

Spook Stoppers!

A Cinematic Unisystem setting
By David Goodner

Are you troubled by unexplainable phenomena? Is your home subject to spontaneous movement of small objects, or bleeding walls? Are you being troubled by spiritual manifestations? Are you worried that a member of your family, or a family pet, might be a victim of demonic possession?

Have conventional law-enforcement, scientific, and religious authorities failed to assist you, dismissed your claims, or tried to have you remanded to psychiatric care?

We at Spook Stoppers™ are ready to help.

Spook Stoppers employs highly trained parapsychological experts and uses cutting edge Etheric technology to investigate, document, and eliminate any supernatural problem. Our paranormal investigative technicians are board certified, and guarantee results.

Spook Stoppers: We believe in the unbelievable. We accomplish the impossible.

Who should you call? Spook Stoppers!

The Basics

Spook Stoppers is a campaign setting for the Cinematic Unisystem, as seen in Buffy, Angel, and Army of Darkness. Characters should generally be made with 15 points for Attributes, 10 Quality points, and up to 10 points for Drawbacks, and 25 Skill points. They get 20 Drama Points. Generally, Spook Stoppers characters won't have supernatural Qualities at the start of the game, though they might earn them in play. Exceptions are possible, with the Director's permission.

Spook Stoppers are intrepid occult investigators/eliminators. They're generally

not action heroes like former Navy SEALs or ninja warriors. They're academics, regular Joes, or even con artists suddenly dealing with the real McCoy. Their goals can be as different as their backgrounds. Some of them might really be on a brave crusade to protect mankind from the supernatural, but more than a few do it for the money. Spook Stoppers pays fairly well, when business is up. Paranormal Investigation Technicians get hazardous duty pay, and have pretty good insurance, with in-house psychiatric care.

Adversaries are mostly ghosts, monsters, and the occasional god, along with crusading EPA officials, crooked politicians, and long-forgotten cults worshipping the forces of darkness.

Even if you don't want to run a Spook Stoppers game, you'll probably find some useful stuff here. If you're running a modern occult type game that doesn't take itself too terribly seriously, they might make good allies, adversaries, or annoyances for your PCs. You might also just want to steal their toys. There are some new Superscience gadgets, and additional rules for spirits.

Spook Stoppers Franchise

A Spook Stoppers™ International Franchise is the assumed PC group for a Spook Stoppers campaign. This listing describes a fairly typical single franchise in a large city. The corporation itself might have considerably more resources, but the stiffies at Corporate never let that stuff filter down to the franchises unless they want someone to beta test (or alpha test, if they're really angry) a new device (read "time bomb").

Why: Spook Stoppers™ International is the world's premiere supernatural investigation and

elimination service provider. From the central office in New York, Spook Stoppers manages a network of semi-autonomous franchises, employing only the highest-quality personnel (for a given value of “highest-quality”). Once the realm of old wives’ tales and campfire stories, the supernatural is now increasingly relevant and intrusive to daily life, and the original Spook Stoppers were the first to capitalize on this trend with an array of techniques and technologies far beyond any other competitor.

Each Spook Stoppers franchise is assigned a territory based on geographical and Etheric factors. Generally, a franchise is based in a large city, and has surrounding suburbs within its territory as well, but some areas demand more attention.

When: Spook Stoppers™ International was founded nearly 20 years ago, but has had a considerably rocky history. After an initial fanfare beginning, the original company folded under a hail of lawsuits and bad publicity, only to reform a few years later just in time to deal with a second major supernatural manifestation. After that, they enjoyed a few years of prosperity before a sharp decline in supernatural incidents forced them to close their doors.

In the late 1990’s, supernatural activity spiked again after string of apocalyptic events in southern California. With that, Spook Stoppers re-opened its doors, and reactivated the franchise plan they’d been putting into place before going out of business. Today, numerous major cities in North America have Spook Stoppers franchises. The company is branching out to Europe and South America, and Asia as well.

Because sometimes stuff happens that no one can explain, and... who can you call?

What: Each Spook Stoppers franchise has an office with a laboratory, computer network, and other equipment, including the all-important Ectoplasmic Containment Field Generator. (Of course, the Spook Stoppers International only provides the basics. Extras like a research library or laboratory equipment often come out of the pockets of the initial investors.) Franchise-holders are independent contractors, and employees are usually drawn from such fields as parapsychology, physics, theology, and occasionally security and military forces.

Franchises are hired to investigate and

eliminate supernatural threats. They charge quite a bit for this service, for a number of reasons. First, the equipment is expensive and difficult to maintain, and the work is dangerous. Second, a \$10,000 consultation fee tends to keep all but the most serious potential customers at bay, cutting down on the number of false alarms. The Spook Stoppers can be kept on retainer to respond to any emergency. There are very few takers for this service. People tend to consider it more likely that they’ll be struck by lightning than haunted by ghosts.

Franchises enjoy a mixed public profile. On one hand, ghost hunting is exotic and glamorous. On the other hand, many franchise employees are... socially marginal, and the Spirit Stoppers are frequently involved in incidents that range from inconvenient to “wrath of God.” Governmental authorities love to see the problems solved, but hate to surrender control or pay the (substantial) bill.

A Spook Stoppers Franchise is a mid-level group. The Cast will be “Second Rank” members, answerable to corporate HQ, though in general that’s just a formality. Even with that, they’re likely to be a few points in the hole. Directors who really care have several options. They could let the PCs contribute Quality points to make up the difference (whoever pays most gets to be the Franchise Manager). Or they could cut down on what’s offered in this package, and assume the Franchise only provides the bare bones, and if the Franchisees want fancy computers or labs, they have to buy them with their own funds. Alternately, they could assign the Franchise an Adversary or two, like an overzealous EPA agent or a sleazy Deputy Mayor. Or they could just let it go. A few points isn’t really going to upset the cosmic balance.

