

Dead Wrong

The roaring twenties. The economy prospers (for now), art and culture blossom, and various novel modernities are reaching widespread use. And somewhere, someone finds that none of these things are likely to matter to them much longer, as they slump to the ground dead.

That is, until they wake up again. Maybe their eyes suddenly shot open as they found themselves completely free of the stage four cancer that had already ruined much of their body... an hour after their heart stopped. Or maybe they came to in a worryingly large puddle of their own blood, their consciousness accompanied by the memory of a self-inflicted gunshot wound that seems to have left no damage of any kind. It's been happening all over, though not in a way that most have noticed. Indeed, most such sudden revivals happen out of sight of the world, to people dying alone in the dark. And for the ones that don't, medical science is happy to claim miraculous recovery at the hands of modern medicine! Why, to the average person, it would be as though nothing were amiss at all!

But the ex-dead know there's something else going on. They remember. What first seems like a dreamless sleep returns in fragments to reveal that there was a dream after all. Only half-remembered, the faint flashes of a twilight realm beyond death could be easily written off as the dying minds last throes, right up until they become just vivid enough to help the recently deceased to remember the truth: they are a spirit. A ghost that took a strange turn in the realm of the dead and found themselves right back where they started, inhabiting their own body. And although for all intents and purposes they are now living once more, their bodies not decaying or cold or bereft of a heartbeat, they do retain a measure of that spiritual state, in the form of various impossible abilities.

Some never quite figure out more than this basic truth, with their memories of death too faded to work through and no other leads presenting themselves. But there are enough of these returned that some have formed pockets of a community, and whether together or alone, some have even found ways back to the spirit world and vice versa, living with one foot in the land of the living and another in the afterlife. And now, you too will become one of these once-more-living. No resting in peace yet, take **+1000 SP (Spirit Points)** and see what you can make of life after death.

Locations

Mortal Locomes

1. **New Orleans.** Currently serving as a cultural hotspot, New Orleans is a frontier for a new wave of jazz, dixieland, and a focus point for various literary communities. Perhaps more importantly, especially to one such as yourself, New Orleans' heavy hoodoo community has led it to attract a great number of fresh spiritualists looking for someone to tell them what's happened to them, which eventually lead to the city becoming the unofficial capital of the supernatural United States.
2. **Paris.** The City of Lights is the heart of fashion, visual art and architecture, resulting in a city where beautiful sights are common, at least when one sticks to the main roads. On a supernatural level, occult communities tend to be smaller and less organised here, forming mostly by coincidence and often meeting in forgotten infrastructure beneath the

city itself. If you know where to look, though, you may also find whisperings that the city houses a much larger and more organised supernatural gathering of the rich and powerful, who intend to unravel the secrets of alchemy for their own profit. Those are probably just rumours though.

Spiritual Places

3. **The Edge of Death.** Where life and death overlap, transitional spaces known as spiritpaths form, which take properties from both life and death. It seems you have found yourself in one such space. Naturally formed spiritpaths can be challenging to navigate, and you may find yourself lost here for some time. And when you find an exit, it's anyone's guess whether you'll find the exit that leads to the spirit world or the living world.
4. **The Spirit Plains.** When one first transitions fully into the land of the dead, be it through death or exploration, they will find themselves within the spirit plains, the part of the realm 'closest' to the physical world. It resembles a landscape of forests and plains much like those found in the living world, but all flora that would be green takes on a purple hue instead, and not all forms of plantlife correspond perfectly to plants found in the living world. In the spirit world, spiritual energies naturally gather within everything, and so certain natural resources can be found here that operate on a slightly different level from living world resources of the same type, which may offer opportunities. Similarly, artificial objects left here, either by previous spiritualists passing through or which have simply slipped through the cracks somehow may have also picked up interesting properties that may make them worth collecting. Even so, the presence of various animal spirits, and some human spirits, and the strange call that seems to overtake any that stay too still for too long in this place both seem to indicate that it would be wise not to remain here for too long.

Origins

One thing's for sure, you're a spirit returned to the living world, otherwise called a spiritualist, revenant, 'half-dead', or one of many other terms besides. That said, coming back from the dead isn't the only thing you have going for you, so let's get a little more defined. Who are you, in these parts?

Any matters of gender and age are freely decided by you. Spiritualists do not continue aging after their first death, so you are free to decide both how old you were when you died, and how long you've been around since, as long as it's consistent with your origin and purchases.

Your chosen origin grants you a 50% discount to any purchase associated with it, and grants you any 100 SP purchase associated with it for free.

Wraith (Drop-In): Well, maybe you actually don't have anything else going for you except coming back from the dead. Actually, I'm not even sure you've done that much. Sure, you woke up somewhere slumped over like you'd been dead for a while, maybe in an unattended back alley, muddy ditch or forgotten morgue drawer, but there's no actual record of you, nor do you have any memories of your death, your afterlife, or anything else of this world. Ah well, you may have come crawling from an unmarked grave, but that doesn't mean you'll live an unremarkable afterlife, right?

Socialite: You find yourself more rooted in the material world than the spiritual one, thriving in a realm where who you know tends to be more important than what you can do. You don't necessarily neglect your dead side, but you're more often preoccupied with interacting with your chosen community (or communities), be they a starving artist's club or a more high society affair.

Mystic: Some people would stumble into the supernatural and find themselves off balance, but the moment you discovered it, you were more than willing to dive right in. You've spent more time than most trying to work on your spiritual power and you're likely more aware of other spiritualist communities than others would be as well.

Explorer: The world is multifaceted and everchanging, even more so now that you know it has two halves. That's perfect for you, given that you're a traveler and explorer of some sort, someone who wants to discover new places and experience new things. You might prefer visiting exotic mortal locales to braving the land of the dead (or vice versa) but even if you do you likely still have experience with both.

Perks

General Perks

Half-Dead (Free): It turns out death has its benefits, at least to those able to drag those benefits back into the land of the living. You are now one of the half-dead, granting you a variety of benefits hailing from your spirit.

- **Dead Body:** Your body is animated and maintained by your soul. You no longer age or suffer negative effects like cancer from the passing of time. You also no longer require food or drink either, though your body can still process them the same way. Any wounds you take on will also eventually fully recover, albeit at a rate not much faster than natural human healing. Changes to your body that become part of your self-perception will not be healed away, but you have enough control over this process to remove even injuries you'd otherwise consider a part of yourself.
- **Mind and Soul:** Your mind is partially managed by your spirit instead of your physical brain. This prevents your experiences from deteriorating once they've settled into your long-term memory. Events a century ago would be as clear as they would be if they'd happened in the last week. Your capacity for experience and emotion don't suffer from long term issues either. You still feel the same things as before, including boredom and ennui, but even an eternity of these things won't cause them to compound past the norm or spiral out of control.

As an aside, if you suffer any form of brain damage that you can survive, but which would normally mess with your memory or personality, it will no longer do so, as your memories and personality can now be recovered from your soul.

- **Spirit Touch:** Being a spirit, even one contained in a corporeal body, allows you to exert yourself on intangible forces. You can touch and see ghosts and other spiritual things, and interact with things like hidden passages to the spirit realm. This will also let you

exist normally in any other realms you encounter that don't function off of physical matter, such as dreamscapes or astral planes, if you can find a way to them.

