

Ghost/Echo/Rose

Setting:

While looting in the ghost world, Captain Rose and the crew are sold out. Your crew walks right into a vicious ambush. There are hungry wraiths on your heels. Can you use your ghost field powers to thwart your pursuers and discover who betrayed you?

The NPCs:

Captain Rose is the brains behind this outfit. But, whoever set us up knew what they were doing.

There are OTHERS. They can harm, they can help: Venom, Kilo, White, Switch, Bear, Lake, Nix, Crane, Breaker, Sledge, Axis, Cable, Wheel, Banner, Latch, Carrier, Chain, Walker.

There are WRAITHS. They can't be reasoned with and they take the form of dogs, vipers, hawks, and spiders.

The Stage:

There are PLACES. Find the resources you need, the loot you were after: the Watchtower, Undercross, the Ruins, Grand Central, Echo Park, the Rail Yard, the Night Carnival, the Canal, Chalk Street Bridge, the Nail and Bottle, Candle Street, Heartbreak square, the Six Arms, Anvilwerks, the Black Circle, Cathedral Hill, the Factory, and Belltown.

Special Rules:

Any play of a blank brings the wraiths down on the players. The ghost world is a dangerous place and the wraiths are a constant threat. Each character has a ghost field power that they can use any time. They can also listen to echoes (whatever they are.)

Special thanks to John Harper (Ghost/Echo) and Vincent Baker (Otherkin dice.)

Name: Coil

Details: Fast and flexible, lots of little weapons



Green like a camouflaged snake in the jungle.



The Captain made the plans, I just deliver the goods.



I went through a weapons detector once, it had a nervous breakdown.



Coil can use the ghost field to do huge leaps.



Demon has no honor.



Crane must die.

Name: Demon

Details: Aggressive and opinionated, shotgun



Red is faster.



I saw this in a videogame once, I kicked its ass.



The combat shotgun is the most versatile weapon on the battlefield. I've got a load-out for anything.



Demon can create claws of ghost field energy.



Hull is a moron and only good as a pack mule.



Where's Wheel? That was our ticket out.

Name: Hull

Details: Strong but sensitive, heavy rifle



Gray goes with everything.



Most people don't know that I have a degree.



The ammo weighs a freaking ton, but the big ass rifle demands respect.



Hull can create walls or shields out of the ghost field.



Grip enjoys killing far too much. Who's next?



Has anyone seen Nix?

Name: Vixen

Details: New and hopeful, submachine guns



Yellow isn't just for cowards.



I'm the Face for the crew.



Oh, the submachine guns? I'm just not a pretty face.



Vixen can create a tendril of ghost field energy to make a whip or rope.



Coil is foolishly blinded by vengeance.



I can't raise Carrier, we need a better signal.

Name: Grip

Details: Dark and critical, assault rifle



Black as shadows, a warning to back off.



Tactical analysis of the situation? It sucks.



AK-57 with a night scope and recoil suppressor, don't leave home without it.



Grip can use the ghost field to reach into or through solid matter.



Vixen is a distraction and should never have joined.



If Sledge was here, we could take on these wraiths.

Name: _____

Details: _____