Total Value: 17 points.

Clout: Financial (Holding its own) (2), Supernatural (Arcane) (1). Total Cost: 3 points.

Quarters: Medium (1), Physical Security (Standard) (1), Supernatural Security (Believers) (1). Total Cost: 3 points.

Gear: Computers (Basic) (1), Laboratories (Basic) (1), Medical (Basic) (1), Workshop (Advanced) (2), Vehicles (Company Car) (1), Weapons (Special) (5) (The Spook Stoppers Franchise is equipped with all the standard gear

listed above. PCs do not have to pay for their own Quantum Emitters or the like, unless they really want to. Total Cost: 11

A really barebones Franchise could get by with no Clout, no Supernatural Security, no Computers, Laboratories, Medical facilities, or Occult Archives. That would drop the cost of a Franchise to 11 points. The Cast would need to be fairly well equipped on their own to make up the difference. Dropping the Financial Clout could also save points, but then the Cast would need day jobs. A very successful Franchise will probably rapidly invest in better Supernatural Security, Laboratories, and so on.

New Enchanted/ Superscience items

Etheric Ectoplasmic Spectrometer

Power Level: 3

Appearance: A hand-held device with an array of lights and antennas. When activated, it lights up, the little antennas move, and it beeps.

Requirements: The user holds the EES and pulls the activation trigger, adjusting the control dials to change the scanning settings as needed.

Effect: The EES scans a roughly 5-foot radius area for signs of supernatural energy, such as that left by ghosts, magical effects, or massive psychic events. The user can adjust the scanner to look for a particular wavelength of energy. The basic use of an EES is very simple. More refined use requires a roll of Intelligence + Science. Each Success Level allows the user to further refine the results, from all Etheric emanations, to those of a particular flavor (ghostly, psychic, magical, etc...) down to that of a single class of entities (one type of ghost, one race of demon, etc...) or finally a single specific entity.

Ectoplasmic signatures don't last forever. Usually, within a week, they'll fade completely if there is no new supernatural activity. Each day after the first, add 1 to the difficulty for narrowing down the frequency, as the energy fades away.

Etheric Imaging Visor

Power Level: 2

Appearance: A bulky set of goggles with green lenses

Requirements: Wear the goggles, and connect them to a belt-mounted battery pack. One battery is about the size of a laptop battery, and is good for about six hours without recharging.

Effect: The Etheric Imaging Visor refracts Etheric Light into visible equivalents, allowing the wearer to see otherwise invisible entities. Not all invisibility is created equal, however. Psychic invisibility, and some forms of Glamour are not revealed, as these effects do not so much make the target transparent to visible light as just keep people from noticing what's right in front of them. The EIV is very handy for seeing ghosts, though. It has one notable drawback. The visor restricts peripheral vision. All vision-based Perception Tests are made at -2 while the visor is on.

Quantum Flux Neutrino Emitter

Power Level: 6

Appearance: The Quantum Flux Neutrino Emitter consists of a backpack mounted particle accelerator and power supply, and an emitter wand with an etheric induction coil. The backpack is large enough to protrude above the operator's shoulder blades, and weighs about 30 lbs. The emitter wand is about two feet long, with a diameter of four inches at the widest point, narrowing to a point at the front. Recent models have pistol-grips and shotgun style pump-action power-cycling switches.

Requirements: Canisters of Negatively Refracted Ether, each good for about ten shots, and reactor-grade uranium power cells. (The "rare ingredients" don't lower the Power Level of the item for purposes of this campaign, since they're readily available)

Effect: The Quantum Flux Neutrino Emitter fires a stream of subatomic particles through an etheric refraction chamber, producing a stream of energy that exists on both the physical and Etheric

planes. They do 20 Life Points of Fire damage to physical or incorporeal entites. It has an effective range of about 10 yards.

By changing the settings, two Emitters can be used to hold a spirit in place. This works like a Hold maneuver, using the lead character's Gun-fu or Wild Card: QFNE + Dexterity vs. the Spirit's Dexterity or Perception + any relevant combat skill, or just its Combt Score. Each Emitter in use after the second adds +1 to the Gun-Fu test.

A smaller version is in beta test, consisting of an emitter wand about the size of a large hair-dryer and a pair of hip-mounted power packs. It does 16 points per hit.

Maneuver	Score	Damage
Quantum Emitter Shot	Dex + Gun-Fu - 2	20 Notes: Fire damage against corporeal targets
Quantum Emitter Lock	Dex + Gun-Fu	None Notes: Puts Ghost in "Hold." Must have hit ghost with a Quantum Emitter on the last action.

Ectoplasmic Entrapment Module

Power Level: 6

Appearance: A box about ten inches long and six inches wide, with a handle attached. A remote switch is attached by a six-foot long cable so it can be open remotely.

Requirements: The box must be opened in the immediate vicinity (about 4 feet) of a ghost or other spiritual entity.

Effect: When opened, the Ectoplasmic Entrapment Module creates an Etheric Vortex that will suck nearby sprits into a temporary containment field. The vortex does not have unlimited strength, and is of limited duration. It will last for about five combat turns before the unit's power supply is exhausted. The spirit can resist being trapped by making a Willpower (not doubled) roll. Only one Success Level is

necessary to resist, but each round the spirit is within the vortex, he rolls at -1. The spirit gets a +1 bonus to the roll for every five Life Points it has (round down). However, when its Life Points are negative, it gets a -2 penalty per five points below zero instead. Generally, spirits can only be trapped once their Etheric energy has been exhausted by a number of Quantum Flux Neutrino Emitter blasts.