- **Cause of Death:** A spirit's powers always resonate heavily with the most defining mark left on their soul, their cause of death. You may choose what your cause of death is, as long as it's something that could have taken place in this world and does not involve any supernatural elements, but note that even subtler aspects of one's death make a difference. Someone who passed away from gun violence could produce very different results depending on whether they died in war to an enemy combatant or to a gangster they held an unpaid debt to. Your cause of death will affect the way certain other abilities work.
- **Atmosphere:** The most basic spiritual powers, one's 'Atmosphere' refers to the powers they possess which are so natural to use they must be actively suppressed while one uses their other powers or during heightened emotional states. As power use and emotion become more significant, your atmosphere becomes harder to suppress, with it quickly becoming unsustainable to block it out entirely. Some of these powers are universal across most if not all spirits, while others match up to their cause of death. The standard aspects of an atmosphere are an unnatural chill that causes the breath to mist over, electromagnetic interference which messes with nearby electronics and can be detected with certain machinery, uncontrolled telekinetic force which does things like cause gusts of wind and knock over objects, and finally, appearance changes corresponding to some or all of the signs of your cause of death. A drowned man might appear bloated and covered in seawater, for instance, while a stab victim would have their injuries appear. Beyond these, unique effects related to the cause of death will also appear. The drowned man might cause an atmosphere with a strong saltwater scent which causes difficulty breathing, while the stab victim could cause pools of blood to appear from the floor and drip down the walls, potentially slipping others. Your control of your atmosphere is sufficient to prevent it from negatively affecting you, such that slippery blood would move out of your way without effort, and you can loosely direct the effects of your atmosphere to, say, ensure a puddle of blood appears in another's escape route. An atmosphere's powers tend to be minor, and they never leave permanent after effects. In the previous example, the pools of blood would vanish shortly after your departure.
- **Manifestations:** And then there's the powers that aren't minor. More powerful uses of a revenant or spirit's power are referred to as 'manifestations', and they can be almost anything. To begin with, you have a single 'core manifestation' derived directly from your cause of death and which is determined by various aspects of that death. A man who died trying to write his magnum opus might gain the ability to create and control book pages, while a woman slain while she stood before a mirror might gain the ability to teleport to anywhere she can perceive through a reflective surface. You begin with only your core manifestation and even that starts at a relatively weak level, but with the passing of time, you can learn new manifestations and improve those you already have, be it in breadth or power. This is easier the more closely connected the manifestation is to both your cause of death and another manifestation you already know. It's worth noting that while practice and understanding do contribute to learning new manifestations, you'll find that familiarity with your state as a dead being will be more helpful, which typically comes with the passing of time, self-understanding, and most especially dangerous or near-death experiences. A manifestation is typically not effortless to use, causing exhaustion with prolonged use. That said, improving a manifestation's efficiency is

possible, and can lead to lower level uses, or even full power uses, becoming all but effortless, eventually.

- **Accoutrement:** Though it might not stand out as the most important part of a person's death, the outfit they wear on their death day is still remembered by their soul. Choose a single mundane outfit you could reasonably have been wearing when your cause of death took place. This outfit is now part of your accoutrement, the iconic items that represent you as a spirit. You have the ability to manifest them onto yourself or vanish them at will, and any damage they manage to incur will repair itself in minutes. Your accoutrement is considered a part of your body for all intents and purposes, and being an extension of your cause of death, you will find that anything that is part of your accoutrement is able to channel any relevant manifestations you have exceptionally well. If you have other supernatural powers capable of being channeled through objects, they all benefit from this compatibility.

Ethereal Beauty (100 SP): A pretty face isn't everything, but it can cover for a lot. Lucky you, then. You're someone who would be considered very attractive, enough to get yourself a star role in any industry that thrives on attractiveness, assuming you have a bare minimum in competence for any other aspects required.

Pristine Archive (100 SP): Your soul is even more directly connected to your mind than with most spiritualists. Your memories now directly enter your spirit the moment they are formed, ensuring that you remember any events that happen to you with perfect clarity and giving them no time to deteriorate. This extends to things you perceived but didn't process, allowing you to revisit your memories of past scenes to determine details you didn't take note of the first time, such as the number of people at a party.

Origin Perks

Wraith

A Foreign End (100 SP): You do not come from this world, and your cause of death no longer needs to conform to it. You may now choose a cause of death that involves things not native to this world, so long as the death in question still does not involve supernatural forces. Aliens, technology that hasn't been invented yet, specific people from other worlds, these are fine to involve in your cause of death now. If you also have the unnatural causes perk, you may choose a cause of death that involves even supernatural forces from other worlds.

Regardless of whether you choose a cause of death native to this world, you will also find that your cause of death is slightly more 'broad'. What that means is that a lesser, but still noticeable amount of the learning boost your cause of death grants to spiritual powers that match it is now also retained for developing your powers in ways that only match lesser aspects of your cause of death. If you died in a bar, and that fact otherwise wasn't all that relevant to how you died, learning or improving manifestations appropriate to bars normally wouldn't gain much of any extra benefit, but now they'll still be noticeably easier for you to learn, despite not matching all that closely to your cause of death.

Ectomancer (200 SP): Few spiritualists have the capacity to produce ectoplasm. Even spirits, though they all generate at least some as part of their existence, rarely have the ability to apply it to any functional end beyond survival, even if it is more common among them than among spiritualists. Of course, few does not mean none. You are one of the rare spiritualists able to both produce ectoplasm within yourself and utilize it.

Ectoplasm is a spiritual compound, which appears naturally from 'activated' spirits, like yours. Though it can exist as something physical, it has a much harder time remaining active outside places of spiritual power, such that it typically dissolves rapidly even in a haunting, and in most places in the land of the dead. While it exists within your spirit, however, it remains stable enough to use. You can expend ectoplasm when you use any spiritual ability to empower it, improving its raw power or circumventing some of the rules it may operate under.

To begin with, you generate enough ectoplasm a day to enhance a use of a manifestation three or four times, and cannot store more ectoplasm than this at once. With development, you can improve your production, storage, and efficiency with ectoplasm, and discover new uses for it. This ability is not well understood, and much can still be discovered about its use.

Pseudospirit (400 SP): Revenants have a variety of significant benefits over regular spirits, perhaps most notably because spirits need to exert active effort to interact with the material world, only being able to exist as a tangible, let alone visible force for limited amounts of time. But lacking tangibility and visibility can be a significant benefit in its own right, one you now possess. You have the ability to withdraw your physical form from the world with a dozen or so seconds of stillness and focus, effectively becoming a full spirit, albeit without the usual spirit weakness of needing to be near a thin spot between the lands of life and death. While you are in this spiritual state, you are invisible and intangible, and can hover through the world at a slightly faster than running pace, but can still use your spiritualist powers as normal. By exerting a certain amount of effort, you can also become partially or fully tangible and visible again without having to exit this spiritual state, but this quickly becomes too tiring to maintain for long. Leaving this state takes the same time and effort as entering it.

Thin the Veil (600 SP): A haunting is a place where the boundary between life and death is thinned. In these places, spiritual powers are strengthened, and spirits can manifest much more easily. Due to these advantages it's far from unheard of for spiritualists to take up residence in or near such locales, but you won't need to go out of your way to find such places, as you are now capable of creating them yourself.

By expending effort the same way you would to use a manifestation, you can imbue your spiritual power directly into the environment. This causes the area so imbued to become a haunting, taking on all relevant traits of such areas. This means that at lower levels of expended energy, spiritualist powers are boosted somewhat and spirits become able to survive here, while at higher levels, these effects are strengthened further, with spirits becoming able to manifest as solid and visible more easily, and at the highest levels, properties of the spirit world might seep in, potentially causing new spaces to develop as extensions of what is already present. While you are within a haunting formed from your own energy, you can also exert control over how, exactly, it operates. You could allow it to enhance the spiritualist powers of your allies while

doing nothing for any opponents that may be present, choose whether or not the area allows spirits to survive (even limiting this effect to only specific spirits), and so on.

With effort, you could learn to use this talent on other forms of power you possess as well. This almost always results in that power and anything related to it being enhanced, and in opposing forms of power being weakened, but it can have additional effects too. If a form of power you have access to draws from a specific layer of reality, for instance, this might result in the area taking on properties from that layer. Infernal magic might cause a place to become more hellish in nature, for instance.

