

GHOST/REVERB

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/ABOUT This game is incomplete. It needs you to fill in the blanks during play. Ghost/Echo is about action and risk, but it is also a game of world building and creativity. No two groups are going to play it the same way, and that's OK. Use the lists to spark your imagination and create detailed situations and scenes together.

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/START Players: While looting in the ghost world, your crew was sold out. You walk right into an ambush, with hungry wraiths on your heels. Answer these questions in play.

- .Why does your crew need loot?
- .What powers and talents does your crew?
- .What is the ghost world like?
- .What is the real world like?
- .What are echoes?
- .What are wraiths?

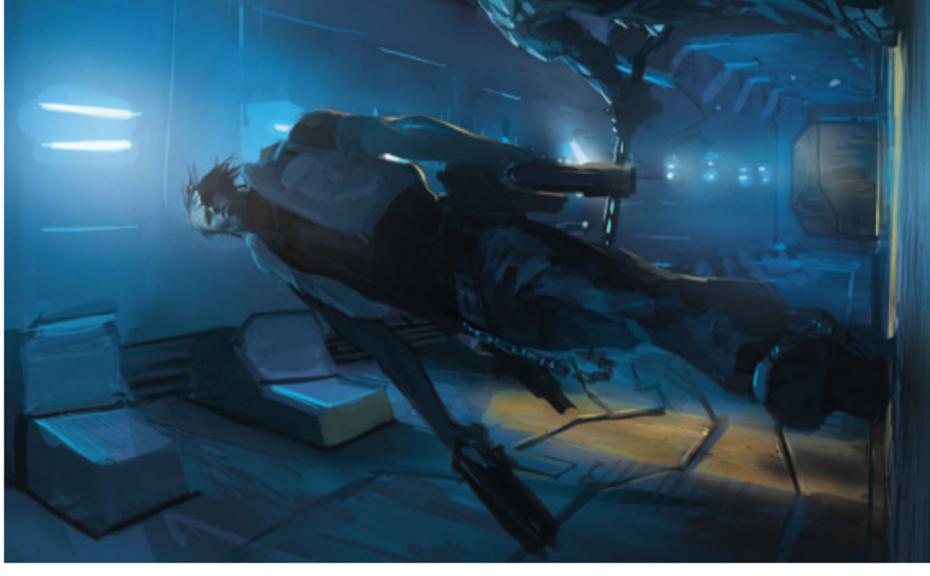
GM: Use the lists to help fill in the details: /loot, /others, /places, and /wraiths.

/CREW

- .COIL
 - .DEMON
 - .HULL
 - .GRIP
 - .VIXEN
- These are the players. It's not a finite list, but roll these names around in your head. What do they look like? Why are they working together? How did they earn their handle/nickname? What history do they share? Perhaps you can use flashbacks to reveal these answers during play.

/OTHERS

- .VENOM
 - .KILO
 - .WHITE
 - .SWITCH
 - .BEAR
 - .LAKE
 - .NIX
 - .CRANE
 - .BREAKER
 - .SLEDGE
 - .AXIS
 - .CABLE
 - .WHEEL
 - .BANNER
 - .LATCH
 - .CARRIER
- Besides the players, you could run into other people. They might be members of your crew. One of them probably sold you out. Why?

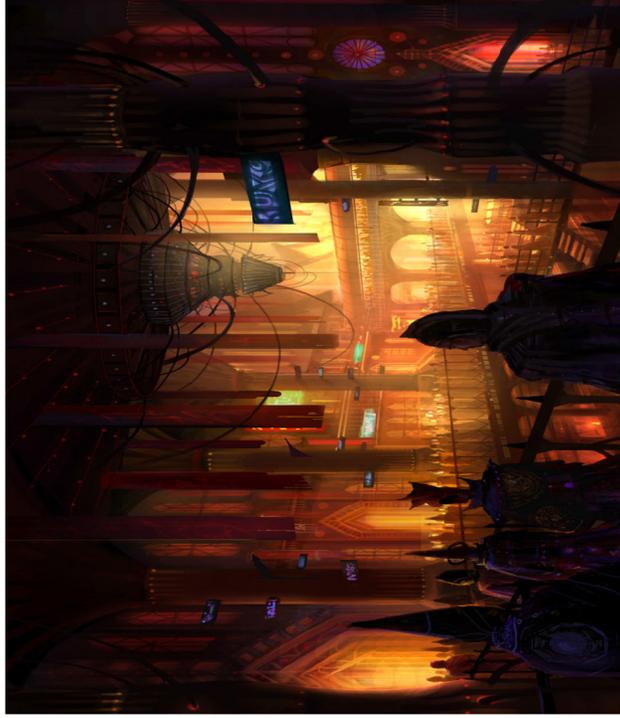


GHOST/REVERB

/PLACES

While the ghost world and the real one are very malleable, there are locations and landmarks that may exist in one or both places. When thinking of these places. What sounds and smells do they evoke? What's significant about their history or function?