Ectoplasmic Entrapment Modules do not have unlimited power. The onboard power cells can keep the Vortex open for about thirty seconds at a time before overheating. Each opening of the EEM drains the power cell of 15 minutes worth of reserve power. The cells have a reserve good for two hours. For additional power, they can be slaved to a Quantum Flux Neutrino Emitter (in which case the emitter cannot be fired) or hooked to other power supplies. But at best the EEM is a temporary measure. After 12 hours of continuous use, the Etheric harmonic coils need to be realigned, or the temporary entrapment field will break down. The coils cannot be realigned while the EEM is in use.

Ectoplasmic Containment Field Generator

Power Level: 6

Appearance: A large, boxy structure about ten feet on a side, with Tesla coils and other pseudoscientific weirdness. It is connected to several monitors, sensors, and gauges. A hatch on the front receives EEMs.

Requirements: The ECFG requires a continuous supply of high-voltage power. Normally, an ECFG is hooked to the local power grid, but backup generators are always available in case of emergencies.

Effect: The Ectoplasmic Containment Field Generator is a long-term storage facility for malicious ectoplasmic matrices – in other words, a "Ghost Jail." Filled EEMs are emptied into the ECFG after a successful hunt. If the ECFG is de-powered or otherwise rendered non-functional, the contained spiritual energy is released, which has detrimental effects on the local Etheric balances.

Archetypes

Cryptozoologist

Character Type: Investigator

Life Points: 32

Drama Points: 20

Attributes (15)

Strength 2

Dexterity 3

Constitution 2

Intelligence 6 (2 from Brainiac, 1 from Occult Investigator)

Perception 4 (1 from Brainiac)

Willpower 3 (1 from Occult Investigator)

Qualities (10 + 5 from Drawbacks)

Brainiac (4)

Hard to Kill (2)

Occult Investigator (4)

Occult Library (Impressive) (3)

Resources +1 (Well Off) (2)

Drawbacks (5)

Dependant (daughter) (1)

Adversary (some supernatural thing or other) (2)

Mental Problem: (Mild Delusion -Unrealistically rosy view of the supernatural) (1)

Obsession (Severe- Latest Project) (0) (from Brainiac)

Skills (25)

Acrobatics 0

Art 0

Computers 2

Crime 1

Doctor 0

Driving 2

Getting Medieval 0

Gun Fu 0

Influence 1

Knowledge 5

Kung Fu 2

Languages 1

Mr. Fix-It 1

Notice 4

Occultism 5

Science 2

Sports 2

Wild Card: Quantum Flux Nutrino Emmitter 2

Maneuvers	Bonus	Base Damage	Notes
Aiming	7	None	Adds SL to shooting roll
Dodge	5	None	Defensive Action
Kick	4	6 Bash	Could be Grappled
Punch	5	4 Bash	
QFNE Shot	6	20	Fire Damage vs. corporeal targets
QFNE Lock	6	None	Grapples noncorporeal target

Background on the Cryptozoologist

They scoffed at the university. Literally. I'd never heard anyone scoff before. My faculty advisor actually laughed at me when I presented my thesis on divergant evolution in Sasquatch and Tibetan Yeti populations. I finally got my degree, but I knew I was never moving up in the halls of academia. My job teaching freshman biology at the local Community College was about the best I could hope for. Then my aunt Lucy died and left me a tidy sum of money.

I could have used it to pay off my student loans, get my old rust-bucket car fixed, and put down some money on a house. Instead, I bought a Spook Stoppers™ franchise. I supply the brains... well, most of the brains... and I hired some guys to do the grunt work.

I'm not so much interested in the money as in the chance to study a whole new field of science. Ecto-zoology is the new frontier, and I'm going to explore it.

Quote: "Okay, it looks like a Ghathrak, listed in Tobias' Bestiary of the Lost. Try ashwood. They're supposed to be vulnerable to that. No dice? Okay, maybe it's a..."

Roleplaying the Cryptozoologist

You're very well educated, and have an exhaustive knowledge of folklore and mythology to back up your more conventional knowledge of science, but you don't have the most practical mind. You'd really like to find a way to hold a spirit for scientific study, but the fact they're ephemeral and noncorporeal makes that hard. And none of your customers have been interested in a tag and release program.

That is not to say you're stupid. When something is trying to eat you, you can put aside your scientific curiosity. But you do so reluctantly.

Wannabe Hero

Character Type: Investigator

Life Points: 57

Drama Points: 20

Attributes (15)

Strength 4 (+1 from Athlete)

Dexterity 5 (+1 from Former Military, +1 from Athlete)

Constitution 4 (+1 from Athlete)

Intelligence 2

Perception 2

Willpower 2

Qualities (10 + 7 from Drawbacks)

Athlete (4)

Fast Reaction Time (2)

Former Military (like Ex-Cop, but with a point of Mr. Fix-it instead of Crime) (4)

Hard to Kill 5 (5)

Natural Toughness (2)

Drawbacks (7)

Adversary 1 (Cop who holds a grudge from high school) (1)

Covetous (Mild Lechery) (1)

Daredevil (2)

Emotional Problems (Fears Commitment) (1)

Emotional Problems (Fears Rejection) (1)

Honorable (Mild) (1)

Skills (25)

Acrobatics 2

Art 0

Computers 0

Crime 1

Doctor 0

Driving 3 (1 point from Former Military)

Getting Medieval 3

Gun Fu 5 (1 point from Former Military)

Influence 1

Knowledge 0

Kung Fu 3

Languages 0

Mr. Fix-It 2 (1 point from Former Military)