Socialite

Art Deco (100 SP): Choose a single art or design field, such as fashion, architecture, or music. You're as skilled in the field as a professional with a few years of experience. You also have an extra *je ne sais quoi*, that creative insight that lets you really express a style of your own in this field, and any others you pursue. This perk is especially well suited to applying your chosen art in a way that matches the styles of this era. Cubist painting, art deco interior design, jazz music, and so on.

Liberated (200 SP): In some ways, this era is one of progress. In others, it still clutches onto old perspectives. This shouldn't bother you much though. Others will never take an inherent trait of yours as evidence that you are somehow flawed, judging you for your actions and merits instead. You may still be seen as evil or reckless for taking actions that are actually evil or reckless, but not because of your powers, nor things like your gender or race.

Immortal Impressions (400 SP): The passing of time can wear away at the bonds between those close to one another. And when those bonds occur between those with eternal lives, that problem only deepens in the presence of much greater spans of time.

Your relationships don't suffer from this problem. The passing of time effectively 'doesn't count' for the purposes of worsening other people's opinion of you, and your absence isn't considered a negative on its own. Make a friend somewhere, depart for decades, and when you return they'll still be just as close to you emotionally as they were before. And on the flip side, spending decades with someone won't cause them to get bored of you either. Note that this only prevents relationships you have from passively deteriorating, and you can still actively make them worse. If you take actions that upset someone, they'll still think less of you if they normally would.

Vox Populi (600 SP): When you find yourself living beside a certain people, you truly live among them. You naturally find it easy to 'feel out' the general atmosphere of the locals wherever you find yourself, and can integrate yourself with them easily. This also helps you keep up with local developments and opinions. They, in turn, tend to find it much smoother to make a connection with you, not paying as much mind to differences of culture or struggles with communication.

This knack for connecting to people also extends to more direct one to one connections. People find you more charming, and easier to talk to. When you want to make yourself noticed, others will also find you more attention grabbing and are more likely to interact with you, and do so

positively. Generally speaking, you are likely to find yourself the centre of any social scene you enter into in short order, and fast friends with anyone you find interesting.

Mystic

Extrasensory (100 SP): A revenant can typically suppress their atmosphere without effort assuming they aren't using their powers or feeling highly emotional. That said, an inactive atmosphere still exists, and some rare individuals can perceive them with much more clarity. You can see a person or spirit's atmosphere even when it isn't active. If they would normally manifest pools of blood, for instance, you can now see those pools forming wherever they go despite them not actually being there. This allows you to identify other revenants even while they're hiding their nature, detect the presence of spirits even when they're invisible and inactive, and gives you a hint as to their cause of death and powers. You always know when something you perceive is shown to you by this sense as opposed to being real.

You now also treat other beings, places or things with supernatural properties as if they had their own inactive atmosphere for you to perceive, matching the nature of their power. A pyromancer might be surrounded by sparks, heat distortions and a feeling of phantom heat, while a knife cursed to drain the life of its wearer might seem to drain color from its environment too. You can toggle this sense when desired, and even while it's on, you aren't distracted or negatively affected by it. Heat wouldn't exhaust or distract you, an atmosphere of hate wouldn't affect your decision making or shorten your temper, and so on.

The Old Ways (200 SP): Magical traditions exist throughout the world, though their actual effectiveness often goes disputed. More established spiritualist communities recognise that many of these traditions can have a true effect, however, as these methods sometimes resonate with spiritual power to let the spiritualist bend the rules of their powers. You are now initiated into one such magical method of changing your spiritual powers, chosen from the following:

- **Hoodoo:** often conflated with voodoo, a strongly related but more religious discipline, hoodoo traditions make use of rituals often constructed of organic materials and minerals. Hoodoo is said to be able to change destiny and peer into the future, and though that isn't quite how it operates in actuality, it is far from surprising that one might draw such conclusions, as hoodoo will permit you to enact your spiritual powers much more subtly. Through the use of hoodoo ritual, you are able to either bind or project the effect of your manifestations.

A bound manifestation is anchored to a 'mojo', a container of ritual components that can typically be worn as an amulet. This mojo can passively affect its surroundings in a manner related to the manifestation anchored to it, and conditions can be set to determine what it affects and when. A curse-like manifestation could be made to affect anyone nearby who holds negative intent towards the wearer, or to radiate outwards when its mojo is left hidden in an opponent's lair, for instance. A bound manifestation is much weaker than normal, but remains in effect for as long as the mojo is intact.

Projected manifestations are those channeled through a more involved hoodoo ritual. By using such a ritual, you will be able to produce the effects of a manifestation with far less

regard for distance or physical barriers. This even lets you project it forward through time, allowing you to set a manifestation up to take effect after a certain duration, or once a particular condition is met. The further away a manifestation is projected the more involved the corresponding ritual becomes, at a rate that rapidly makes this infeasible outside the range of a city.

- **Alchemy:** alchemy was once regarded as a more patrician form of supernatural tradition, though the current age sees it as a disreputable pseudoscience. Of course, in the hands of a spiritualist, the practice has certain, very tangible effects.

Through the expenditure of certain metals (specifically gold, silver, platinum or mercury) a trained alchemist can effectively refine an object's 'spirit'. This does not grant it any form of independent 'life', but it does impart other benefits. Objects so refined, by default, are able to interact with spiritual and ethereal forces even without being wielded by a spiritualist or spirit. You could, for instance, refine the walls of a structure to prevent spirits from simply phasing in. More importantly though, it becomes possible to infuse the effects of a manifestation into the refined object, granting it properties related to that manifestation. These must be properties that affect the object itself first and foremost, however. An item infused with a manifestation that controls flame might allow the item to safely set itself alight, but would not grant the holder any control over other fires.

- **Shapeshifter:** There have long been tales of people able to take the form of animals, and vice versa, in cultures all across the world. Perhaps those like you served as the inspiration?

Your core manifestation is capable of being suffused into your form, causing you to enter a transformed state in which you take the form of an animal of some sort, at least somewhat related to the manifestation itself. Perhaps a manifestation that sickens or poisons will allow the form of a rat or serpent, while one related to fire might correlate to a snowy owl or polar bear.

In addition to the expected benefits of taking on an animal form, such as different modes of movement, stealth or physical ability, the animal form you now possess also takes on mystical properties related to the manifestation it comes from. These properties are always similar to the effect of the manifestation itself, but are a natural extension of the form, requiring no effort to use, and tend to be channeled through the animal form if they otherwise wouldn't be. Something like enhanced strength would change little, but if a spiritualist could previously channel a blast of wind, they might now find that a backwind naturally propels them forward, or that they can exhale a powerful breath or roar which blasts others backwards.

Through meditative contemplation and other, similar methods, it is possible to discover new animal forms for other manifestations the spiritualist knows, though at first, these will likely require 'totems', symbolic items that represent the intended animal form and typically incorporate a piece of that animal's body, such as a hide mantle or a feathered necklace. Time spent focusing on a specific animal form may also allow new ways to

channel it's corresponding manifestation through that form to be found to be found. In the example of the wind blast mentioned before, a creature that used the powerful breath might also later learn to propel itself with the winds.

All magical traditions can theoretically be developed with new and improved effects, though this will be a painstaking process that demands a deep understanding of the mystical principles at work. You may purchase this perk multiple times to learn an additional magical tradition for each purchase, but purchases after the first are not discounted to the mystic origin.

Unnatural Causes (400 SP): Becoming a spiritualist from a supernatural death isn't all that common. Spiritualists strongly prefer to avoid killing someone who isn't another spiritualist, knowing the victim might rise from their first death with new powers, and actual spirits simply aren't that common, requiring a multitude of strange conditions and often struggling to affect mundane people. But of course, such deaths still occur. And it seems your own was among them. You are no longer limited to choosing a 'mundane' cause of death, and if you choose one anyway, it is assumed to have been unnoticeably influenced by some occult force.