- .BELLTOWN
- .THE RUINS
- .ECHO PARK
- .THE CANALS
- .ANVILWERKS
- .THE FACTORY
- .UNDERCROSS
- .THE RAILYARD
- .GRAND CENTRAL
- .THE SIX ARMS
- .CANDLE STREET
- .THE BLACK CIRCLE
- .CATHEDRAL HILL
- .THE WATCHTOWER
- .HEARTBREAK SQUARE
- .THE NIGHT CARNIVAL
- .CHALK STREET BRIDGE
- .THE NAIL AND BOTTLE



/WRAITHS

Hungry wraiths... That's not good. But what are they and what are they hungry for? The list implies that they are many in either number or form, perhaps even both. It looks like they are bestial, but that could easily be their handle, just like the Crew has their own.

- .DOGS
- .VIPERS
- .HAWKS
- .SPIDERS



/LOOT

All this risk implies that there is some reward that's worth it. It could be mundane goods, cold hard cash, or perhaps something special. Maybe, it is something that can only be found in the ghost world.

- .STONES
- .PAPER
- .METAL

GHOST/REVERB

/ROLL dice when

- .You act under pressure
- .You infiltrate or steal
- .You suffer harm
- .You commit to violence
- .You manipulate or hold steadfast
- .You channel the ghost field
- .You listen for echoes

When you roll dice, roll one die for each danger and goal and then assign a die result to each to find out what happens. When you're especially well-prepared for the action at hand, roll an extra die.

/GOAL die, results:

- .1-2 The goal fails and the opportunity is lost (until circumstances change).
- .3-4 The goal is partially achieved and the opportunity remains.
- .5-6 The goal is achieved.

/DANGER die, results:

- .1-2 The danger comes true.
- .3-4 The danger partially comes true and the danger remains.
- .5-6 The danger does not come true.

When a danger remains, write it on a card and put it in front of you. During any future dice roll, you or the GM can add that danger to the roll (instead of the danger you would normally have the opportunity to add.)

Goals and dangers are always rooted in the specifics of the action. You decide what your goal is. Each action has a required danger. The GM may create a second danger. You may create an additional danger and roll an additional die. Some sample goals for each action are given below.

//When you act under pressure, you can complete a simple task while you're hurt or in danger, move through a dangerous area, or help someone who is in danger.
.DANGER You suffer harm.

//When you infiltrate or steal, you can move undetected, plant an item, arrange an ambush, or defeat security measures.
.DANGER You are caught in the act.

//When you suffer harm, you can resist serious injury, fight your way through the pain, or impress with your toughness.
.DANGER You're incapacitated.

//When you commit to violence, you can do harm in a fight, terrorize with savagery, commit murder, or demolish something.
.DANGER You cause unintended harm.

//When you manipulate or hold steadfast, you can carry off a deception, make a strong impression, stand your ground, extract a promise, discover a hidden truth, or negotiate a beneficial deal.
.DANGER You get put in a bad position.

//When you channel the ghost field, you can do a supernatural feat, enter or exit the ghost world, or communicate with wraiths.
.DANGER You suffer a harmful paranormal backlash.

//When you listen for echoes, you can witness events from the past, sense distant events, or read the local data stream.
.DANGER You attract the attention of one or more wraiths.

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/EXAMPLE PLAY (just one of many ways to play)

GM: Crane must die. The rat bastard set you up and took off with the loot. The wraiths smell blood and they're hot on your heels. Where are you at? Where are you going? And, whose blood do the wraiths smell?

COIL: I kneel down next to Nix, her blood flows across the cobble stones of Candle Street. She looks at me with unbelieving eyes as she starts to fade to grey. If you die in the ghost world, you never leave.

GRIP: Grip looks shocked, the gun smoke is still curling in the air where Crane was standing. The peal of thunder still reverberates off the walls of the nearby buildings. It is in turn answered by the inhuman shrieks of the wraiths. "Coil, she's gone. We've got to go."

COIL: I go after Crane, the hell with the wraiths.

GM: That's going to be problematic. Crane obviously knew that that he was going to betray you. He shot Nix since her powers could have stopped him. Crane then jumped off the bridge where Candle Street crosses the canal and used his speed and water walking abilities to make his way to the sewers by the time you both get to the railing.

GRIP: "That murdering dog has got the stones."

COIL: "Forget the diamonds, I want his blood."

GM: Your conversation is interrupted by the arrival of about a dozen spiders at one end of the bridge. The great dane sized creatures are made of obsidian, smoke, and hate. Of course, their eyes glow red.

GRIP: "That's it, I'm out of here. Run!"

COIL: I'm right on his heels. We don't have to chase Crane, we just need to get to the watch tower before he does.

GM: Let's call that an 'act under pressure' roll. The spider wraiths are wicked fast and it could be seriously hazardous to your health if they caught you.

[Act under pressure, **GOAL:** Evade the wraiths, **DANGER:** You suffer harm.]

GRIP: I've got 4 and a 6. I'll assign the 6 to danger and 4 to goal.

COIL: A pair of threes for me.

GM: Right, partial success, but Coil did not get off as easy. Do you guys want to narrate this or let me have a whack at it?

COIL: Go for it.

GM: You don't get more than a few steps before the other end of the bridge is also blocked off by more spiders. Your only choice is to go over the rail. Grip jumps clear, but Coil hits part of the bridgework on the way down, pinwheels, and hits the ice cold water hard. Grip hauls him to the surface gasping. The spiders scurry down to both banks and mill around screeching at you. It seems obsidian and hate sink like a rock. It won't be long before hypothermia will kill you just as dead as Nix.