Notice 4

Occultism 1

Science 0

Sports 5 (1 point from Athlete)

Wild Card 0

Maneuvers		Bonus	Base Damage	Notes
Aiming	7	None	Adds SL to shooting roll	
Dodge	8	None	Defensive Action	
Grapple	10	None	Resisted by Dodge; impairment varies	
Gunshot	10	By weapon	Ranged attack modifiers apply	
Kick	9	10	Bash	Could be Grappled
Melee Weapon	8	By weapon		
Parry	8	None	-6 vs. arrows; -2 vs. thrown weapons	
Punch	9	8	Bash	
QFNE Shot	8	20	Fire damage vs. corporeal targets	
QNFE Lock	10	None	Grapples noncorporeal target	
Wrestling Hold	5	None	Must Grapple first	

Background on the Wannabe Hero

I joined the army right out of high school, not for the college money. I wanted to be a soldier, to fight the good fight. Even ended up doing a tour in Desert Storm.

When I got out, I just couldn't find a job in the civilian world that held my interest. Bogus departmental politics kept me off the police force, and being a PI was just too boring. My job on a private security force at the mall was going nowhere, but then I saw the ad for Spook Stoppers™. I applied the same day, and I've never looked back.

Quote: "Yehaaa! Praise the Lord and Pass the Ammo. That's the way we do it OLD SCHOOL! Oh crap, it's coming this way."

Roleplaying the Wannabe Hero

In your mind, you're John Rambo, or some other summer blockbuster movie character. You see yourself with a shotgun in one hand, and a Quantum Emitter in the other, facing down the forces of darkness.

In reality, you're a kind of thick guy with more muscles than smarts. Which isn't to say you're useless. In the army, they taught you which end of a gun points down range, and you learned to handle yourself pretty well. It was mostly the way your enthusiasm got in the way of your brains that held you back.

Still, you have military experience, and you're sure you could be the leader of this outfit, if they'd just listen to you.

Wunderkind

Character Type: Investigator

Life Points: 35

Drama Points: 20

Attributes (15)

Strength 2

Dexterity 2

Constitution 2

Intelligence 6

Perception 3

Willpower 3

Qualities (10)

Attractiveness 1 (1) (Hidden by glasses and “bun” style hair-do)

Brainiac (4)

Hard to Kill 3 (3)

Superscience 1 (3)

Drawbacks (5)

Emotional Problem (Easily Flustered) (1)

Emotional Problems (Fears Rejection) (1)

Impaired Sense (Vision, corrected) (1)

Obsession (Severe- Latest Project) (0) (from Brainiac)

Teenager (2)

Skills (25 +5 from Drawbacks)

Acrobatics 0

Art 0

Computers 6

Crime 1

Doctor 1

Driving 0

Getting Medieval 0

Gun Fu 0

Influence 2

Knowledge 6

Kung Fu 1

Languages 0

Mr. Fix-It 5

Notice 1

Occultism 2

Science 7

Sports 0

Wild Card: Quantum Flux Nutrino Emmitter 2

Maneuvers	Bonus	Base Damage	Notes	
Aiming	5	None	Adds SL to shooting roll	
Dodge	3	None	Defensive Action	
Kick	2	6	Bash	Could be Grappled
Punch	3	4	Bash	
QFNE Shot	4	20	Fire Damage vs. corporeal targets	
QFNE Lock	4	None	Grapples noncorporeal target	

Background on the Wunderkind

Mom and dad tried, but they were way out of their league with me. They were amused when I turned my first dollhouse into a science lab. They were supportive, if baffled, when I graduated from high school at age twelve. They barely complained at all that time the Nuclear Regulatory Commission confiscated my science fair project. But they were pretty relieved when I went off to college.

When I graduated, I had job-offers stacked up higher than my head. (Not as high as it sounds. I'm really waiting for a growth spurt.) Government research labs, technology companies, terrorist cells... The one I took was from Spook Stoppers. I might make more money somewhere else, but nobody's doing the kind of bleeding-edge science the Spook Stoppers are. And now I get to put some of what I learned in all those after-school RPG sessions to use.

Quote: “If we reroute the Etheric Alignment coils to reverse the polarity of the Kirilian Matrix... I lost you at ‘reroute’ didn't I?”

Roleplaying the Wunderkind

You're smarter than everybody else. Yeah, him too. But you're not always wise. You tend to overestimate your own abilities sometimes, and you're easily distracted by the technical side of a problem, losing sight of practical issues along the way.

Despite your incredible intelligence, you are still a kid in a lot of ways. Your hyperspeed education has left you kind of stunted socially, particularly in the romantic area.

Former Cable Show Host

Character Type: Investigator

Life Points: 32

Drama Points: 20

Attributes (15)

Strength 2

Dexterity 2

Constitution 2

Intelligence 4 (1 from Artist Quality)

Perception 4 (1 from Criminal Quality)

Willpower 4 (1 from Artist Quality)

Qualities (10+2 from Drawbacks)

Artist (3)

Attractiveness +4 (4)

Criminal (Con Artist) (3)

Hard to Kill 2 (2)

Drawbacks (7)

Adversary (Rival Investigator) (1)

Bad Luck 2 (2)

Clown (1)

Covetousness (Mild Conspicuousness) (1)

Covetousness (Mild Lechery) (1)

Emotional Problems (Fears Commitment) (1)

Skills (25)

Acrobatics 0

Art 4 (1 from Artist Quality)

Computers 1

Crime 2 (1 from Criminal Quality)

Doctor 0

Driving 1

Getting Medieval 0

Gun Fu 0

Influence 6 (1 from Criminal Quality)

Knowledge 3

Kung Fu 2

Languages 0

Mr. Fix-It 0

Notice 4

Occultism 4

Science 2

Sports 2

Wild Card: Quantum Flux Nutrino Emmitter 2

Maneuvers	Bonus	Base Damage	Notes
Aiming	6	None	Adds SL to shooting roll
Dodge	3	None	Defensive Action
Kick	2	6 Bash	Could be Grappled
Punch	3	4 Bash	Bash
QFNE Shot	4	20	Fire Damage vs. corporeal targets
QFNE Lock	4	None	Grapples noncorporeal target

Background on the Former Cable Show Host

Yes, yes, I'm that guy from that show... No, the other show: True Tales of The Unknown. I used material from my books, along with some special effects knowledge I learned in film school to do "dramatic recreations" of "real supernatural events" only we didn't go to a lot of trouble to point out that they were simulated events.