Dying with supernatural forces is significant, as it adds the supernatural to your Cause of Death, letting you develop manifestations and methods to manipulate the supernatural much more easily. When trying to learn a manifestation intended to alter another type of supernatural phenomenon, or trying to improve a manifestation you already know to add such a property to it, you'll find it takes you several times less effort than it would for another. Such manifestations are also a decent bit more effective at fulfilling this purpose, and much more open-ended concerning what they can actually affect. For instance, if you develop a manifestation that wards off spirits, it would expand to also ward off other kinds of supernatural beings such as demons, even those found in future worlds, while a regular spiritualist would need to separately develop their manifestation to affect every new variety of being.

Death Trance (600 SP): There are things the dead can learn that go beyond what life can teach. As someone used to delving into occult mysteries, you know this well. You have the ability to enter a Death Trance, a deep sleep in which your body appears, for all intents and purposes, truly dead. While in this state, your mind and spirit remain active, and bereft of physical input, are able to deeply analyze themselves and each other.

While in a Death Trance, you are effectively in a lucid dream-like state, in which you will also be able to perfectly model any abilities you have. Your awareness of anything related to your own mind and soul is enhanced in this state, enabling you to much more easily engage in self-discovery, and perhaps more notably, develop your spiritualist powers (and any other soul or mind based powers) much more easily. The trance can also be used to help identify unnatural impulses or effects on your mind and soul, and if either are ever damaged, you will be able to work on repairing them while in your trance. Finally, being in a Death Trance is as restful as regular sleep in every way, and if you have any abilities which require you to be asleep, in a trance state, or otherwise demand you distance yourself from bodily awareness, you are always able to use them while within the Death Trance, and they become notably more effective when used in conjunction with such a trance.

Explorer

Local Tongues (100 SP): A mundane talent, but still an exceptionally useful one. You find it very easy to master the basics of a new language, especially with exposure. Spending just a few weeks in a foreign locale would let you reach a sufficient level to communicate basic, common ideas. This doesn't help you develop your skill in a language beyond this basic level, though.

You're also good at using methods like gesturing, body language and tone to communicate concepts you don't know the proper terms for yet, letting you cover parts of a language you don't know yet that way.

Poltergeist Tricks (200 SP): Manifestations are the primary tool a spiritualist has available to them, forming the core of their power. Atmosphere, by comparison, tends to be more of an afterthought or side effect. However, manifestations are rarely flexible in the same way one's atmosphere is, and if one could learn to focus their atmosphere properly, their powers might become much more versatile, a useful trait for those who often delve into unexpected situation. As such, you've honed your atmosphere from the uncontrolled mass of occult phenomena it used to be into a diverse suite of minor powers.

You have enough fine control over your EM distortion to make a radio play the noises you dictate instead of simple static, burst electric lights, or perform other manipulations like this, and you have similar amounts of influence over your unnatural chill, able to use it to form individual ice cubes in a swimming pool. You can use your telekinetic force to unlatch a lock, or fetch a small object. Your cause of death-related atmosphere properties are similarly enhanced, and this degree of control also means your atmosphere is much less likely to go out of control than normal.

You'll also find that you have a significantly easier time controlling the minor, basic uses of other powers. This is true for uses you would already have decent control over, allowing you to more precisely control things like the cantrips of a magic system, but it's especially effective at learning to exert control over otherwise passive or uncontrollable low-level aspects of powers. If a chi user emits a spiritual power that grows stronger the more chi they have, for instance, you would find it easy to keep your chi tamed to hide your true power, or to focus it on a specific target for additional effect.

Soul Survivor (400 SP): It takes a special kind of person to survive not just the mundane wilds but also the much stranger wild regions of the land of the dead. As you spend time in a specific biotope, you naturally garner information of it. This effect drops off quite rapidly after a certain level, but even a few minutes would be enough to learn what sort of species live there and how they generally behave, and an hour would be enough to know which specific families, territories and similar groups reside in the area, and where.

You also gain a special resistance to regions which exhibit unnatural effects. All spirits are capable of existing in the spirit world, but in some deeper regions, spiritual power might run so thickly that it rejects a spiritualist's physical body or meddles with their mind. These effects wash off you like water off a duck's back, though, as do other detrimental environmental effects you may encounter, such as unstable ley lines or cursed soil. This doesn't prevent such effects from

being wielded against you by others though. A passive curse seeped into the ground may not affect you, but if an enterprising necromancer uses the cursed power to fuel their spells, or uses their magic to funnel that curse directly into you, this will still have any effects it normally might.

Spiritpaths (600 SP): Spiritpaths, or spiritgates, are openings between the living world and the land of the dead. They typically appear in particularly powerful hauntings (or perhaps it would be more accurate to say that powerful hauntings often appear around spiritpaths) and in addition to allowing access to the spirit world, they can also sometimes be used as a means of transportation for the daring, as distances in the lands of the living and dead often don't match in any logical fashion, allowing two spiritgates far apart in one world to be quite close in another.

You now have the ability to open spiritpaths of your own. Unlike what one might expect from a regular portal, a spiritpath typically mimics the space around its opening and destination to form a sort of transitional space which roughly matches both environments, though it does not always do so sensibly. For instance, a spiritpath between the interior of a house and a stretch of forest might result in a new hallway appearing which falls apart halfway through to reveal the outdoors. Spaces further apart from one another, both in distance and in nature, typically result in longer transitional spaces too. A spiritpath from one part of a hotel to elsewhere in the same building might take the form of a simple door or window, while one between that hotel and a train station in another country might result in a long and strange, labyrinthine sprawl of hallways, train platforms and so on.

By default, the spiritpaths you create are temporary constructs which vanish shortly after everyone within emerges from them, but by 'reopening' a spiritpath you've used before regularly and deliberately intending it, you can eventually cause it to become a permanent fixture.

And finally, and perhaps most importantly, spiritpaths you open, unlike regular spiritpaths, are not limited to only extending between the land of the living and the land of the dead. You can form spiritpaths between two locations on the same plane of existence, and connect your location to any other dimension in the same jump, as long as you are aware of it. Post-spark, you could even form spiritpaths to any dimension at all, regardless of whether they share a jump.

Items

General Items

Expanded Accoutrement (Varies): By default, your accoutrement is just a mundane outfit, but that needn't be the full extent of your deathly possessions. By purchasing various sub-options here, you can gain new items that will be considered part of your accoutrement, gaining all the listed benefits for that feature. You may make any number of these purchases, as long as you could justifiably have had all of them on your person during your cause of death.

For 100 SP, you can add up to three trinkets or other mundane personal belongings to your accoutrement. These trinkets can be almost any sort of object, as long as it can be carried relatively conveniently, and is not intended for use as a weapon.

Also priced at 100 SP, you may add a single weapon. This works in much the same way as a trinket, but in the event that the weapon is reliant on some form of ammunition, you may take a single store for such ammunition, such as a magazine, a quiver, or just enough bullets to fill the weapon once, as part of your accoutrement as well. The self-repair aspect of the accoutrement will ensure that this store slowly refills itself.

For 200 SP, you can add a vehicle to your accoutrement. In this age of wealth, motorcars are beginning to rise from highly luxurious products to more commonplace items, while the regulations and safety haven't quite developed to match. As such, dying at the wheel is far from impossible, and it seems that doing so brings the vehicle along as well. As part of your accoutrement's self-repair, gasoline and other such requirements for the chosen vehicle's function

And finally, for 100 SP, instead of adding something new to your accoutrement, you gain the ability to import other items into your accoutrement you can choose if this imports an item or set of items into multiple parts of your accoutrement (such as importing an entire outfit into your entire outfit) or single items being imported into single items (such as a weapon being imported into your accoutrement weapon), or a mix of both. Regardless, you may not import multiple items into the same single part of your accoutrement. This option also means that imported items no longer need to fit the requirement of being mundane or appropriate to your cause of death, allowing you to import items not normally suitable for the 1920s.

