affect a victim's Presence. The attacker must divide the Trait loss between at least two Attributes, as follows:

1 Success:	Strip one dot each from two Attributes.
2 Successes:	Strip two dots each from two Attributes.
3 Successes:	Strip three dots from two Attributes
4 Successes:	Strip three dots from two Attributes, plus one dot from two different Attributes.
5 Successes:	Strip three dots from two Attributes, plus two dots from two different Attributes.

If the attacker's player rolls three or more successes, the Skinrider can paralyze one of the victim's limbs or cripple one sense, as a suitable disorder to explain Attribute loss. For instance, a paralyzed arm or leg could justify a loss of Dexterity, while blindness or deafness could drastically reduce a victim's Wits. Of course, the Storyteller has final say over whether a particular disease could cause a particular Attribute loss. If the proposed disorder does not seem like a plausible way to, say, reduce a victim's Strength, the Storyteller may propose a more appropriate sickness. The player always gets to choose which attributes are reduced, though, and the dice remain the final arbiter over Contaminates effect.

Healing works in the opposite way. The Storyteller represents a real disease by reductions to the sick person's Attributes. The player then rolls to see how many dots of Attributes the Horror temporarily restores. Three or more successes can temporarily restore sight to the blind (if the person has eyes at all), hearing to the deaf or make the lame walk. The Horror cannot regrow destroyed organs or body parts, though. Contaminate's effects are not cumulative. The reductions (or restorations) to Attributes are always counted from their starting condition. Thus, if a Skinrider strips two dots from a victim's Strength, then strikes again and strips away three Strength, the victim loses three dots (the largest single loss) rather than five. The Horror affects the quick and the dead alike. Spooks can't really get sick, of course, but imaginary bodies of gauze can suffer illness just like the living.

Benefit:

Contaminate provides a Benefit to other Benefits. The Skinrider touches his recipient. Tendrils of his own Vitality join the recipient's as she offers a Benefit to a third spook. The second spook's Benefit can augment two of the final recipient's Horrors instead of just one. The second spook could even turn around and apply a Benefit to two of the Skinrider's Horrors on the same turn (though not to Contaminate itself). The Skinrider's recipient must offer the augmented Benefit on the same turn that the donor acts. Spooks find this "doubling" effect extremely peculiar. For several minutes afterward, both the Skinrider and his immediate recipient feel like they are each two people, themselves and one another. They may use each other's mannerisms, finish each other's sentences or both respond to a question addressed to one of them.

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Using Spite:

Using Spite to Fuel Contaminate heightens the symptoms precipitously. Beyond suffering the symptoms of the disease, the target has the symptoms of an especially bad case of the disease. Using Vitality to fuel Contaminate gives someone the symptoms of the flu for example, resulting in sweats, aches, chills and fever. Using Spite for the same effect, the target also suffers debilitating coughs, vomiting and other indicators of a terrible chest and stomach flu combined. Storytellers represent this difference by allowing the disease to inflict damage in addition to the effects caused by the basic version of this Horror. Powered by Spite, Contaminate inflicts one level of bashing damage per point of Spite spent. If the spook wants to hit the target again in a few days to maintain the effects, he can do so as well. Long illnesses, of course, may lead to death. The symptoms may be false, but the toll they inflict on the body is, nonetheless, real.

Crucible: Mob Rule

This Crucible Horror doesn't so much grant the ability to skinride multiple targets so much as it allows the crucible to exert a form of hive-mind control over them, linking the crucible and its mortal drones in such a way that they act in unison. While under the crucible's control, the mob exists with one thought and one goal: to follow the crucible's orders. The crucible, on the other hand, sees through the mortal drones' eyes, hears through their ears and speaks through their mouths.

The crucible uses each mortal drone as another body part. The mob, in essence, serves as limbs of the same body. What one sees, they all see. What one feels, they all feel. In this way, the crucible coordinates the actions of a large group.

System:

Action: instant

Dice pool: max Manipulation + max Persuasion + Vitality spent

Duration:

Suggested Modifiers:

Roll results:

Dramatic failure: The mob gets very angry and aggressive towards the characters

Failure: Horror does not activate

Success: exercise control over one human per success (this Crucible Horror has no effect on ghosts)

Exceptional Successes: nothing specific, only more humans under control

Once the characters establish control, they can see, hear, feel, etc. through the mortal drones' five senses (meaning no supernatural abilities such as Dead-Eyes) without suffering their injuries (unless they incapacitate a sense). The spooks can also manipulate their mortal drones in one of two ways. In the first, the characters can concentrate to control their mob, thus affording it a great degree of finesse and a wide range of actions. The drawback to this method is that the characters cannot move or engage in other actions, since it requires considerable effort to manipulate and coordinate a group of people. For every action or interruption suffered by the characters (they evade a blow, someone strikes a character, etc.), he has to make a Resolve + Composure roll to keep control or be excluded from the hive-mind. Additionally, the characters must spend Vitality to maintain active control over the mob. If the situation is Non-combative, the characters must spend one Vitality every minute for every two mortal drones they control (round up, meaning three drones costs two Vitality every minute). If the mob is involved in combat, the characters must expend one Vitality per two mortal drones every turn (to reflect combat's frenetic nature).

This method of control is obviously expensive, but the mob suffers no penalties to its actions.

The second method of control enables crucibles that don't want to baby-sit their mortal drones with the option of "programming" prearranged commands into the minds of their mob. The base expenditure of five

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Vitality enables a crucible to instill one command in the entire mob, such as: “follow that man,” “act crazy” or “attack Robert Rice.” In this case, characters can move around and engage in other actions, except they suffer a modifier to their dice pools of -1 per 5 drones. The reason is that the characters still hear and see through their puppets’ eyes and ears, meaning they’re more preoccupied.

For an additional point of Vitality, the crucible can “program” the mob with an additional command.

They can also give one mortal drone a specific command not shared by the others, but that too costs a point of Vitality. While this form of Mob Rule is more Vitality effective, it does have its drawbacks. Specifically, the programmed drones act and move like automatons. They look out of place, and their actions suffer penalties to their dice pool based on the number of commands shared between two or more people. Each shared command robs the drones of one die from all dice pools. This variant of Mob Rule lasts a scene.

While the characters contributing to this Horror must remain within 10 feet of one another, the range for controlling drones is a radius of three blocks, with no eye contact necessary (the characters cannot use this as a form of radar to detect the number of people in the area or their locations). Drones who wander (or are taken) beyond that range experience (1d10) turns of disorientation, during which they’re uncertain of their identity or actions.

When a drone is no longer influenced by Mob Rule, he has no memory of being commanded or controlled in any way. He remembers his own actions through a haze, but he hasn’t the slightest idea why he was doing what he did. If his actions contradicted his normal inclinations, he’ll be at a complete loss to explain his behavior.

Unlike Puppetry, the crucible using this Horror does not have access to their drones’ memories or Abilities. Finally, the potential for abuse here is great, so the Storyteller may allow drones to make contested Resolve + Composure rolls against one character to refuse engaging in some act they wouldn’t normally do. The Storyteller can even demand the players roll for Spite points if their characters cause harm to a mortal drone (or give the characters a Spite rating if a drone dies).

Example commands:

- Wait here
- Rip him apart
- Find this person
- Guard this building
- Run away
- Hide in the shadows
- Lift me up
- Bring me that object
- Barricade that door
- Scream
- Follow her
- Dig in the basement
- Light the fuse
- Throw me that rope
- Untie me
- Stop traffic
- Unlock the door
- Turn off the computer
- Climb over that fence
- Pull the switch

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Wisp:

1: Unearthly Repose

Unearthly Repose allows you to create a glowing, enticing aura around you. The glow affects everyone (even allies) that is looking at you. Anyone that realizes what is happening can resist by spending 1 Willpower point and rolling (Resolve + Composure – Vitality Spent). Targets that snap out of it cannot be affected again for the rest of the scene unless more Vitality is spent.

System:

Action: instant

Dice pool: n.a.