I ran for two seasons on cable, then got canceled. I could never make the jump to the big time. The cracks had really started to show near the end. My credibility in academia and in the weird set was taking a hit. My books weren't selling too well, and the hits at my website were going down. The crowds at the conventions were getting thin, too. Then these guys approached me with a job offer. I'd heard of Spook Stoppers, of course. I was even thinking about doing a story on them before the axe fell. Hey, they were in New York, and I figured it'd be cool to expense a room at the Four Seasons. Now they were franchising, and some of my loyal fans were going to open up a local office.

The thing is... this stuff is real. I've been slimed. Multiple times.

The guys wanted me for my supernatural expertise, and at least I really do know some of it, but mostly what I'm good for is my people skills. I've never seen such a big bunch of geeks. They really know their stuff, but their stuff doesn't include topics like "diplomacy" or even "not sounding like crazy people."

Quote: "This? It's just one of our little toys. One of the little tools we use to track down spiritual manifestations. What does it do? Well, that's really technical..."

Roleplaying the Former Cable Show Host

You're mostly a con artist, but you've found yourself in the situation that all con artists fear – the real thing. Unlike the rest of the group, your first instinct is to look for the wires or mirrors instead of the mystical circles or etheric signatures.

You're okay at this occult stuff, but where you really shine is in people skills. You're good at figuring out what people are saying, what they're not saying, and what they want to hear. You're not half bad at figuring out how to tell people things they don't want to hear without getting into trouble.

All this researching and shooting and getting slimed is something you'd really rather avoid, but your credibility and Q rating are going up. It's too bad the franchise had to sign over all the film rights to Corporate.

As a note, you're not a very criminal "Criminal." With the Director's permission, you can alter the "Criminal" drawback to relate to manipulating people and earning money legitimately, rather than always needing to resort to petty theft.

New Spirit Rules

For Spook Stoppers, the Ghost rules need to be expanded slightly. For one thing, the term “Ghost” is kind of limiting. The Spook Stoppers go after all manner of supernatural invaders. Some are the returned spirits of the dead, but others are incorporeal demons, elementals, psychomache, or even more exotic beings. For another thing, Spook Stoppers tend to interact with spirits in different ways than other brave warriors of goodness. (And get paid better)

Spiritual entites still have only Mental Attributes, but since Spook Stoppers characters have reliable ways to do non-corporeal damage, they need Life Points... er... Death Points... um... whatever. Use Intelligence and Willpower instead of Strength and Constitution to calculate a spirit's Life Points. If you're in a hurry, doubling the Brains Score will still probably do. The big difference is that now a ghost hunter doesn't have to do all that damage in one shot. Spirits can now have Hard to Kill and Increased Life Points. Invulnerability is also available, but you should be cautious about using it. Resistance to Magic or Resistance to Traps is probably a better idea, in the long run. We'll get to that shortly.

Corporeal attacks can't damage spirits unless they've taken on physical form. Magical attacks and some superscience gizmos will do the job nicely, though. When a spirit is reduced to -10 Life Points, it disincorporates. In this state, it is unaware and unable to affect the world in any way. It recovers Life Points at the rate of Willpower per day unless it has some faster healing power. It remains helpless until it has recovered all its Life Points. That will buy you a few days of peace, but to really get rid of a spirit permanently, it must somehow be banished, imprisoned, or destroyed. Various spells, supernatural powers, and enchanted/superscience items can do the job.

On the other end of the damage giving/receiving cycle, Spirits use their Perception in place of Dexterity to determine actions per round, and some Spirits have Fast Reaction Time or Situational Awareness.

Spirit Powers

Spirits can do all kinds of weird stuff. Buffy and Angel both have some basic rules for Spirits. Almost any of the powers in the Monster Spawning section of Monster Smackdown will work with minimal effort. Optionally, you can ignore all this and use the rules from the Mystery Codex for WitchCraft and Armageddon. Just ignore all that stuff about Essence and apply a -2 penalty to each successive use of a power until the spirit has a chance to rest or otherwise recover its energies. Or don't. The spirits you're using as adversaries aren't Cast Members. They aren't likely to use their powers willy-nilly and wreck game balance. Who said life was fair?

Here are a few spirit-specific powers:

Embody

Spirits are generally incorporeal, only able to affect the world through their powers, but some can take on solid form. Being solid grants the spirit physical attributes, which makes laying the beat-down on annoying hunters easier and somewhat more visceral. Generally, a spirit gets Dexterity equal to its Perception, but that's not a hard and fast rule. Strength and Constitution depend on how powerful the body is supposed to be. Being solid has something of a down-side. The Spirit's is vulnerable to physical damage, though it might have Armor, Invulnerability, scads of Extra Life Points, or who knows what else. In a way, they get the worst of both worlds, since they're still vulnerable to things that normally harm incorporeal spirits. When the physical body is destroyed, the spirit can't form a new one until it has recovered all its Life Points. Most Spirits that can Embody don't really have much else in the way of mojo, so that can be irritating.