Origin Items

Wraith

Your Wallet (100 SP): You may not have much, but at least you still have this. Empty by default, this leather wallet is mostly ordinary, with one minor exception. As long as something fits into it, it'll be stored away without taking up any space or increasing the wallet's weight. When you want to retrieve something in the wallet, you'll always find it immediately. Unlimited storage, if only for money, papers and small trinkets.

Communion Radio (200 SP): This compact (for the time) 1920s radio has somehow attained some interesting mystical properties. With focus, you are able to 'tune in' to a specific person you picture. This causes the radio to emit the sound of that person and anything around them. This does cause a minor effect similar to a spirit's Atmosphere to occur though, creating an electric tingle, a faint chill, and some electromagnetic distortions that may draw the notice of your target. You can also speak into the radio. In the event that the target also has some device near them which emits sound, it will begin emitting your voice instead of or in addition to whatever sound it was producing before. If no such device is nearby, they will instead hear the sound as though it were coming from a radio placed just out of view, no matter where they go.

Undercity (400 SP): Between the unnerving powers they typically hide, the strange interests and practices their knowledge of the occult can draw them into, and some other unusual aspects of their half-living state, spiritualists often feel it wise to find somewhere they can exist outside the

public eye. Much like the groups of spiritualists living in the parisian undercity, and many other spiritualists residing in other places hidden away in plain sight, you have found passage to a forgotten area beneath whatever area you reside in. Your claimed splinter of undercity is the size of two or three small houses combined, albeit split mostly into tight corridors and small rooms, with a rather winding layout. It also has the good fortune of being close enough to clean electricity lines, gas and water piping to tap into them, something that has already been exploited to grant you access to working lights, cold and hot water, and a stove. Should you want to apply these utilities to other ends, you'll need to work on them yourself, though, or find someone to do it for you. No one will ever notice these utilities being tapped.

Your segment of undercity also has a more mystical benefit, as a few of the tunnels leading up to it run partially through the spirit world, resulting in spiritpaths that allow you to travel to almost any general area in the same city much more rapidly than should normally be possible, or to enter your undercity segment from any of these locations. Others will not find your piece of the undercity on their own accord, requiring your guidance or that of someone else already able to find it to get there, or even discover it exists. They can still follow someone else without their knowledge though, be it through mundane or mystical means.

In future jumps, you may choose a single settlement for your undercity splinter to reside beneath.

The Secret of Life (600 SP): Now where could you have possibly found a thing like this? This strange relic takes the shape of a coin, specifically a Greek drachma. Its heads side displays a different image to each observer, always using an image that the viewer associates strongly with death. This coin can be used in one of two ways. By pressing it onto the back of another's right hand, they will fall into a death-like slumber. Within an hour, they will reawaken as a spiritualist. By pressing it onto the back of their left hand, they will be bound to their own body. When they eventually die, they are guaranteed to return as a spiritualist. This coin has no effect on someone who is already a spiritualist or spirit.

Of course, using this coin on another's right hand leaves them as a spiritualist without any clear cause of death. Instead, such spiritualist's gain an anchor, which functions much like a cause of death but is instead determined by whatever single aspect of themselves defines them most deeply. If you have purchased this item, you may choose to have an anchor instead of a cause of death.

Socialite

Fashion Forward (100 SP): Sure, sure, your accoutrement is always clean and intact, and it's nice to have a signature style. But it's gauche to wear the same thing *all* the time, and sometimes you might want to switch things up, or even just accessorise.

This is an extensive walk-in wardrobe which contains just about any article of clothing or accessory you could dream of, as long as it exists in the current era. Somehow, the wardrobe seems to remain no larger than the size of a room, simply allowing you to find whatever you're looking for nearby without forcing you to search through a massive collection of clothes you don't currently need.

For every future jump you visit, you will find that the wardrobe can now also contain any sort of mundane civilian clothing or accessory in use in that jump. You can also use the wardrobe to store any other clothing or accessories you find, even if they are not mundane, such as enchanted robes, or intended for civilian use (such as armour).

The wardrobe can attach itself to your warehouse as an extension, or integrate with any other property you have access to. You may switch what it extends from once per jump or ten years, whichever occurs sooner.

Big Spender (200 SP): You have access to a decent reserve of money. Not just a static pile of stored wealth, but a passive income resulting from various investments and interests. Even if those investments and interests are mostly nebulous to you and never seem to come up.

Either way, this is enough money to rent several houses at once, while still providing for yourself and your family and keeping a decent sum leftover for personal projects and luxury purchases. It is far from unlimited funds, but this income will ensure you can go through life without lacking anything, even without working another day in your life.

Speakeasy (400 SP): A well established meeting place split into two halves, this building, on the face of it, takes the form of a legitimate business such as a restaurant or cafe. It serves this purpose well, being able to run independently through the various followers that work here as employees, but in a hidden away area in the back of the building, you'll find a second, less legitimate but more profitable business, in the form of a bar. Much like the front business, there are followers employed here who ensure the bar can run fine independently, but the bar also has the benefit of secrecy, which ensures that not only will the bar never be found by anyone who might take issue with it, any meet-ups you or others might have here to discuss something private won't be overheard by others or otherwise find itself spread around. Your twin businesses also have the unusual property of being much more likely to attract customers who are significant in some way, becoming likely to serve as a meeting spot for the various movers, shakers and important characters of any jump you place it in.

In any jump you enter, you may choose whether to place the speakeasy somewhere in setting, in a settlement of your choice, or keep it as an attachment to your warehouse or another property you possess. In the later case, if the speakeasy is not made publicly accessible, it will stop attracting clients and serve as more of a private hangout for you and any others you invite.

Useful Friends (600 SP): Evidently, you have friends in high places. This group of a little over a dozen followers is composed of various otherwise mundane people with their own identities in the setting. Each of them has at least one aspect of their identity that can make them useful as a resource, such as running a profitable business or being an expert in a certain field. All of them regard you as a close friend and ally, and are willing to support you in anything you need as long as it doesn't cause them significant harm. In future jumps, you will find a new set of followers operating under the same rules. If desired, you could even import a previous contact into future jumps as a companion.

Mystic

Invisible Ink (100 SP): This small pot of ink was somehow infused with some of the properties of ectoplasm, making it unnoticeable to anyone who lacks the ability to perceive invisible, ethereal and/or magical things. Mixing it with other forms of colouring tools, such as paint or chalk, or even just other ink, will grant those the same property. You could use this to leave other spiritualists messages not intended for mundane eyes, or give it to others so they can leave you messages the same way.

Whenever any of the ink in the bottle itself is expended, it will refill over the course of a few minutes.

Pet Spirit (200 SP): The exact reason is unknown, but all known spiritualists, and the vast majority of spirits, are human. However, animals do still produce spirits the same way humans do. Perhaps this spirit is one of the rare animals that returned to the world of the living on it's own, or perhaps you first found it somewhere in the land of the dead, but either way, it's now bonded with you, supporting you in your endeavours. Choose any animal up to the size of a horse. You now have a spirit of that animal as your companion. Mechanically, being a spirit effectively means it gains the effects of the Half-Dead perk as well as a version of the pseudospirit perk that is always enabled. That said, animals typically aren't as capable of comprehending the implications of their own post-death state, meaning they will see far lesser improvement in their ability to use manifestations. Normally, spirits would also need to spend most of their time within the confines of a haunting to remain functional, but this one seems to have 'catalyzed' from exposure to you and become more stable somehow, losing this weakness.

The Lodge (400 SP): Many mystical arts are better practiced in concert with others. You now have a group of three followers. They are spiritualists, although their powers are still relatively undeveloped, but they have the advantage of each knowing one of the magical traditions offered in the The Old Ways perk. You may choose which traditions they know, whether it be a different one for all of them or the same one for each, or some other combination. Whatever they practice, they are all passionate about anything mystical, and will happily assist you in tasks related to it, be that through ritual, research or something else. You are effectively the 'head' of this small organisation, and they are highly loyal to you and will defer to you on what they should do and how.