Duration: 1 scene

The following effects can be used by the Wisp during the duration of Unearthly Repose:

Persuade: adds (Vitality spent + 1) dice to all non-threatening Social rolls you make for the scene. At 0-1 Vitality you are mildly intriguing, at 2-3 Vitality you seem like a trusted friend, and at 4-5 points you are a confidant or lover and targets will not refuse any reasonable request.

Calm: At 2-5 Vitality you can calm and soothe an angry viewer. Onlookers subtract a cumulative -1 from initiative and the dice pools for any strenuous physical actions for every turn in which they stare at you.

Beckon: You can cause a target to follow you against their will. If the target loses sight of you, they can roll (Resolve + Composure) to snap out of it. Vitality spent determines the strength of the effect.

0 Vitality:	Target takes a step towards you.
1 Vitality:	Target follows you slowly but stops if distracted.
2 Vitality:	Target follows you and will only stop if touched or startled.
3 Vitality:	Target concentrates only on you and only stops if struck.
4 Vitality:	Target shuts out the rest of the world and fights to free himself if stopped.
5 Vitality:	Target follows you regardless of the rest of the world. Targets will walk blindly into danger such as off a cliff or a busy interstate.

Benefit:

The recipient gains 2 dice to any horror that relies on any social attribute.

Using Spite:

Fueled by Spite, Unearthly Repose loses some utility but gains other dramatic advantages.

The character cannot use the calming ability normally granted by this Horror when tapping Spite.

What tapping Spite does allow, however, is the planting of short-term suggestions into the target's mind.

The allure that is so basic to this Horror mixes with the dark emotions represented by Spite, resulting in a strange but powerful attraction/repulsion that affects the target like an obsession. To some people, the sensation might feel like powerful animal magnetism. To others, it might manifest as an obsession to really get to know the Wisp. In any case, the net result is the same: The target is really desperate to please the spook (at least for the duration of the scene). For his part, the Wisp is free to subtly imply any manner of desire, but directly telling the target to do anything breaks the effect entirely. The difference is very much like that between asking "Do you have the time?" and saying "Tell me what time it is. Now." The Wisp character cannot say "Give me the gun," but he can say "I wish I had a gun like that." He cannot say "Take off all your clothes," but he can say "I'd love to see you naked." While some Wisps find that element of this Horror (when fueled with Spite) to be a pain, others take great delight in the artful phrasing required. The suggestions imparted with this Horror last for the duration of the scene.

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System:**Action:** instant**Dice pool:** Manipulation + Subterfuge + Spite tapped - Composure**Duration:** as long as it takes to follow the suggestion, max. one scene**Roll results:***Dramatic failure:* The target is overwhelmed with a feeling of distrust and hatred against the character*Failure:* Power does not activate.*Success:* Target follows the suggestion*Exceptional Successes:* Target will follow all of the Wips suggestions for the rest of the scene

2: Storm-Wending

Storm Wending allows you to move rapidly along the Stormwall, the all-penetrating layer that connects every point in Twilight.

System:**Action:** instant**Dice pool:** n.a.**Duration:** 1 turn

You must be able to see the target location, or you must have seen it at least once before. Vitality spent determines the maximum distance traveled and passengers:

0 Vitality:	5 feet.
1 Vitality:	10 yards.
2 Vitality:	100 yards.
3 Vitality:	100 yards, one additional person
4 Vitality:	1000 yards, two additional people.
5 Vitality:	10.000 yards, four additional people.

You can add 0 Vitality Storm-Wending to a Dodge, tripling your Defense while Dodging instead of doubling it.

Transporting unwilling targets requires a contested (Dexterity + Resolve) roll. When teleporting to position yourself in combat, make a reflexive roll of (Wits + Composure), successes add to your next turn's initiative.

Benefit:

The recipient can reroll any two dice of a horror roll.

Using Spite:

Tapping Spite to fuel Storm-Wending changes the Horror in an unusual manner. A character using Spite to fuel this Horror can partially emerge across multiple points, his gauze being split into several manifestations. During this time, the character vanishes using Storm-Wending and reappears in multiple locations for a number of turns equal to the Spite points being tapped + 1 (so one Spite point creates a two-turn effect, even though the first turn is always used up by activating the Horror and the emergence of the duplicates). At the end of the Horror's duration, the character reintegrates and emerges at the transit point whole. For each Spite point invested in this use of Storm-Wending, the character can travel equal distance (as per Vitality usage) at a slower clip, but he also draws enough gauze away from himself to create one temporary doppelganger who appears within the range of his Horror. For each point of Spite tapped, each duplicate has one dot in every Trait the character possesses, up to his maximum.

Thus, a player who taps one Spite for his character creates a two-turn duplicate with one dot in each Trait.

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This means the duplicate can only act for one turn before being reintegrated with the original character. A player who taps five Spite, however, creates up to five duplicates for six turns (5 + automatic 1 = 6 turns or five turns of combat), each with their Traits equal to the original character.

While this enables the character to engage multiple opponents within the range of his Storm-Wending, they all share the same Vitality pool and all wounds to the doppelgangers will result in bashing damage to the physical body in case of Skimmers.

The only Traits that can't be used by the duplicates are Horrors, Merits and Backgrounds.

3: Beckon Relic

Beckon Relic enables a spook to conjure objects. He reaches into the Stormwall, as he would to perform Storm-Wending and then makes a wish backed by the magnetic lure of Unearthly Repose. *Something* responds by sending the Wisp an object that serves his current needs. The spook doesn't know exactly what he'll get or how the object is useful. A Wisp who wants to open a locked door might receive a set of lock picks... or a sledgehammer. A clever and sensitive spook has a better chance of pulling out something he really wants, but no one can fully control this Horror. Spooks dubbed these conjured objects "relics" because the objects sometimes seem very old. Wisps who sought weapons have pulled modern pistols from the Stormwall, but also flintlock rifles, cavalry sabers, Mongol bows and stone axes. Some objects also seem to be personal mementos, bearing monograms or a person's name. Relics are clearly the same sort of object as the mysterious artifacts that some spooks receive (see Merits), but artifacts appear spontaneously but repeatedly, while a character seldom conjures the same relic twice.

Relics seem more "real" than the objects Poltergeists craft using Congeal. Characters can pass relics from person to person. They are ectoplasm, however, not normal matter. A spook can carry a relic with him as he manifests or disappears. In time, relics vanish back from whence they came.

System:

Action: instant

Dice pool: Wits + Occult

Suggested Modifiers:

- +/- 0 very unspecific "a distraction" or "a weapon"
- 1 more specific "a firearm"
- 2 very specific "a rifle"
- 1 for every attribute of the item ("golden", "brand new", "american made", "uses 5.56 mm bullets", "full-auto-fire")

Roll results:

Dramatic failure: The ripples in the Stormwall alerts nearby Spectres

Failure: Power does not activate.

Success: an item with the desired set of attributes appears

Exceptional Successes: The item has additional attributes or even magical abilities at the storytellers decision. At least the item provides an equipment bonus of +2 additional to the one already provided by the item.

A Wisp can expend up to five Vitality on this Horror. The more Vitality a spook invests in Beckon Relic, the larger the object he can pull from the Stormwall. The Vitality levels provide upper limits: A character may still receive something smaller than his Vitality expenditure permits.

Beckoning a relic is an instant action. The relic appears in the character's hands or beside him. Machines all work, even if they lack a proper power source. Relics last up to a full scene. They may disappear sooner if no one holds them or pays attention to them for a few minutes. A character can conjure as many relics as his Vitality permits.

Relic weapons inflict the same damage as their mundane counterparts. No rule except the maximum relic size and the Storyteller's whim governs which weapon the character receives. If the Wisp is lucky, he conjures a Browning automatic rifle or a great sword. If he isn't, he conjures a tiny derringer or a strange-looking Oriental weapon whose use he can barely fathom.

Spooks can carry small or very small relics when they travel by Storm-Wending, Dream-Walker or Broadband Ghost. They can also carry larger relics by Storm-Wending or Dream-Walker, but each medium

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sized relic counts as another character, a large relic counts as two characters and a very large relic counts as three for purposes of range, Vitality expenditure and the maximum number of characters a spook can carry along.