This power comes in four levels.

Squishy: The spirit is solid enough to pick up light objects, but not really what you'd call “solidly solid.” It probably looks somewhat amorphous, and might even be translucent. Physical attacks to the spirit do half damage, and slash/stab damage isn't doubled. On the other hand, the spirit's Strength and Constitution can be

no higher than 2 each.

I Can't Believe it's not Meat: The spirit's physical body is as tough as a normal body. It can have Strength and Constitution as high as 6. It probably looks solid, and is about human-sized. Physical attacks do full damage unless the spirit has other powers to reduce the damage, but piercing attacks like bullets probably don't get any multipliers, since internal organs are sort of optional.

Better than the Real Thing: The spirit can create a body of truly monstrous proportions. It could look like a giant hellhound with flaming eyes, or like a really hot woman wrapped in rock-candy. It could have Strength and Constitution as high as 10. Spirits with this level almost always have lots of physical powers associated with their bodies.

Daikaiju: The spirit's body is huge and vastly powerful. At this level, the body is almost always far larger than human. It can reach into skyscrapers and use flatbed trucks as roller skates. It could look like a really big human, a giant guy in a green lizard suit, or maybe a huge marshmallow man. It can have Strength and Constitution of 20 or more. The sky's the limit on what powers it might have. Near-Complete Invulnerability or three-digit Armor scores are common. So are attacks that don't so much do damage as just kill you if you're unfortunate enough to be hit by one. Fortunately, low Combat Scores are fairly common, since the huge monsters take a pretty severe penalty for aiming at tiny little insignificant bug like humans.

Energy Drain

Spirits with this power can feed on energy from the physical world to increase their power. Spirits can drain energy in different ways. Some might have special attacks that cause crippling fear or drain life energy. Others feed on magical energy. Still others can feed on electricity or fire.

Spirits can use the energy to heal their wounds, increase their power, or access powers they otherwise couldn't use.

Mojo

Mojo is sort of a general measure of a spirit's power. Each level of Mojo gives the spirit +1 to its rolls for using other powers (or imposes a -1 penalty on resistance tests for powers that the spirit doesn't have to roll). If you're using the Magic Box from Buffy, Mojo can be powered up in exactly the same way Sorcery can. Many spirits with a high Mojo were Sorcerers in life.

Possession

Possession is nine tenths of the law, and it's also a handy spirit ability. Spirits with the ability to Possess can take on physical form by fusing their essence with another person or object. Possession carries the same limitations that Embodying does. The spirit is now physical, and subject to physical damage. Anything that reduces its Life Points to -10 forces it to disincorporate. There are different flavors of this power:

Getting Personal: The spirit can try to take over a person's body. If successful, the spirit now controls a body, and frequently transforms it somewhat to make it more powerful. Possessed people often have extra Strength, Life Points, and other powers.

For stats, start with the possessed victim's physical stats and apply any bonuses. Use whichever is higher, the victim's Life Points or the spirit's. Harming the victim does hurt the spirit, but since the victim is likely to be a paying customer, that's not the best option. There are spells that can expel a spirit, and someone might be able to whip up a gadget that can suck it out. There's a slim chance that an Ectoplasmic Entrapment Module might work.

Possession isn't all wine and roses for the spirit. To possess a body, the spirit has to defeat the victim in a resisted test. The spirit rolls Willpower doubled. The victim rolls Willpower + any applicable bonuses, like Resistance to spirit powers, Telepathy, Sorcery, or Wild Card: Zen Mental Discipline. Iron Mind makes a victim immune.

Usually, once the spirit wins, it remains in control as long as it wants. A few circumstances

can change that, though. If the victim is forced to do something he really abhors (like something that violates his mental Drawbacks) he could get a re-test to at least temporarily wrest control from the spirit. At best, he'll win control for a number of Combat Turns equal to the Success Levels he scores minus the ones the spirit scores.

Spirit in a Material World: The spirit can possess a physical object, animating it. There's no roll involved. Spirits can often make items move without external power, and do things they might not ordinarily do. Some can actually change the object to some extent, like turning the hood of a possessed car into a gaping, metallic maw. The possessed object may have new powers, but it is generally not increased in material strength.

Haunt: Like the above, but bigger. A Haunting spirit possesses a whole building, and has great control over the contents. On the down-side, a Haunting spirit is locked into one place. Within its domain, though, it is a god. The spirit always knows where every person in the house is. Stealth is useless, but some magical or superscience techniques might allow a person to escape the spirit's notice. It gets a +2 on any relevant tests, though. (Or add 2 to its Brains score if you're using quick stats) Each room or hall is like a separate entity in terms of actions. It can split its consciousness among them almost without limit. So a Spirit with a Perception of 5 gets two actions per turn. If the Spook Stoppers foolishly split up, it would get two actions per turn in each room they entered.

A Haunting spirit has twice its Willpower in telekinetic Strength without ever needing to roll. It can roll Willpower doubled to get temporary bursts of additional Strength. But throwing stuff around is the least of its powers. It can animate objects, control the lighting, and even alter space and time within the house. Animated objects act like they're Possessed, except that destroying them does not force the spirit to disincorporate. It just loses that one object, temporarily.

Removing a Haunting spirit is incredibly difficult. There are several possibilities, but none of them are guaranteed. Destroying the structure is almost always a good option, but is probably going to be harder than using dynamite. The Haunting spirit can protect the house. In fact, sometimes the exterior structure is effectively invulnerable.