Bottled 'Plasm (600 SP): Ectoplasm is not a stable compound. Finding ways to store it in any long term capacity without simply leaving it within whatever spirit is naturally producing it is an exceptionally challenging task. But not an insurmountable one. What you have here is a series of ceramic jars engraved with various symbols and anointed with certain ritual components. Such jars contain stabilized ectoplasm, which can be used in the same way as inherently generated ectoplasm from the Ectomancer perk.

More notably though, ectoplasm no longer contained in a specific spirit becomes undifferentiated, which lets it serve several additional purposes. For one, it's inherently mystical enough to be used in place of just about any basic component needed for some kind of magic, like the precious metals used in alchemy or the ritual components used for hoodoo. It can also be used to enhance any other supernatural abilities you possess the same way an ectomancer

could enhance their manifestations. Finally, it can be imbued into an object that already holds supernatural properties to boost their effects, though this effect only lasts a day or two when one jar worth of ectoplasm is applied to it, with longer durations for more ectoplasm.

The jars themselves are rounded cylinders small enough to comfortably fit in one hand, but tall enough to stick out a bit when held this way. You receive 6 jars, which refill themselves every two days.

Explorer

Haunted Compass (100 SP): Through some strange happenstance, the point of this compass has a point angled such that, instead of pointing in the direction of the magnetic field, it points towards thinnings in the fabric of reality. This allows it to indicate the direction of nearby hauntings. In the event that multiple hauntings are both similar distances away, it will give preference to whichever is 'deeper', prioritising stronger hauntings which are also more likely to contain spiritgates.

In the future, you may find that the compass indicates similarly thinned boundaries between reality. Portals, dimensional leaks and other such phenomena will all be possible focuses for this compass.

Passport (200 SP): This simple passport changes to match your current identity, whether that means your true self or a false identity you currently portray. It is always considered valid identification, and you may choose for others not to find it strange what the passport claims, even if it says you were born eighty years in the future.

If you are using the passport to prove yourself to be someone you actually are, you can also cause it to function as sure proof of your own identity. This will only work on identities you can actually lay claim to though, so if you want to identify yourself as the president of the United States, you have to hold that office first.

Plot of Land (of the Dead) (400 SP): It isn't common for spiritualists to settle in the land of the dead. Though there are many reasons to travel the land of the dead, spending large periods of time in the land of the dead without remaining on the move leads to one experiencing 'the call', an impulse which draws one deeper into the land of the dead. More than one spiritualist has disappeared after this. Luckily, you seem to have found a plot of land from the Spirit Plains about a hectare in size that doesn't cause this effect at all, allowing you to comfortably reside here indefinitely. This plot of land comes with a spiritpath back to the mortal world (which may connect to any single location in any future jumps you bring this property to) and is particularly spiritually rich, making your spiritualist powers notably more potent and easier to use while you are here, perfect for getting practice in with them. You can choose whether this is a flat, empty plot of land for you to use as a blank slate for your own projects or a pre-settled plot which already contains a sizable cabin for you to reside in. Either way, this plot of land doesn't just come with a central flat area, but also includes a more wild segment of the land of the dead surrounding it on all sides, where spiritual animals roam and the various strange resources of the land of the dead can be found. Creatures from this area will not naturally cross over into the central plot of land.

In future jumps, instead of being located in the land of the dead, this plot exists in its own pocket dimension which functions the same way as the land of the dead..

Marvelous Camera (600 SP): This period appropriate camera has been saturated in mystical power somehow, and now holds an interesting ability. When you take a photo with it, and develop that photo, it will appear to hold depth as though the image depicted on it were completely three-dimensional. That's because it is. By touching the surface of the photo, you will be transported into the captured still image, now appearing in colour and at full size around you like a moment of frozen time. You can interact with anything within the image normally, but you cannot bring anything contained within the image outside of it, as anything taken out will collapse into ectoplasm and near-instantly dissipate. That said, real world objects taken inside can be taken out again normally, meaning these pictures can serve as places for storage, as well as mementos of past places, hiding spots or anything else you might use a full space contained within a single picture for. While you are within a picture, you will not be able to perceive or interact with anything outside of the picture's frame, and you can only travel a certain 'depth' into a picture before you reach an unseen backwall that blocks further passage.

Companions

Create/Import Companion (50 SP): You can import one of your companions into this jump, which grants them an origin with its usual discounts and stipends, 600 SP to spend as they desire, and anything the jump grants for free. Alternatively, you can create a companion originating from this jump, who gains the same resources, and has a personality and appearance of your choice. They are guaranteed to get along well with you. You may purchase this option multiple times, and every purchase doubles the amount of companions you may import and/or create.

Benjamin Stilt (50 SP): This charismatic gentleman is a rather well-known radio personality, hosting his own show, which has done much to advance radio as a worthwhile medium for both news and art. He was also the victim of an obsessive stalker, who followed him for an extended period of time and eventually kidnapped him in an attempt to make him fall in love. When this failed, the stalker killed him, leading to his resurrection. Though the murder itself is obviously unknown to the public, his stalker has since been arrested for the kidnapping and stalking itself, and is now kept in an asylum. Benjamin himself has retained a personable and kind attitude, and has not found his passion for radio hosting diminished, though he still sometimes struggles with his memories of his time in captivity. His cause of death grants him the core manifestation 'Voice of Obsession', which allows him to induce overwhelmingly strong and abiding emotions in others who hear him, with the emotions being directed towards whatever he describes to them. He also has the perks Art Deco (Radio shows), Liberated, Immortal Impressions, and Local Tongues, as well as the Communion Radio item.

Dana Baker (50 SP): This young woman seems to be something of a dichotomy. On one hand, she can often be found mingling among just about any sort of social gathering she can get in to, and enthusiastically engaging with various friends and acquaintances, or just strangers. On the other hand, she regularly vanishes from sight for weeks or months at a time. All of this is, in truth, in

service to her one true passion: painting. Dana has no doubt that her art is her higher calling, and spends her time among people listening to stories and mingling predominantly with the aim of finding new inspiration for her art, which, once she finds it, will drive her to seal herself away as she works. This is also reflected in her attitude in conversation, as she often flickers between engaging with others with great interest and losing herself in thought when something provokes her creative impulses. That said, while her art itself is of exceptional quality, she has found little conventional success as yet. This has done little to dishearten her, as passion alone suffices for her, but it has led her to live in poverty. And just as she lives for her art, she also died for it. If pressed, she will admit she does not actually remember dying, though she knows intellectually when and how it happened. After a period absent of any purchases for her art, she was left unable to provide for herself, and elected to pass on the trivialities of food and drink, opting instead to simply continue working on her project, come what may. And in the end, what came was starvation, as she fell dead before the painting she was working on. After which, failing to realize she had died, she reawakened feeling a second wind and finished her piece, a somewhat surreal and macabre painting made in a somewhat delirious state, which she has elected to keep as part of her personal collection, given its significance. This cause of death has given her an atmosphere which makes the world appear rich, colorful, and somewhat like a painting, while making one's own body much more numb and distant, leaving it challenging to self diagnose pain, hunger and other ailments. She also has the core manifestation 'Lost in Imagination', the ability to create painting that witnesses are able to physically enter, but which cannot be left with the same ease, requiring one to either find a way out in the somewhat dream-like logic of the painting, or to be let out by Dana herself. Dana much prefers to use this power to simply share her art with others though, letting them out the moment they request to do so. She also has the perks Art Deco (Painting), Extrasensory, Liberated, Poltergeist Tricks, and Pristine Archive. As well as the Invisible Ink item. Her accoutrement also includes the painting supplies she was using when she passed, now perpetually refilling.