If a spook manifests while holding a relic, the relic manifests as well. Such objects work just like mundane items of the same sort (although guns may or may not be loaded). If a manifested relic leaves contact with the spook that summoned it, it fades away after a number of turns equal to the original Vitality expenditure.

Item size:

0 Vitality:	Very small object (lock picks, diamond ring, fountain pen, magnifying glass, etc.)
1 Vitality:	Small object (knife, pistol, transistor radio, power drill, book, vase, etc.)
2 Vitality:	Medium object (sword, rifle, boom box, opera cape, crowbar, telescope, etc.)
3 Vitality:	Moderately large or heavy object (marble bust, battleaxe, tower shield, tapestry, etc.)
4 Vitality:	Large object (suit of armor, tombstone, bicycle, machine gun, police ram, etc.)
5 Vitality:	Very large object (automobile, biplane, bed, life-size statue, sarcophagus, etc.)

Benefit:

With a flip of the wrist, a Wisp with this Horror rips out a bit of the Stormwall and tosses a darkly swirling ball to his recipient, who absorbs it into her own Vitality as she activates a Horror. She sees the Stormwall herself for a moment, as her Vitality bounces off it and reflects back to her. This loop enables the recipient to apply her chosen Horror's Benefit to itself. For instance, a Haunter could activate his Witch's Nimbus and double its duration to two scenes instead of one, or a Banshee could reduce the difficulty of her own Forebode. A character using her own Benefit does not require another action. She can activate the Horror and the Benefit during the same full action.

Using Spite:

The standard version of this Horror, fueled by Vitality, enables the Wisp to pull a random relic from behind the Stormwall into his possession. When tapping Spite for the effect, however, the item brought to hand is always a Spectre artifact, forged from the ichor of a Spectre. The Wisp taps his Spite to call to the malicious essence of the Artifact in a way that almost resembles the Hive-Mind ability of Spectres. The number of Spite points tapped may (at the Storyteller's discretion) determine the size of the object (as it does with Vitality), the power level of the item or simply how much Spectral sentience remains in the object. The artifact may be in any state of repair.

Crucible: Ecstatic Crusade

When a crucible uses Ecstatic Crusade, it targets one of its own members to serve as a medium, transforming her into a shining beacon of inspiration for local one to five Vitality ghosts (Drones, Blips and static Repeaters). For this Horror's duration, the target character acts like a bright flare, drawing ghosts from their routine and offering them something upon which to focus beyond the haze afflicting them. The call of the Wisp offers low-ebb spirits a sense that they are somehow whole, part of something important and not weighed down by death. They can temporarily break free of their repetitive patterns and pursue actions on behalf of the Wisp (and friends) because Ecstatic Crusade serves as a new and more appealing focus. This Horror is comparable to cult hypnosis or religious fervor, where members focus on and devote their full energy to a singular purpose, working toward it with all their ability. More importantly, this Crucible Horror invigorates spirits with energy, granting them increased Vitality and the fervor to follow the medium character into battle if necessary. This Horror can either serve as a rallying cry in battle or as a lure to draw local ghosts to a safe area.

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At the base expenditure of five Vitality, the crucible attracts nearby ghosts whose cumulative Vitality does not exceed 10 (i.e., 10 drones with a single point of Vitality each, five blips with two Vitality apiece etc), and it raises their Willpower and Vitality scores by one.

This Crucible Horror is dependent on the number of low-ebb ghosts in the area, so trying this in the center of a recently built research park won't be as effective as attempting it in the middle of a cemetery or at the site of a terrible tragedy. Regardless, this Horror should always draw a minimum of two ghosts, meaning the Storyteller can always fiddle with their Vitalities to make the characters' expense in the matter worthwhile — this includes areas recently ravaged by hungry Spectres (there are always survivors).

The one to three Vitality spirits that appear are understandably weak but very enthusiastic about following the characters. In large part, it's their absence of self-identity that allows this Horror to summon drones and blips, and it's their new sense of purpose that gives them their intense desire to follow the characters. Those ghosts with Vitality ratings of four or five, however, have a strong identity and choose to appear. Some seek safety in numbers given the Spectre invasion, while others feel a sense of purpose emanating from the beacon (or feel strengthened by it). This doesn't mean they'll follow the characters blindly, however. They may not agree with certain choices or they may contest some decisions, but they are more willing to help, regardless.

Finally, the person acting as the beacon is almost equivalent to a living relic. The nimbus glow shining from him bothers Spectres and creatures of high Spite. Everyone whose Spite rating is greater than their Vitality rating has difficulty staying within proximity of the beacon, unless they are allies, friends or among the summoned.

At Ecstatic Crusade's base expenditure of five Vitality, Spectres (or high-Spite antagonists) lose one die to all dice pools when trying to act within sight of the beacon.

Additional Vitality spent does one of the following:

- Attracts more ghosts by elevating the beacon's strength. Each additional point of Vitality invested in this Horror increases the Vitality total of the responding ghosts by two, granting the newcomers a boost of one Willpower and one Vitality as well. Channeling eight Vitality into this Horror, for example, nets a group of ghosts with a total of 16 Vitality (16 drones, eight blips with two Vitality each, etc.)
- Characters can temporarily heighten a single ghost's Vitality rating by an additional one, making him more vital and passionate about following the characters (only if he responds to the beacon). The crucible can invest up to two points of extra Vitality in a single ghost (on a point-per-point basis, beyond the initial investment), ignoring the normal proscription on exceeding the ghost's existing rating (a drone could never temporarily go beyond a rating of Vitality 1, previously). For this to take effect, however, the ghost must reach the beacon first. No ghost, however, can exceed a maximum Vitality cap of six.
- The characters can infuse the beacon with even more soul-searing light. Every two points of Vitality increases the discomfort felt by Spectres by eliminating an additional die from their respective dice pools.
- Echo-class ghosts do not gain the Willpower advantage available to blips and drones (mentioned in the paragraph below). The characters, however, can increase the Willpower of an Echo-class spirit by one for each point of Vitality spent. The Echo-class spirit must first go to the beacon voluntarily, however. While Echo-class ghosts arrive and stay of their own volition, the drones and blips summoned by this Horror are inexorably drawn to the characters. They aren't just willing to follow the characters, they're aggressively eager to follow the crucible. They'll do anything the characters ask of them, including entering violent situations and fighting till their destruction. For purposes of following the characters' commands, these ghosts have an effective Willpower rating of 10. While blips and drones are typically unable to use the high-Vitality manifestation forms or power Horrors at any but the most basic levels, bestowed Vitality now enables them to use their Vitality to their utmost to manifest or fuel Horrors, so long as they retain a single point to maintain their existence. During this power's duration, they may even regain their bestowed Vitality by spending Willpower (like the characters).

This Horror's normal duration is one scene. If matters extend beyond one scene, the crucible can maintain it by investing 10 additional Vitality at the beginning of the next scene, for a maximum of three scenes. Once the duration of Ecstatic Crusade ends, any bestowed Vitality and Willpower fades, as does the temporary burst of enthusiasm. All of the blips and drones return to their previous habits or just mill around the area, most forgetting about events within the space of 24 hours. Echo-class ghosts, however, can remain of their own volition and might do so because the characters provide them with security and camaraderie.

As with the Poltergeist's Mob Rule, if the characters deliberately cause the ghosts' destruction or humiliation, the Storyteller can penalize the characters with Spite points or a rating. By the same token, the

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Storyteller should realize that there's a difference between leading these spooks into war, where casualties are a grim reality, and directing them into a massacre. Additionally, if the characters continue to use the same spooks for Ecstatic Crusade, they gain bonuses for resolving their tethers and elevating them permanently. If the characters use the same ghost more than twice with this Horror and decide to elevate her, the Storyteller can reduce all difficulty penalties by two, when trying to help them transcendent.

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Orphan Grinder

Orphan Grinder Horrors do not have Benefits nor can they be fueled with Spite.