Sometimes, finding the spirit's original body and removing it will do the job. That presumes, of course, that the spirit had a physical body. A murder victim buried in the foundations of a house, reaching out for vengeance beyond the grave is a good candidate. The amalgamated, sentient pain of scores of inmates tortured for years in a corrupt mental hospital wouldn't be as amenable. Similar to the body option, some spirits are bound to the locations they Haunt by spells or talismans. In those cases, breaking the spell or destroying the talisman could remove the spirit.

Transform

This power allows a spirit to make changes in the physical world. Minor spirits rarely have this power. It's the province of powerful Haunting spirits recreating their last days on earth, immortal sorcerers recreating their magical empires, and returned gods warping the world to their whims. This is an awesomely powerful power. It often requires the spirit to gather energy in some fashion first.

Transform allows the spirit to change anything from the weather to the landscape to the people. Transformed people are not under the spirit's direct control, but might have their personalities changed so they're loyal minions.

The environment doesn't really have any way to resist – though it might be interesting to see what a Transforming spirit does to a Haunted house. People can avoid being Transformed if they can beat the spirit's Brains Score with a Willpower not doubled roll. Various resistances apply. Iron Mind will allow the victim to maintain his own personality and memories, but will not protect him from transformations of his body.

The scope of the transformation depends on the spirit. A ghost who was killed on a dark and stormy night might just be able to make it rain. An immortal Lemurian priest might be able to start turning the city around him into a replica of ancient Lemuria. A trickster god might be able to do just about anything, including making the city operate under the rules of cartoon physics. This power usually has limited range, requiring the spirit to somehow leave his mark on the territory he wants to transform, and transformations end

when the spirit is banished or trapped.

Sample Spirits

Here's some spooks to get you started. In the quick-stats below, numbers in parentheses are for when the spirit is embodied or possessing someone.

Poltergeist

The term "Poltergeist" means "mischievous spirit" in German. In the parapsychological field, "Poltergeist Activity" generally applies to minor spiritual goings on like floating furniture, breaking dishes, and bleeding walls. Often, it turns out that the real culprit is a psychokinetic teenage girl, but sometimes an actual spirit is involved. Poltergeists are very simple spirits, with roughly animal intelligence. They can be very cunning, but aren't likely to be sophisticated.

Poltergeists generally look vaguely humanoid, or at least have eyes, mouths, and arms and so on. They're not really malicious, but they can be pretty scary. Generally, as their name suggests, they're mischievous. They like to throw things around, mess things up, and generally be a nuisance. Often a particular poltergeist will have a favorite activity, like setting small fires, or breaking dishes, or stealing food.

Nobody knows exactly what poltergeists are, or why they exist. They seem to be attracted to places where the veil between the physical and spiritual worlds is thin. At times of mystical convergence, levels of poltergeist activity will increase.

Name: Poltergeist

Motivation: Ghouls just want to have fun

Critter Type: Spirit

Attributes: Str (2), Dex (4), Con (2), Int 3, Per 4, Will 2

Ability Scores: Muscle (10), Combat 13, Brains 12

Life Points: 30

Drama Points: 2

Special Abilities: Embody (Squishy), Flight, Invulnerability (near complete)

Maneuvers			
Name	Score	Damage	Notes
Dodge	13	None	Defensive action
Slime	13	None	Icky

Kathleen

Some people really love their cars. Sometimes those cars really love them back. And other times, weird stuff just happens. "Kathleen" is a spirit of automotive elitism, born from the psychic energy of a guy who just really loved his muscle car entirely too much, and died of a stress-induced aneurism while stuck in rush-hour traffic. Now Kathleen prowls the night, enacting righteous vengeance on all those other idiots on the road.

In spirit form, she can appear variously as an angelic (but kind of scary) woman, or a lovingly restored '57 Chevy Convertible. In those forms, she can't really do much. But she has another option. She can possess a car, and transform it into a monster. She can't do it alone, though. In her phantom guise, she visits a likely young car enthusiast, and seduces him with dreams of speed and power. Over a few weeks, Kathleen becomes the boy's world. He goes out and buys a vintage car and starts restoring it. As he does, Kathleen gradually fuses her energy with the car. When the restoration is finally finished, she controls it completely.

After that, it's only a matter of time.

Kathleen attacks "Bad Drivers," which is to say anything that doesn't go as fast as she wants to go, or otherwise annoys her. She will also run down pedestrians on the street, but will not attack pedestrians on the sidewalk, or chase them off the street longer than one turn. (The old girl can't quite stop on a dime)

Name: Kathleen

Motivation: Get those morons off the road

Critter Type: Spirit

Attributes: Str (8), Dex (6), Con (8), Int 3, Per 5, Will 6

Ability Scores: Muscle (22), Combat 16(18), Brains 14

Life Points: 46 (85 DC)

Drama Points: 4

Special Abilities: Armor (10) (car only), Hypnosis

(3), Increased Life Points (car only), Increased Speed (200/80) (car only), Natural Weapons (Str x 4), Possession, Regeneration: Con/Hr. (applies to the car).

Maneuvers			
Name	Score	Damage	Notes
Dodge	18	None	Defensive Action
Slam/Tackle	22	10 per 10 mph	Car hitting someone
Hood Chomp	16	32	Slashing damage
Door "Punch"	18	16	Bashing damage

Draj the Ruiner

Draj is a spirit of pestilence, chaos and doom, the end of civilizations, the falling of monuments unto dust. No sane human summons Draj, which means it has been done several times during human history. Fortunately, summoning Draj is difficult in the extreme. It requires massive accumulation of mystical energy, which must be focused in a gateway built according to the proportions of sacred geometry. Then a demonic ritual is performed, which sunders the barriers between what is and what is not, and Draj steps through the rift.