Josiah Smith (50 SP): Josiah lived with his family on the frontier, not as a farmer or rancher, but a labourer, helping to set up homes and expand his town. He led a comfortable life during this time, but disaster struck when a gang of thugs pillaged his frontier town. In the chaos, Josiah's family and friends were all laid low, and in the end, he too was shot dead, though he didn't fall until the sixth bullet struck him. And then he woke up again in the ashes of his own home. Due to his cause of death, he has an atmosphere which causes his surroundings to appear ransacked, with especially powerful bursts of telekinesis which damage and break open nearby objects. He also has the Core manifestation 'Six Bullets', which ensures that for every six wounds he would normally incur, only the sixth causes him actual harm, with his 'counter' for this resetting every minute or so. A power which, along with the refilling six shooter he has as part of his accoutrement, permitted him to take a bloody vengeance against the bandits that ruined his life. In the modern day, Josiah lives a somewhat jaded life. Though he believes his family would want him to continue on instead of wasting away, he struggles with the events of his past, and is often lost in old, dark memories. Even so, he intends to make the most of his now ageless life, and is slowly regaining the motivation and kindness he had before. He has the Soul Survivor and Spiritpaths perks, as well as the Pet Spirit item, in the form of his horse, Ace, who returned from the dead with him. His quest for vengeance and the many years he has lived since then also served as great practice for his manifestations, which has let his core manifestation improve to enhance his offense as well as his defense, and let him develop a few other manifestations besides.

Samantha (50 SP): The story of Samantha is not an uncommon one, for her time. She grew up in a village, and her parents passed away when she was still young. Having to care for herself from an early age, she lived a life of toil she now hardly ever feels the need to think back to. In the end, an inquisition brigade passed through her village on thin accusations, and claimed Samantha to be a practitioner of witchcraft, burning her at the stake. She was only fortunate enough to return from her burning after all others had departed, permitting her to flee her village, not yet knowing what had happened but knowing well that revealing herself to have survived her burning would only see her persecuted further. Bereft of hunger and thirst, she found herself with the ability to live in solitude without the need to toil for her survival. This, in turn, gave her time to think on what had happened to her, and the things she now knew that only the dead could understand. The only conclusion she could then come to was that she truly was some sort of witch, and so she began to search the land for any knowledge of witchcraft she could find to discern what she had become, eventually becoming quite versed in occult lore of various kinds. Unbeknownst to her, a portion of the ease with which she was able to delve into the occult is due to the fact that her cause of death was considered occult in nature itself, as one of the inquisitors that saw her put to death was a spiritualist. Nowadays, Samantha lives a much more comfortable life, having had a very long time to use her occult gifts and other resources to give herself the life of comfort that her first life couldn't provide her. She uses a significant share of her wealth in charitable acts, especially when it concerns providing for urchins and the poor. Her endeavours studying mystical topics have also left her with a circle of other spiritualists as close allies. In temperament, she is a kind but quiet sort, preferring her solitude and still experiencing some distrust for others, though she feels herself driven to help those she has the opportunity to. Her desire for solitude also leaves her somewhat behind the time, making it challenging for her to keep up with modern advancements, as well as leaving her with somewhat old-fashioned sensibilities and occasionally speech patterns. Her core manifestation is 'False Pyre', allowing her to produce flames which, instead of burning the target normally, leave painless, harmless burn marks which cause others to perceive the target as something other than what they are, be it a murderer, a cat, or a chair. If the target performs an action they couldn't possibly perform as what they are perceived to be, the effect shatters. She has also learned a few other manifestations. Her perks are Extrasensory, The Old Ways(Hoodoo, Shapeshifting), and Unnatural Causes. She also has the The Lodge item.

Claes Janszoon (50 CP): Beating in Claes' chest was the heart of an adventurer, and it eventually drove him to seek out employment on a dutch privateer vessel. And when the crew of that ship elected to become pirates, he stayed with them. The crew saw significant success in their escapades, and Claes himself found esteem among them and was given a more impressive role on the ship. With the eventual passing of the captain to illness, Claes was designated to receive the responsibility. For some time longer, they saw success and a degree of infamy, but in time, the crew found themselves cornered by several navy vessels, sent by the same nation they originally broke away from to become pirates. Though they faced their end head on, it remained their end, and Claes and his crew both sank beneath the waves. Some time later, Claes would find himself awakening on the waves, and from those same waves, his own ship, the *Dame Marianne*, rose again, now part of his accoutrement. Even still, Claes had seen what his life of piracy had gotten him, and elected instead of becoming some dread ghost pirate to begin the arduous process of singlehandedly returning his brigantine to a shore from which he might begin a new life. In the time since, Claes has remained a consummate adventurer, always seeking out new

shores and, upon discovering the existence of spiritpaths and the land of the dead, which he hopes to one day explore more deeply than any others before. Claes' core manifestation is 'Beneath the Waves', which can activate while he is submerged, allowing him to breathe water, see through it without issue, and exert control nearby water in the same body he is submerged in. His perks are Local Tongues, Poltergeist Tricks and Soul Survivor. He has the Haunted Compass item, as well as his entire brigantine and a flintlock pistol as part of his accoutrement.

Jeanette (50 SP): A free spirit, the french Jeanette embodies some of the more progressive ideals of the modern woman. Jeanette has no issues disregarding principles of decency, and enjoys indulging in drinking and smoking, as well as more intimate pursuits. Despite this flippant exterior, Jeanette is also exceedingly passionate about supporting those who can go beyond mere acquaintances and become close friends with her. She has a surprising knack for motivating people and similarly skilled at finding ways to help tangibly by calling on contacts or finding sources of funding for the projects of others. That said her reckless attitude has also caused her trouble more than once, and it's what eventually led to her end as well. There was no great build up to what happened, she was simply cruising along at ill advised speeds when her motorcar failed to retain its grip on the road, resulting in a lethal crash. This has granted Jeanette the core manifestation 'Icarus', which causes Jeanette to become faster the stronger the emotions she currently feels are. Jeanette has the perks Local Tongues, Liberated, Immortal Impressions and Ethereal Beauty, and the Fashion Forward item. She also has a motorcar as part of her accoutrement.

Drawbacks

If you find your budget insufficient, and are willing to take some risk for a reward, you may use options from this section to call any number of detriments onto yourself or the world, gaining their listed value in extra points.

Spiritwarding (Mandatory): Though spiritualists are exempt from most of the negative effects that regular spirits labour under, their strengthened spirits still cause them some strange effects.

You, like other spiritualists, are now repelled by pure salt. Mixed into something else, the presence of salt has no detrimental effects on you, but in a purer form, salt produces a sort of invisible vapour of purity that surrounds the salt itself and wafts directly upwards, which is impossible for a spirit or their to cross.

You are also more vulnerable to flame. Heat itself affects you normally, but direct contact with a flame may cause you to catch as though you were dry and flammable, like firewood.

Aether-locked (+100 SP, +200 SP for Wraith): Much like a spirit, you have the ability to take on an invisible, intangible state! Much like a spirit, you are also incapable of exiting this state. You are now effectively permanently under the effect of the pseudospirit perk, with no way of leaving that state.

Unpracticed (+100 SP, +200 SP for Socialite):

Face of Death (+100 SP, +200 SP for Mystic): The appearance change induced by a spiritualist's atmosphere tends to be the easiest to control, able to remain suppressed even while a spiritualist is losing control of other aspects of their atmosphere, though truly great stress might still cause it to bleed through. There is a further exception, though. For some spiritualists, the memory of death embeds itself into them so thoroughly they cannot shake it off, and their appearance is permanently sealed into their deathly shape. You appear to all senses as a walking corpse, one that has been subjected to whatever your cause of death is. With significant active focus you can suppress this appearance change, but you can keep that up for a half an hour at most, and would need another hour to recuperate from the effort.