1: Oblivion's Husk

The nature of Spectres is a matter of some debate among the more scholarly of projectors. Some people feel that while some Spectres are (or rather, were) ghosts, others are simply creatures from another existence... perhaps demons, perhaps something stranger still. Whatever the truth, Orphan-Grinders can attest that something of a "Spectral condition" exists, which includes the hive-mind, the inability to distinguish high-Vitality ghosts from the living and, of course, the grotesque "physical" features distorting a Spectre's appearance.

With this Horror, an Orphan-Grinder can recall that Spectral condition and reap a number of benefits from it. She can locate Spectres or make herself invisible to them or even manifest the claws and armor typical of the more martial of these creatures. As useful a Horror as Oblivion's Husk is, Orphan-Grinders are loath to use it often. The sensation is, as might be expected, reminiscent of actually being a Spectre. It includes a light buzzing in the back of the character's head and phantom sensations of being touched and probed while the power is in effect. Only when the character draws on the most overt manifestations of the power — the physical changes — do these feelings fade.

Oblivion's Husk has three main functions: Masking the character's presence from Spectres, locating and determining information about Spectres and manifesting the claws, teeth and carapace common to some breeds. Because the first two uses of this Horror have no application on living targets, the character can't employ them when manifested. The character can use the third application, however, to alter the Orphan-Grinder's manifested form.

Camouflaging oneself or others from Spectres is a simple matter of spending Vitality. The Orphan-Grinder creates a sensory bubble in the hive-mind, forcing Spectres to ignore anything within that bubble. It's akin to creating an overwhelming suggestion that says "We're not here." While this allows the Orphan-Grinder considerable leeway as a spy if alone, anyone else included inside the field can compromise it easily.

Speech, sudden movement or additional expenditures of Vitality up to two points enable a Wits + Composure roll for Spectres in the immediate area to detect the disturbance contrary to what the hive-mind says. Aggressive Spectres might attack immediately, while sentries or spies simply follow the group wherever it goes. Use of any Horror or any Vitality expenditure beyond two points on the part of anyone except the Orphan-Grinder automatically disrupts the static and allows any Spectres within line of sight to see the entire group (though the Orphan-Grinder's player may immediately spend Vitality to activate this Horror on the Orphan-Grinder alone).

The Vitality expenditures and effects/limitations for this facet of Oblivion's Husk are as follows:

Zero Vitality: The Orphan-Grinder is invisible to Spectres for as long as he remains still and does not spend Vitality or speak. After 10 minutes, Spectres with Wits + Composure pools of seven dice or more sense something is amiss and either attack or sit and watch the Orphan-Grinder until he moves.

One Vitality: The Orphan-Grinder is invisible to Spectres and can move about freely. He cannot use Horrors, speak or pursue offensive action against another Spectre without deactivating this Horror. The character also becomes "visible" if he enters a hive.

Two Vitality: As with a one-Vitality expenditure, except the character can now speak without becoming visible.

Three Vitality: As the two-Vitality expenditure, except the character may use non-offensive Horrors without becoming visible. Conversely, the character may extend the field to include himself and anyone within five feet, subject to the aforementioned mentioned limitations.

Four Vitality: As per the three-Vitality expenditure, except the character may enter hives and still remain invisible, but he may not use Horrors or attack Spectres while within. Conversely, the character can extend the field to anyone within 10 feet, subject to those limitations mentioned previously.

Five Vitality: The character may now use offensive Horrors and attack Spectres while remaining invisible. Spectres usually flee if attacked by an invisible opponent. Conversely, the field is now strong enough for anyone within 10 feet of the Orphan-Grinder to enter a hive, subject to the aforementioned limitations.

The camouflage aspect of Oblivion's Husk lasts for one scene, after which the player must spend more Vitality for the Horror to continue working.

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The second facet of Oblivion's Husk allows the Orphan-Grinder to detect and glean information about Spectres. This ability is an extension of the camouflage power. The character just taps a little more deeply into the hive-mind and connects mentally with nearby Spectres.

Zero Vitality: The character simply knows if any Spectres are within (Wits x 5) yards.

One Vitality: The character is aware of Spectre related movements within 30 yards of his location and adds two to his initiative rating against Spectres.

Two Vitality: The character can detect Spectres within a quarter-mile radius and adds four to his initiative rating against Spectres. Conversely, the character may focus on one Spectre within his line of sight and determine its immediate agenda. This is usually summed up in one or two words: "hunt," "find (something specific)," etc.

Three Vitality: The character can sense Spectres within a mile of his location and adds six to his initiative rating against them. Conversely, the character may focus on any one Spectre within unhindered sight and learn if it was once human.

Four Vitality: The character detects all Spectre related movement and activity within three miles of his location and automatically wins initiative against Spectres. Conversely, the character can focus on any Spectres within unhindered sight and eavesdrop on their conversation with the hive-mind, intercepting communications and instructions.

Five Vitality: The character detects all Spectre related movement and activity within five miles of himself and not only wins initiative, but gains two extra dice in all combat related-actions against Spectres.

Conversely, the character may focus on any one Spectre within line of sight and determine if it was once human and, if so, one surviving tether holding it.

All uses of this facet of Oblivion's Husk last for one scene.

Finally, the most direct and disturbing use of this Horror allows the Spectre to grow hideous claws, a maw full of fangs or an armored carapace. This facet of Oblivion's Husk is the only one usable while the character manifests. Additionally, while its effects appear somewhat similar to Spite-empowered manifestations, this Horror does not increase a character's Spite (if he uses Vitality). Vitality expenditure only affects one of the three changes, but a character can split his points among the three. So, if someone spends three Vitality to power this effect, he can put all three points into claws (for example) or split the effect to one Vitality point for claws, one Vitality for teeth and one Vitality for armor. The claws, teeth and armor inflict and soak damage based on the Vitality expended, as follows:

Zero Vitality: Claws inflict 1L damage, teeth inflict 2L damage (after successfully grappling the opponent), carapace gives 1/0 armor. The character can only create one zero Vitality effect and not all three.

One Vitality: Claws inflict 2L damage, teeth inflict 3L damage (after successfully grappling the opponent), carapace gives a 2/1 armor

Two Vitality: Claws inflict 3L damage, teeth inflict 4L damage (after successfully grappling the opponent), carapace gives a 3/2 armor

Three Vitality: Claws inflict 4L damage, teeth inflict 5L damage (after successfully grappling the opponent), carapace gives a 4/3 armor.

Four Vitality: Claws inflict 5L damage, teeth inflict 6L damage (after successfully grappling the opponent), carapace gives a 5/4 armor

Five Vitality: Claws inflict 6L damage, teeth inflict 7L damage (after successfully grappling the opponent), carapace gives a 6/5 armor.

This facet of Oblivion's Husk lasts for one scene.

2: Hellion

Not all Spectres were once human. The creatures that Orphan-Grinders refer to as "Hellions" fall into this category. These Spectral horses serve as steeds for powerful Spectres, including Reapers and Lawgivers. Orphan-Grinders, whether or not they ever used a Hellion mount during their service as a Spectre, can learn to summon them.

To draw forth a Hellion, the Orphan-Grinder emits a shrill, ululating whistle. The horse then rises up from the ground in a spray of black bile or descends from the sky in a nimbus of blue-white fire. An Orphan-Grinder summoning a Hellion connects with the forces of his former masters for one brief second. As a

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result, any spook hearing the whistle feels a brief but powerful sense of dread, like something malevolent just noticed them.

Hellions cannot manifest to the living, and if an Orphan-Grinder manifests while a Hellion he summoned is present, the mount immediately vanishes. Hellions are near-mindless automatons, completely under the control of their riders. As such, they cannot be possessed or affected by mental powers such as Unearthly Repose. Once summoned, a Hellion remains for one hour. The character may extend this duration by spending Willpower (one Willpower point equates to an additional hour of service).