The summoning of Draj is heralded by the arrival of his two Champions, Skexx the Unraveler, and Gorz the Berzerker. Skexx and Gorz spread chaos and ruin, while preparing for the ritual that will summon their master. Then Draj comes, in the wake of a terrible storm, and if he is not stopped, he will destroy all civilization, for as long as the energy that summoned him holds out. The greater the energy spent to summon him, the longer he can remain. Back in the dark ages, this wasn't too big a deal. Even an unstoppable demon can't do all that much damage in less than a day, but now we've got nuclear reactors, quantum theory, and all kinds of things that can be converted to mystical energy. A potential world-destroying cult could easily whip up enough juice to summon Draj for a week or more, particularly using mystical geometry and modern physics to construct a magical capacitor, say maybe in a high rise apartment complex, perhaps.

When Draj appears, he normally looks like a powerful warrior in armor as dark as night, with

glowing red eyes hidden in his shadowy helm. But he can assume any form he chooses, often picking one that will be significant to the culture he is destroying. For instance, a giant green lizard wouldn't be out of the question.

Draj is powerful enough to do just about whatever he wants. The PCs can't really hope to best him in any kind of straight-up fight, and he's not going to go down from a pansy little steamboat hitting him, either. To defeat him, they'll need to be very clever, or very lucky. There are certain ancient rituals to prevent his coming, or to banish him, but Spook Stoppers tend to prefer science. Various special devices can be modified in highly dangerous ways to create conflicting dimensional resonances or reverse vortex polarities. None of that is covered in the manual, and doing it generally voids the warranty.

The stats below are for a pretty weak Avatar of Draj. He can take on vastly more powerful forms.

Name: Draj the Ruiner

Motivation: Destroy everything

Critter Type: Spirit

Attributes: Str -, Dex -, Con -, Int 15, Per 15, Will 15

Ability Scores: Muscle (31), Combat (31), Brains 31

Life Points: 150

Drama Points: 5

Special Abilities: Embody (Even Better than the Real Thing), (or Possession, if you prefer), Increased Life Points, Natural Ranged Weapon (energy blast), Regeneration (Will per Turn), Just about anything else you want.

Maneuvers			
Name	Score	Damage	Notes
Break Neck	31	60	Bashing damage
Catch Weapon	26	None	Ranged defensive action
Energy Blast	31	60	Pistol range
Grapple	33	None	Impairment varies
Parry	31	None	Defensive action
Punch	31	30	Bashing damage
Toss	28	15	Must Grapple first; Bashing damage

Skexx the Unraveler

Skexx is the first Herald of Draji. She always chooses to possess a female, and if the presented vessel isn't pretty enough to meet her standards, she'll pick one of her own. While preparing for the Master's arrival, Skexx will also spread chaos in the form of destroying trust and sundering relationships. She also dominates a few choice servants who keep things running when her little hobby starts making the doomsday cult too dysfunctional to bring about the end of the world.

In spirit form, Skexx appears as a nearly skeletal woman with long, stringy hair. She wears scant, diaphanous robes that would look really attractive on someone with more meat on her bones.

Name: Skexx

Motivation: Hurt the ones you love

Critter Type: Spirit

Attributes: Str (5), Dex (7), Con (5), Int 8, Per 8, Will 8

Ability Scores: Muscle (16), Combat (26), Brains 27

Life Points: 80

Drama Points: 3

Special Abilities: Chaos Power (relationships), Hypnosis (3), Increased Life Points, Possession (Getting Personal), Natural Weapon (Str x 4 Claws), Regeneration (Will per Turn)

Maneuvers			
Name	Score	Damage	Notes
Claw Attack	26	20	Slashing damage
Dodge	26	None	Defensive action
Jump Kick	23	18	Bashing damage
Kick	25	12	Bashing damage
Parry	26	None	Defensive action
Spin Kick	24	14	Bashing damage

Skexx is the brains of the outfit. Gorz is a blunt instrument. Skexx sends him to destroy stuff that could be a threat to the plan. Otherwise he gets bored and finds stuff to destroy on his own.

Gorz likes to possess strong men, but he's not picky. Whatever body he takes gets big, honkin' physical stats, even if it looks like a ninety eight pound weakling. Sometimes his host isn't even human, in which case it is magically transformed into a generally humanoid shape.

Gorz is contemptuous of civilization. This sometimes leads him to underestimate those he doesn't consider worthy warriors. He might settle for tossing them around a little, rather than rending them limb for limb. This usually lasts until they do some real damage, by, say, blasting him with concentrated Neutrino Emitter fire.

Name: Gorz

Motivation: Ravage, Pillage, Plunder, Maim

Critter Type: Spirit

Attributes: Str (10), Dex (6), Con (10), Int 2, Per 2, Will 2

Ability Scores: Muscle 26, Combat 26, Brains 9

Life Points: 150

Drama Points: 3

Special Abilities: Increased Life Points, Natural Weapons (various Str x 4 Slashing), Possession (Getting Personal), Regeneration (Con per Turn)

Maneuvers			
Name	Score	Damage	Notes
Decapitation	21	Varies	Total damage x 5
Disarm	24	None	Resisted by Parry
Dodge	26	None	Defensive action
Grapple	28	None	Impairment varies
Head Butt	24	20	Bashing damage
With spikes		40	Slashing damage
Melee Weapon	26	Varies	
Parry	26	None	Defensive action
Punch	26	20	Bashing
With claws		40	Slashing damage
Toss	22	10	Must Grapple first; Bashing damage

Gorz the Berzerker

Gorz is not a subtle entity. He likes to fight. He'll pause in the fighting to drink and wench if the mood strikes him, but mostly he likes to fight.