Realm Touched (+100 SP, +200 SP for Explorer): Normally, spirits only visit the living world in specific areas known as hauntings, where the boundary between life and death is thinned. They lack the strength to manifest properly in areas where this is not the case. Spiritualists are normally exempt from this, thoroughly anchored in their physical bodies which can persist just fine in the physical world. But it seems you've remained a little closer to the land of the dead than most, as you now suffer from encroaching weakness outside of the land of the dead and areas of haunting. This won't prevent you from travelling elsewhere outright, but as you remain in the living world, you will feel an increasing faintness and exhaustion, as well as a strong draw towards hauntings and passages back to the spirit world. Remaining for more than a few days risks you falling unconscious until you are returned to such an area.

Dark Spirit (+200 SP): There exists a certain issue that appears uncommonly among spiritualists, and more commonly among spirits. Sometimes, a single negative emotion from the moment of one's death lodges itself deeply into the spirit, driving that emotion to keep rising in them until it finds a tangible release. You now suffer from this. More specifically, you experience a destructive hatred which grows more and more intense as time passes. Only by actively causing some form of harm to another can this hatred be reduced, granting a temporary reprieve. This hatred is strong enough to override your sense and self-control and leaving it to fester will inevitably result in you lashing out wildly, but perhaps by choosing your targets you can find a way to maintain at least some control over yourself?

Restless Spirit (+200 SP): Some believe 'the call', the mysterious impulse to travel deeper into the land of the dead when one remains there in one place for too long, is some kind of aspect of the natural cycle of death, calling spiritualists to head into the deeper land of the dead like they were supposed to instead of turning around to return to the living world. There is another condition experienced by certain spiritualists which has similar theories surrounding it, and it's one that now affects you. You are a restless spirit. Whenever you remain in a single place, you will find a rising tension that makes you feel the need to move on to elsewhere. It can take months for this tension to rise to the level where it drives you out, and it will only cover an area the size of a small country or so, but once you feel this way about a certain place, that tension never goes away for that location. Most of those with this condition eventually run out of decent places to live in the mortal world and find themselves venturing into the spirit world, slowly travelling deeper and deeper as their tension begins to mount again. That said, residing in this world for a decade will likely still leave you with sufficient places in the mortal world to reside, though some may prove nicer than others.

Exorcists (+300 SP): How problematic. It seems that, in the version of this world you will be entering, the existence of spiritualists isn't quite as unknown as it might previously have been, even if the general public remains mostly unaware. Now, various old orders and organisations exist who are aware of the existence of spiritualists. Though they do not possess supernatural powers of their own, they not only have a significant numbers advantage over spiritualists, but they have also developed technology able to identify a spiritualist by even just the subtle EM distortions of their fully suppressed atmosphere, and have access to weapons somewhat more advanced than those otherwise known about. Each of these organisations is fully intent on either exploiting or flat out exterminating any spiritualist or spirit they can get their hands on.

Grudge Match (+300 SP): It seems you are responsible for someone's death. At least, the dead person in question certainly seems to think so. Somewhere in the world, not far off from wherever you start the jump, a powerful spiritualist exists, and not only do they feel a deep and abiding hatred for you, their cause of death is specifically designed to make them as effective as possible against you and whatever powers you hold. They will do everything in their power to inconvenience, harm and kill you, displaying a significant intellect when it comes to doing so. That said, this spiritualist is about as powerful as a spiritualist can naturally become, but does not 'break the scale' so to speak, meaning you can still equal them, or with outside help, even exceed them.

It Tolls For Thee (+400 SP): Many spiritualists, especially those living in older ages, have found it a natural conclusion to assume that their own state is unnatural, somehow against the cycle of death. This has led to more than one story of some equalising force intent on hunting them down. It seems such stories were not unfounded, as a figure meeting this description now seeks your death. The grim reaper itself seems to be hunting you down, a figure invisible and intangible to the mundane that is incapable of being killed and stalks you from the back of an equally unkillable spirit horse which can cross water and air alike as though it were paved ground. This grim reaper has some way of knowing where you are even if you escape its gaze, but this method seems imperfect enough to only tell him your general location, down to a city or so, from where it will search for you relentlessly. In combat, the scythe this being wields cannot be disarmed from it and cuts through you as though you were only mortal flesh, ignoring any supernatural defenses you possess. You cannot fight death, but if you run fast enough, or hide well enough, you may yet escape it.

Wake the Dead (+600 SP): It would not be accurate to say that the balance between life and death is a delicate thing. It is, in truth, a robust and powerful barrier, which even when disrupted by something, remains steadfast in continuing to function as it ought to. But it seems that in this version of the world, something has occurred which has fully overwhelmed this cycle. Life and death have been disrupted. At first, the effects of this change are subtle. Hauntings become more common, spiritualists and spirits return from death more often, that sort of thing. After a year or so from your entry into this world, entirely new things begin happening. Certain otherwise mundane people develop the ability to see ethereal things, and are sometimes driven mad by it. Animals returning as spirits become more common, and spirits are more likely to be dark and restless. It won't be long until spirits are known across the world, and feared as dangerous monsters. People will be driven mad by visions of the spirit world. Five years into the jump, portions of the world of the dead will begin fully transitioning into the world of the living, the two realms blending together into one unified realm. Society is almost certain to collapse under

these conditions, and your last five years will likely be spent surviving in a world where death is common, powerful and wrathful spirits roam every corner, and the world has all but ended.

Ending

After a decade (at least, by default), it seems your time in this world has concluded! This means that the effect of any drawbacks you took ends immediately, and as a special consideration, you now have the ability to suppress your atmosphere without having to expend any kind of effort or concentration, even in moment of strong emotion or medium levels of power use, though truly strong use of your spiritualist powers might still activate it. In addition, a choice now awaits you, concerning what comes next.

Move On. Much as the dead move into the mysterious depths of the land of the dead, so too will you now embark on the next step of your journey. You choose another jump to travel to.

Lingering Soul. Does your sentiment keep you linked to this realm? You remain in this world, to live out the rest of your ageless life. You may also choose to keep any drawback active if you'd like to retain their effect, for whatever reason, or to end them like normal.

Bound to the Past. Something calls you back to a past realm. You return to the realm you originally departed from when you began this journey, retaining everything you acquired along the way.

Notes

Accoutrement: Even without purchasing any Expanded Accoutrement options, your accoutrement (or any individual components of your accoutrement) are considered an item, or set of items, for the purposes of things like imports in future jumps.

Thin the Veil: The hauntings and other areas produced by Thin the Veil never naturally produce their own spiritpaths, as those require the two layers of reality being brought closer together to 'meet' in a specific way that won't naturally occur with the method the perk uses. That said, if you also have the Spiritpaths perk, or another ability which allows portals or pathways to be opened, you will find that areas affected by thin the veil can much more easily be bound to other areas created using the same type of power, or to planes related to the power used (such as the land of the dead for regular hauntings, or, say, hell dimensions for infernal power). In addition to being connected to other dimensions, additional effects can also be caused by just about any other property a used type of power has. Natural energies could strengthen wildlife, corruptive powers could spread that corruption throughout the area, surreal types of power could cause minor dream logic, temporal magic might bend the way time works in the area, and so on

Pseudospirit: It's worth noting that all spiritualists have the ability to perceive and interact with ethereal things, meaning that this perk grants fewer advantages when acting against one of them than it would others. In future jumps where the ability to interact with ghosts is less common, this might grant you a greater advantage, but even here, the ability to phase through walls, fly, and turn invisible and intangible to mundane people can still provide a significant advantage.

Soul Survivor: The protection granted by this perk only extends to supernatural effects or terrain features. It would protect you from the entropic energies of a chaos dimension, but if you found yourself near magma, the toxic fumes and heat emitted by it would still affect you normally. And given that extreme terrain conditions like a volcano are likely also more common in something like a chaos dimension, it's likely a good idea to keep your guard up in hostile environments like that anyway.

Marvelous Camera: It is possible to isolate the spiritual presence of the camera, which may eventually allow you to transplant it's supernatural properties into another device capable of taking pictures. If the new device displays such pictures digitally instead of producing physical photos, you will be able to enter the screen itself, or to print out the image for the same effect as a developed photo.