Hellions obey their riders' mental commands but do not pursue any instinctive actions on their masters' behalf unless ordered to do so or possessed of the Loyalty power (see below). They are not intelligent and can only understand very simple commands such as "attack," "run," "jump," etc. If the Orphan-Grinder can no longer see his mount, the Hellion wanders off until the duration expires, and then, it returns to the hereafter from whence it sprang (though the Orphan-Grinder can recall a wayward steed for one Vitality). Tied to the Orphan-Grinder who summoned it, a Hellion acts on its master's initiative and can carry its rider plus one additional passenger. If the Orphan-Grinder is destroyed, the Hellion immediately vanishes. Using this Horror requires a full turn, during which time the Orphan-Grinder can take no other action. Afterward, the rider can use Horrors while on the beast — including Storm-Wending to drop in on foes by surprise (the mount is considered an extra "passenger" in this case).

Hellions possess the following Traits:

Attributes: Strength 3, Dexterity 2, Stamina 3, Presence 0, Manipulation 0, Composure 1, Intelligence 1, Wits 4, Resolve 1

Skills: Athletics 2 (running, jumping), Brawl (Hooves) 2

Spite: 5

Offensive Abilities: Trample or kick for 2B

By expending Vitality, the Orphan-Grinder can either increase the horse's Physical Attributes or grant the Hellion special powers. The Orphan-Grinder can expend a maximum of 10 Vitality "building" the mount (actually, the Vitality expended is more a "sacrifice" to summon the beast).

Spending more than five Vitality requires at least two turns to summon the beast. Attributes can be increased to a maximum rating of 6.

Zero Vitality: The Hellion summoned has the statistics given above.

One Vitality: Add one dot to any Physical Attribute. Add 1 to Spite.

Two Vitality: Add two dots to Physical Attributes.

Three Vitality: Add three dots to Physical Attributes. Add 2 to Spite.

Four Vitality: Add four dots to Physical Attributes.

Five Vitality: Add five dots to Physical Attributes. Add 3 to Spite.

Special powers can be added to mounts in addition to, or instead of, Attribute increases.

The following are examples of the sorts of powers that some Hellions exhibit. The player is encouraged to create additional ones, subject to Storyteller approval.

- **Fanged Maw (One Vitality):** The Hellion sports a mouthful of fangs and can bite for 2L
- **Hooves of Flame (One Vitality):** The mount inflicts lethal damage with its hooves.
- **Loyalty (Two Vitality):** The mount works to protect the character. If the Orphan-Grinder suffers a grievous injury or is dazed, the Hellion removes him from battle. Also, the mount places itself in harm's way to protect its master.
- **Rider's Unity (Two Vitality):** The steed and the Orphan-Grinder act as one. Roll initiative separately for both the character and the Hellion. Both act on the highest result.
- **Cunning Mount (Three Vitality):** The beast has Intelligence 3, Wits 5 and Resolve 3. It is capable of understanding more complex commands and acting out of sight of its master for a number of turns equal to the Orphan-Grinder's Intelligence rating.
- **Nightmare (Four Vitality):** The Hellion strikes fear into all who see it. Roll Resolve + Composure for everyone who views the mount. If the roll fails, the witness suffers a -3 dice pool penalty to all offensive actions toward the Hellion and its rider. Make this roll for allies of the Orphan-Grinder as well.
- **Spectral Steed (Five Vitality):** Rider and mount can ignore gravity, running up walls or along ceilings as though traversing normal ground. The mount can fly at 25 mph for a number of turns equal to its Stamina, after which it must remain on the ground for two full turns.

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3: Vector

Not even the most accomplished Skinrider can possess another spook. Possessing a body is one thing — it's a matter of taking control of the flesh and shutting down the mind. But with a ghost, the mind is all that matters, and it resists such intrusion.

Powerful Orphan-Grinders, however, can overtake the gauze of any spook they can see or of any spook with whom they share an empathic link, even over great distances.

An Orphan-Grinder can possess the spook's gauze, masquerading as another ghost (though this ruse is difficult to maintain for any length of time) or simply "infecting" the target, reshaping the ghost's gauze to match his own and using it as a shield. This insidious power even works on Spectres (though not without risk).

Spooks subjected to this power feel a momentary burst of searing pain, followed by complete loss of awareness. The Orphan-Grinder himself feels the target's gauze slide over him like donning a silk suit — and, if masquerading as another ghost, feels slightly "crowded" throughout the experience.

The Orphan-Grinder can use Vector on any spook it sees or, if he knows the target very well, at a distance based on the amount of Vitality spent. In either case, the Orphan-Grinder may choose to masquerade as the possessed ghost or to infect the spook. Vector provides a way for the Orphan-Grinder to travel quickly (provided the character established links to a large number of spooks in different places) and to protect himself in combat by using other ghosts' gauze as shields.

System:

Action: instant

Dice pool: Manipulation + Persuasion + Vitality spent

Suggested Modifiers:

+/- 0 some Spook the Orphan-Grinder just sees

+1 to +5 depending on the level of intimacy

Roll results:

Dramatic failure: the Orphan-Grinder is repelled and confused, resulting in a -3 on all rolls for 5 turns

Failure: nothing happens

Success: see below

Exceptional Successes: the Orphan-Grinder can hide in the target for a week

One success: The Orphan-Grinder can only maintain the masquerade for a number of turns equal to his Wits rating, after which he must either leave the spook's gauze or infect it.

Two successes: The character can maintain the masquerade for one scene.

Three successes: The Orphan-Grinder can maintain the masquerade for one hour.

Four successes: The character can maintain the masquerade for six hours.

Five+ successes: The character can maintain the masquerade for a week.

The number of Vitality points expended determines the type of ghost the Orphan-Grinder can possess.

Zero Vitality: May possess a drone.

One Vitality: May possess a blip.

Two Vitality: May possess a ghost with a maximum Vitality of four or five.

Three Vitality: May possess a ghost with a maximum Vitality of 10.

Four Vitality: May possess a projected entity.

Five Vitality: May possess a Spectre, though this carries additional risks.

Possessing projectors, even sleepers, is more difficult because their gauze remains linked to a living body at some level. Possessing Spectres is a supreme effort and requires an immediate Spite rating roll.

Every success gives the Orphan-Grinder a point of Spite. Possessing any spook with a maximum Vitality greater than three allows the host to try to break free periodically. After a number of hours equal to the Orphan-Grinder's Willpower have passed, the Storyteller should make a Resolve + Composure roll for the host once an hour thereafter. Every time the host's gauze suffers damage equal to or greater than her Willpower rating, the Storyteller makes the same roll. When the host accumulates a number of successes equal to the Orphan-Grinder's Willpower, the host can expel the Orphan-Grinder from her gauze (the

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character can maintain control by spending a Willpower point — this “resets” the number of successes the host needs to expel the character).

Orphan-Grinders cannot use the Horrors of the ghosts they possess, though those brave (or desperate) enough to possess Spectres can use their hosts’ Spectre Horrors and Thorns, substituting their own Vitality for any required Spite expenditure. They retain their own Attributes or Skills as well. If the Orphan-Grinder’s host has any manifested Stains, they are available to the Orphan-Grinder as well.

Infecting a ghost’s gauze requires the Vitality expenditure and the same roll, but as stated, only one success is required. The Orphan-Grinder then subconsciously reshapes the host’s gauze to resemble his own (this also happens when the masquerade duration expires, unless the Orphan-Grinder simply wants to release his victim — see the table above). The character then has a shield. Any attackers must destroy the host’s gauze before they can hurt the Orphan-Grinder beneath. The Orphan-Grinder can spend the host’s Willpower to replenish the host’s Vitality, but he cannot use the host’s Willpower or Vitality for any other purpose. If the host is a Spectre, sleeper, spirit or hue, the Orphan-Grinder can “ride” her gauze until it is completely destroyed unless the host manages to expunge the character (see above). If the host is a projector, her spirit snaps back to her body upon losing the last of its Vitality. Should a spook perish because the character used her as cannon fodder, the Orphan-Grinder gains an immediate Spite rating to reflect that this runs contrary to the Orphan-Grinder’s attempts to leave its Spectre nature behind. Finally, whether the host expels the unwanted rider, the Orphan-Grinder leaves or the host is destroyed, the Orphan-Grinder appears right next to the host, even if the host served as the character’s conduit.

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Marrow

1: Flesh-Flux

Most ghosts appear (and manifest to the living) according to how they appeared in life, occasionally with some minor alterations caused by inaccurate selfimage or sense of identity. Marrows, however, can alter their appearances to an extreme degree, either complementing their ability to manifest, or through use of this Horror alone. This ability allows the Marrow to assume a near-unlimited range of shapes, starting out with relatively simple changes, such as changing gender, size, age and even race. The more Vitality the Marrow invests in this Horror, the greater the variety of shapes she can take. With enough Vitality, the character can mimic the natural weapons of animals or take on additional Stains to help her in combat. Taking on a new form feels slightly invigorating, as if the character were stretching after a long period of quiescence. Flesh-Flux is among the few abilities that allow Stains to manifest as well. Therefore, when a spook uses Flesh-Flux while manifesting, he can affect the living through whichever Stains are active. Furthermore, the effects of this Horror remain active for one scene, at which point the changes vanish.

Gauze is not flesh, so it is more permeable than most spooks allow. Those who learn Flesh-Flux understand the nuances of their ghostly plasm, enough to affect it accordingly. At the base expenditure of **zero Vitality**, the Marrow can implement any minor cosmetic change necessary, such as altering eye and hair color, nose and mouth shape, et cetera. The alterations are minor enough that people may still recognize the character with a Wits + Subterfuge roll. Otherwise, the character can change enough to look slightly different, though he can't alter body mass or height. Thereafter, any Vitality spent to alter one's form and shape elicits a potentially wide range of protean-like abilities. In effect, this Horror is a grab bag of potential uses. The changes and their costs are as follows (with the character capable of manifesting with all effects):

Altering Attributes: It's only logical that some modifications may elicit specific trait augmentations, like improved Strength or Brawl. By spending two Vitality, the character can increase one physical Attribute by one dot or one physical Skill by two dots. The character may not improve any single trait more than two times, however. It's also possible to gain the 4-dot striking looks merit.

Alter Others: At a cost of five Vitality, the character can alter a willing target's shape (contact is necessary), with each additional expenditure of Vitality eliciting the same effects mentioned here. Therefore, five Vitality enables the character to make minor cosmetic changes to an ally (which is a zero-Vitality effect), but major cosmetic changes cost five Vitality to affect the ally + one Vitality for altering the ally's gender/ethnic group/ etc., for example.

Cosmetic Changes: This change strictly affects physical appearance as long as the character still appears to be human. For one Vitality, the character can alter form within the same weight and height class, to appear like a completely different person. This includes changing ethnic groups, age brackets and even genders. To look like a toddler, the character must couple this with the height and weight modifiers mentioned later.

Existing Stains: For every Vitality point expended, the character can bring forth an existing Stain and use it (though the negative qualifiers, including changes to appearance still apply).

Extensive Modifications: For two Vitality, the character can completely alter his form to look inhuman, whether monstrous or animal-like. Conversely, if the character wants to change a facet of his appearance (like having a cat-like head or satyr-like legs) the cost is one Vitality, but for that one change only.

Height: For every point of Vitality spent, the character can alter his size by one. The character get no smaller than size 1 and not larger than Size 8.

New Stains: For every two Vitality points expended, the character can bring forth a new Stain that he doesn't possess and use its effects. (The negative qualifiers, including changes to appearance, still apply, though.)

Submerge Drawbacks: By spending one additional point of Vitality above the cost for drawing on various Stains (thus two Vitality for existing Stains and three for completely new Stains), the character can submerge the Stain's drawback and draw on only its advantage. This also means camouflaging the appearance of the Stain so that it doesn't penalize Social rolls or hamper disguises.

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Weight: For every point of Vitality spent, the character can alter his weight by plus or minus 100 lbs. Characters cannot expend more than five Vitality on this effect (thus limiting the maximum increase/decrease to 500 pounds).

While maintaining the altered form doesn't take a great deal of concentration, it does require some. Consequently, if a character using Flesh-Flux is somehow rendered unconscious, he reverts back to his usual shape.

This Horror's effects lasts for one scene.

Mimicry

Even without spending much Vitality, the Marrow can use Flesh-Flux to imitate other humanoid characters. While this can be a devastating ability, exact mimicry of another is difficult. To see if the Marrow succeeds in imitating a target, her player rolls Stamina + Expression.

The result of this roll is the modifier for all rolls to find out that the character is not who he seems to be.

Benefit:

Certain Horrors generally require the spook to manifest before she can use them on those in the world of the living (Congeal and Witch's Nimbus are two good examples of this kind of Horror). This Benefit allows the target Horror to affect the living and the material world without requiring the character to manifest.

Spite-Fueled:

With two exceptions, Flesh-Flux is not much different when fueled with Spite than it is when it's fueled with Vitality. The first difference is in appearance. Any form the character takes when fueling this Horror with Spite is more menacing than its Vitality-fueled equivalent. There may be a feral gleam to the eyes, his nails may be a little longer and more bestial, and the character's general countenance is slightly more malevolent. The other key difference is that any natural weapons — fists, claws, fangs and the like — inflict lethal damage and add one additional point of damage per point of Spite tapped. For example, if a punch normally causes 0B, tapping two Spite to take on the new form might put barbs on the characters knuckles allowing him to inflict 2L.

2: Familiar

Human beings are not the only creatures possessing souls that linger on after their bodies are gone. Animals too have ghosts, and those ghosts have their own business to attend to in the afterlife. A Marrow with knowledge of this Horror can extend his Will and summon animal ghosts to do his bidding. If the spook is manifested when he uses this Horror, he may even be able to summon real animals to help him.

Marrows, being more vital and primitive in some respects, have a connection to the ghosts of animals that allows them to develop this Horror more easily than spooks of other Shades. Using this Horror requires the spook to rest quietly for one turn while mentally calling the familiar. The eyes of a Marrow using this Horror briefly take on a feral or animalistic appearance when the spook is making his call, but this sign is quick and easy to miss. From the character's perspective, using Familiar is like sending out a psychic beacon to the surrounding area.

Once summoned, the animal ghost will serve the spook that summoned it to the best of its ability, although such creatures rarely put their continued existence in danger to serve spooks who summon them.

The size and strength of the animal depends on how much Vitality the spook invests. The greater the Vitality investment is, the larger and more ferocious the animal is.

ORPHEUS – nWoD Conversion

System:**Action:** instant**Dice pool:** Presence + Animal Ken**Roll results:***Dramatic failure:* the animals flee from the character possibly alerting nearby Spectres*Failure:* nobody answers to the call*Success:* for every success one animal arrives (within reason)*Exceptional Successes:* the animals are very kind and eager to help the character

The call has no range limitation, though the Storyteller may rule that large or more exotic animals (at least to the region) arrive after a number of turns equal to the Vitality points expended. Common animals such as cats, birds, dogs and rats are more ubiquitous and show up almost immediately. Once the animals arrive, they remain for one scene. The player can also spend one Vitality per three animals to coax them into staying for one additional scene.

Once summoned, the animal follows the character's verbal instructions, understanding the intention behind those orders as long as the concept is within the critter's capabilities. Asking an animal to attack a foe is permissible, but telling it which keys to punch on a keyboard isn't. The familiar understands within the limitations of its experience and ability.

The amount of Vitality expended determines the type of animal summoned while the player's successes on the roll determine how many of that creature type shows up.

<i>Vitality</i>	<i>Result</i>
0	Small, harmless creatures: mice, sparrows, nightingales
1	Small animals: rats, kestrels, piranha
2	Small- to medium-sized animals: cats, ravens, octopuses
3	Medium-sized animals: dogs, falcons, barracudas
4	Medium to large animals: wolves, vultures, sharks
5	Large, powerful animals: tigers, eagles, orcas

<i>Successes</i>	<i>Result</i>
1	One animal
2	Two to three animals
3	Five to eight animals
4	Eight to ten animals
5	Twenty animals

Note: This table is based on averages. At the Storyteller's discretion, it can be changed to increase the number of small animals (three rats is hardly a decent swarm, after all) and decrease the number of large animals (even in the Afterlife, 20 ghostly tigers appearing in one place exceeds the boundaries of belief). If the character is manifesting, then the creatures summoned will be physical ones. In that case, the Storyteller has to give consideration to just what kinds of creature might appear. If the character is in a blighted urban area, for example, it's entirely possible that she might spend five Vitality points and have nothing more than a swarm of rats answer his call.

The character also has the option of calling on one specific animal (ghost or living) that he's met before and use the Vitality to improve this familiar.

For each point of Vitality invested in the "familiar," the character can increase one of its Attributes or Abilities by one dot to reflect the strengthening bond between the two. An animal thus affected during this time is more intelligent or perceptive than the average member of its species

Benefit:

A marrow applying Familiar's Benefit to another Horror allows it to be affected simultaneously by two other Benefits. (Technically speaking, the target Horror is affected by three Benefits — Familiar and two others — but the net result is that the target Horror is enhanced by two Benefits.)

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Spite-Fueled:

When the Marrow fuels Familiar with Spite, he temporarily afflicts the summoned animal ghosts with one Stain for each point of Spite tapped. The Storyteller chooses which Stain(s) the animal ghost(s) manifest, but it should be appropriate to the type of creature summoned. While animal ghosts summoned with Spite will serve normally, as per the Vitality-fueled Horror, such ghosts experience the Stains forced upon them as a violation, and will not serve the spook again under any circumstances.

3: Legion Born

An extension of Flesh-Flux, this Horror allows the character to become not just another creature, but to become an entire swarm of smaller creatures. The Marrow can dissolve into a swarm of spiders, a cluster of snakes or a plague of rats. In this form, the character gains remarkable powers of attack, transportation and evasion. Furthermore, an entire swarm is extremely difficult to kill, and an opponent must destroy every one of the creatures if it hopes to kill the character. Furthermore, clever Marrows have used the side effects of this Horror to blind targets (covering a Spectre's head with a swarm of flies is very effective), or to cover up other sounds (with the droning of a swarm of hornets, for example).

The ghost transforms his body into a swarm or pack of creatures, the number and size of which is determined by Vitality expenditure. Unless otherwise stated, the swarm occupies an approximate radius of five feet, with the Horror's effects lasting for the duration of the scene.

From the Marrow's perspective, Legion Born is somewhat disorienting. Switching from a single perspective to two or more takes considerable concentration. (Bear in mind that the character perceives through each swarm rather than each individual member of the swarm; this means the swarm acts as a cohesive whole.) Simple actions taken by all members of the swarm (fleeing, attacking, staying still) are not a problem, but directing portions of the swarm to perform different acts is complex and requires the player to make a Wits + Athletics roll. Each creature in the swarm contains all of the spook's memories and identity. The only way to truly destroy a Marrow in this form is to obliterate every single creature the character comprises. If even one survives, the character survives, although gaining back "mass" (Vitality, actually) could be problematic. Projectors can simply return to their bodies, but ghosts need to revitalize themselves.

<i>Vitality</i>	<i>Creature Type</i>
0	Crawling insects
1	Spiders, carnivorous beetles or flying insects
2	Flying insects (stinging), mice
3	Rats or snakes
4	Birds or bats (essentially flying creatures)
5	Enormous rats, feral cats

The exact fighting capabilities of the swarm can be looked up in the **WoD** rule book

This Horror lasts until the character wills himself to return to his normal form, or after the culmination of the scene (though the character's player may spend an additional two Vitality to extend the ability to stay in swarm form for each additional scene).

Benefit:

This Horror allows the character to act as a conduit through which a Horror and up to four other Benefits can be used in conjunction. That is, when the Benefit is active, one spook can "loan" his Horror to the Marrow and up to four other spooks can contribute their Benefits to that loaned Horror.

Spite-Fueled:

When fueled with Spite, Legion Born allows the swarm to attack (Spite tapped x 2) opponents in one turn and inflict an additional point damage (probably from venom).

ORPHEUS – nWoD Conversion

Crucible: Clay Jars

Building radically on the Marrow's ability to change and mold gauze, this Horror reanimates dead bodies, creating zombies under the crucible's control. When the crucible members join minds to use Flesh-Flux, together they can feel the presence of dead flesh, and their control of gauze extending to corpse flesh itself. They cannot control coma patients, however, or anyone flatlined and projecting. The body must be dead and completely severed from its soul. The mental "feel" of dead bodies is not pleasant, rather like a slight chill in space, and many Marrows prefer not using this Horror for precisely that reason. The number of corpses the crucible can animate depends on the kinds of corpses available as well as how much Vitality the group invests. Smaller bodies are easier to affect than larger ones.

These zombies are nothing more than walking corpses, marionettes being operated by the Marrows, and as such have no ability to think for themselves.

Marrows can instill their animated bodies with limited "programs," but nothing of any complexity. The zombies can obey simple mental commands like "Batter down that door" or "Hunt down Majesty Jones," but anything more complicated ("Deliver a message to every address on this list" for example, or "Delete the names of deceased members from this database") is entirely beyond their limited capabilities.

Since corpses stick around only in the physical world and Crucible Horrors can't be augmented with Benefits, this Crucible Horror is accessible only to manifested spooks.

This Horror lets the characters channel Vitality into dead bodies to animate them, basically creating zombies.

The more Vitality the crucible channels into this Horror, the more health levels worth of creature it can animate. For example, a crucible that is able to affect seven health levels can animate either one human corpse or two dead rats.

For **zero Vitality**, the crucible can animate six health levels worth of dead flesh. Each additional point of Vitality channeled into this Horror lets the crucible animate another four health levels worth of dead flesh. A crucible that channels nine points of Vitality into Clay Jars, then, can animate 42 health levels worth of zombies (enough for about six human corpses or 12 dead rats).

Zombies last for 24 hours, during which time they can wander as far from the characters as required. The characters can control the zombies verbally as long as the zombies are within natural earshot (no instructions allowed over radio or loudspeakers, for example). Otherwise, they follow the nature of their last instruction and won't attack unless otherwise told. The advantage to accompanying zombies is that the characters can change orders on the fly, instructing zombies to perform different, individual tasks. The advantage of leaving zombies with simple instructions is that they can wander pretty far during the day, wreaking all manner of havoc.

The instructions related to zombies can be compound (hunt and kill, wait and ambush, find and steal, locate and destroy, etc.), but they must remain simple.

Characters can instruct zombies to go somewhere and attack someone without ever describing the target or offering directions. The summoner must have seen the target, item or location, however, with his own eyes. Zombies can't locate a place or person the character never saw personally. Neither can the zombie track the person if he isn't where the characters expect. If the spooks cooperating to use Clay Jars vie for control of the zombies animated by this Horror, the players make contested Resolve + Composure rolls, and control of all of the zombies goes to the character with the most successes. In this instance, however, the character must remain with the zombie to retain control. Otherwise the second or third summoner can simply intercept the zombies once outside the controller's immediate influence, and alter the instructions directly. While the first tendency of many crucibles is to try to create a small mob of zombies to fight their battles, reanimated corpses aren't the most efficient fighters around, and there are many more subtle uses for the walking dead, including bullet-catcher, decoys and similar tasks.

As with all Crucible Horrors, Clay Jars can be fueled only with Vitality and cannot be enhanced with benefits.

ORPHEUS – nWoD Conversion

Attachment A – Combat roundup:

Stage One: Initiative

- Everyone rolls Initiative:

The result of a die roll + Dexterity + Composure + weapon modifier. The character with the highest Initiative performs her action first. Or you may yield your character's action until later in the Initiative queue or into the next turn

Stage Two: Attack

- Unarmed close combat: Strength + Brawl, minus target's Defense
- Armed close combat: Strength + Weaponry, minus target's Defense
- Ranged combat (guns and bows): Dexterity + Firearms
- Ranged combat (thrown weapons): Dexterity + Athletics, minus target's Defense

Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions.

Possible Modifiers

- Aiming: +1 per turn to a +3 maximum
- All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense
- Full auto: (20 or so bullets (=complete full magazine) at as many targets as the shooter wants, pending Storyteller approval.)
+3 modifier is applied to each attack roll;
-1 per roll for each target if there's more than one
- Burst: Three bullets at a *single* target with a +1 bonus to the roll
- Concealment: Barely -1; partially -2; substantially -3; fully
- Environmental modifiers (darkness, heavy rain, blinding light ...)
-1 to -5
- Dodge: Double target's Defense
- Drawing a Weapon: Requires one action (one turn) without a Merit, and could negate Defense
- Firing from Concealment: Shooter's own concealment quality (-1, -2 or -3) reduced by one as a penalty to fire back (so, no modifier, -1 or -2)
- Offhand Attack: -2 penalty
- Prone Target: -2 penalty to hit in ranged combat;
+2 bonus to hit when attacker is within close-combat distance
- Range: -2 at medium range,
-4 at long range
- Shooting into Close Combat: -2 per combatant avoided in a single shot (not applicable to autofire)
- Specified Target: Torso -1, leg or arm -2, head -3, hand -4, eye -5 (may result in lower or no armor or crippling effects)
- Surprised or Immobilized Target: Defense doesn't apply
- Touching a Target: Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, Defense does apply
- Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve, Composure or Defense) in one roll or instance

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Stage Three: Damage

- weapon damage rating + rolled successes, minus target's armor

Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack.

Possible Modifiers

- Armor Piercing: Ignores amount of target's armor equal to item's own rating
- Full auto: every target hit receives double damage (after subtracting armor)
- Autofire Short Burst: +1

Example Weapons:

Stats:

R: Range in yards for near / medium / far modifier

I: Initiative modifier

H: modifier to hit roll

S: min. Strength

D: Damage, Damage type and additional info

Melee Weapons:

Sap	R: -/- I: +1 H: 0 S: 1 D: -1B (for stun attacks)
Brass Knuckles	R: -/- I: +1 H: 0 S: 1 D: 0B (Uses Brawl to attack)
Baton	R: -/- I: -1 H: 0 S: 2 D: 1B
Crowbar	R: -/- I: -2 H: 0 S: 2 D: 2B
Tire Iron	R: -/- I: -2 H: 0 S: 2 D: 1B (+1 Defense)
Chain	R: -/- I: -3 H: 0 S: 2 D: 1B (Grapple possible)
Shield (small)	R: -/- I: -2 H: 0 S: 2 D: 0B (+1/0 Armor)
Concealed Shield (large)	R: -/- I: -4 H: 0 S: 3 D: 2B (+2/1 Armor)
Concealed Knife	R: -/- I: -1 H: 0 S: 1 D: 0L
Combat Knife	R: -/- I: 0 H: 0 S: 2 D: 1L
Rapier	R: -/- I: +1 H: 0 S: 1 D: 1L (Armor piercing 1)
Machete	R: -/- I: -2 H: 0 S: 2 D: 2L
Hatchet	R: -/- I: -2 H: 0 S: 2 D: 1L
Fire Ax	R: -/- I: -4 H: 0 S: 3 D: 3L (9 again)
Greatsword	R: -/- I: -2 H: 0 S: 3 D: 4L
two-handed Chainsaw	R: -/- I: -6 H: -1 S: 4 D: 5L (9 again, two-handed)
Spear	R: -/- I: -2 H: 0 S: 2 D: 2L (+1 Defense, two-handed)
two-handed Axe	R: -/- I: -5 H: 0 S: 4 D: 4L (9 again, two-handed)

Ranged Weapons:

	Stats	Clip	Size	Example
Revolver, lt	R: 20/40/80 I: 0 H: 0 S: 2 D: 1L	6	1	SW M640 (.38 Special)
Revolver, hvy	R: 35/70/140 I: -2 H: 0 S: 3 D: 2L	6	1	SW M29 (.44 Magnum)
Pistol, lt	R: 20/40/80 I: 0 H: 0 S: 2 D: 1L	17+1	1	Glock 17 (9mm)
Pistol, hvy	R: 30/60/120 I: -2 H: 0 S: 3 D: 2L	7+1	1	Colt M1911A1 (.45 ACP)
Dessert Eagle**	R: 50/100/200 I: -4 H: 0 S: 4 D: 4L	7+1	1	(.50 ACP)
SMG, small*	R: 25/50/100 I: -2 H: 0 S: 2 D: 1L	30+1	1	Ingram Mac-10 (9mm)
MP-7*	R: 40/80/160 I: -2 H: +1 S: 2 D: 2L	20+1	1	AP 2, H: +1 only for
single shot				
SMG, large*	R: 50/100/200 I: -3 H: 0 S: 3 D: 3L	30+1	2	HK MP-5 (9mm)
Rifle	R: 200/400/800 I: -5 H: 0 S: 2 D: 4L	5+1	3	Remington M-700 (30.06)
Assault Rifle*	R: 150/300/600 I: -3 H: 0 S: 3 D: 4L	30+1	3	G36 (5.56mm)
Shotgun**	R: 20/40/80 I: -4 H: 0 S: 3 D: 4L	8+1	3	Remington M870 (12-
gauge)				
Crossbow***	R: 40/80/160 I: -5 H: 0 S: 3 D: 2L	1	3	

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Clip: The number of rounds a gun can hold. A “+1” indicates that a bullet can be held in the chamber, ready to fire.

Size: 1 = Can be fired one-handed; 2 = Must be fired two-handed and can be hidden in a coat; 3 = Can be fired two-handed but not hidden on one’s person

* The weapon is capable of burst and full auto fire

** Attack rolls gain the 9-again quality

*** Crossbows take three turns to reload between shots. A crossbow can be used to deliver a stake through the heart (-3 penalty to attack rolls; must deal at least 5 damage in one attack)

Armor

	Rating	Strength	Defense	Speed	Coverage
Reinforced clothing*	1/0	1	0	0	Torso, arms, legs
Kevlar vest*	1/3	1	0	0	Torso
Flak Jacket	2/4	1	-1	0	Torso, arms
Full Riot Gear	3/5	2	-2	-1	Torso, arms, legs
Leather (hard)	2/0	2	-1	0	Torso, arms
Chainmail	3/1	3	-2	-2	Torso, arms
Plate	4/2	3	-2	-3	Torso, arms, legs

Rating: Armor provides protection against normal attacks and Firearms attacks. The number before the slash is for general armor, while the number after the slash is for ballistic armor.

Strength: If your character’s Strength is lower than that required for her armor, reduce her Brawl and Weaponry dice pools by 1.

Defense: The penalty imposed on your character’s Defense when wearing the armor.

Speed: The penalty to your character’s Speed for the armor worn.

Coverage: The areas of a character protected by the armor. Unless an attacker targets a specific unarmored location (“Specified Targets”, above), the armor’s protection applies. Wearing a helmet increases the armor’s coverage to include a character’s head.

* This armor is concealed, either as normal clothing (e.g. biker leathers) or being worn under a jacket or baggy shirt. Attackers have no idea the target is wearing armor until after they land a successful hit.

Grenades:

Frag

Attack bonus: 0

Damage bonus: 5 (-2 per 5m distance)

Damage type: Lethal

Range: $(Str + Dex + Ath - 1) * 2 / (Str + Dex + Ath - 1) * 4 / (Str + Dex + Ath - 1) * 6$

Smoke

Attack bonus: 0

Damage bonus: -

Damage type: none - creates an environment modifier for sight-based actions

Range: $(Str + Dex + Ath - 1) * 2 / (Str + Dex + Ath - 1) * 4 / (Str + Dex + Ath - 1) * 6$

Weapon attachments:

- Laser Pointer

+1 to attack (prohibits fast-draw)

- Scope

halve range modifier

- Bipod

add +1 for every round aiming (resulting in +2, +3 and max +4 for 3 rounds of aiming)

- Flashlight

negate an environmental modifier for darkness