

Species, Breed: Dead

Type: Spirit, Poltergeist

Class: Dead.

Align: 01-50: Evil, 51-00: Good.

Gender: 01-50: Female, 51-00: Male.

Level: 01-02 = Ancient, 03-06 = Greater, 07-00 = Lesser

Ancient: 60th. + 2-D20

Greater: 31st. + 1-D30

Lesser: 1-D30 (roll 1-D10: 1-5 = roll stands as is, 6-10 = +1 to the D -30).

Number encountered: 1

Experience points: 10 x level.

Characteristics For Ancient, Lesser and Greater Poltergeist.

Awareness: 45

Charisma: Not applicable.

Constitution: Not applicable.

Coordination: Not applicable.

Dexterity: Not applicable.

Intelligence: 40

Mental-strength: 80

Strength: Not applicable.

Wisdom: 35

Movement:

Flying: 6 This movement is only an awareness, not actual movement.

Grounded: 6 This movement is only an awareness, not actual movement.

Swimming: 6 This movement is only an awareness, not actual movement.

Luck: None.

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions

3 Mind Touches / 1 space (5') / See: "Special Offences" / Mind Touch ability.

Damage-Points: Roll 1-D10 per level.

Treasure:

10+ Only found in its permanent abode. If treasure is found, it will be on those victims who are currently in the Poltergeist's abode (they can be living or dead, it does not matter (for once one falls into the clutches of this creature, forever it remains -- for good or ill). It will be solely up to the discretion of the G.M. if any other creatures are within the Poltergeist's abode, and what those creatures are.

%Roll needed to have money and treasure Not applicable.

None. The Poltergeist is neither a creature of flesh and bones, nor of spirit; it is a creature of mind.

If found in its permanent abode roll on the following chart:

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 2-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 70+ to have 1-D8

Uncommon: 76+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

Note: Any Treasure found will be found within the Poltergeists abode.

Description:

Annihilation Strike?: No.

Description: The height, weight, color, texture, hair and eye color, etc. it strictly a matter of what the Poltergeist wishes to be seen as, for it has endless forms.

Dislikes: Psychics (unless he or she is an ally).

Disposition: The Poltergeist is a spirit that retains its strength by the possessing of a structure. Any damages that the Poltergeist causes, by the use of its abilities, will be strictly up to the discretion of the G.M. The poltergeist will rarely kill its victim (unless it feels mortally threatened or endanger of losing its possession of the structure it dwells within. The Poltergeist can manifest itself in many shapes and forms. Use the body type of another creature as you need. In essence, the Poltergeist can form any shape and size it wishes.

Fears: Divinationists and Psychics (unless of course they are aligned with them).

Habitat: Structures (especially very old ones).

Immunities: Mental and Physical attacks that are considered non-spiritual.

Life-span: Immortal.

Likes: Possessing structures. The Poltergeist needs to possess an edifice, for by doing so enhances and brings to life its abilities; otherwise it has very minimal power. Without a structure of its own it cannot wax to its full potential.

Needs: Unknown.

Note: None.

Special Abilities: ***Animate:*** This ability will enable the Poltergeist to influence 1 to 12 objects about an area (i.e., slide bounce, topple, break, soar, dance, levitate, etc.). The number of objects that can be manipulated is the current level of the Poltergeist x3 (level #1 = 3 objects, level #2 = 6 objects, level #3 = 9 objects, etc.). Duration: 3-36 turns (roll 3 D-12). Useable: This ability can be used 3 times / Fortnight. ***Illusion:*** Can be formed at will, but only within the structure the Poltergeist currently possesses. These illusions appear to be real, but are not. They are used to confuse and manipulate. There are many many uses for this ability. Duration: Permanent or temporary as the Poltergeist wishes. Useable: Illusion can be used at will, but no more illusions can be sustained than the current level of the Example: A level #3 Poltergeist can sustain Roll 1-D6: 1-2 = 1, 3-4 = 2, 5-6 = 3 Illusions at any given time. At L#6 1-6 can be maintained, etc.

Special defenses: Resistances = 50% to Spiritual and Mental-Attacks.

Special offenses: ***Manifestation:*** Will form an illusion so powerful that it will unfold within the corporeal, physical, earthen plane: Duration: 1-10 turns (roll 1 D-10). Useable: 1 time per 3-36 hours (roll 3 days.-12). Add up the numbers; this is the # of the Poltergeist must wait before it can, once again, use Manifestation). There are but two means of overcoming Manifestation: (1) Defeat it by means of combat or wise choices (G.Ms. discretion). (2) Each person present must close his or her eyes, shutting out the visual sight of the Manifestation. When this is done, a successful avoidance-roll vs. "Faith" will then be rolled for. If successful the Manifestation, and all its influence will fade away. ***Note:*** If a person is wounded by the Manifestation two consecutive "Faith" checks must be successful, or it will not fade away. Another who has overcome this living nightmare can give support to another still within its grips. If this is done, one (and not two) "Faith" check will be sufficient to overcome its influence. ***Delusion:*** This ability will cause a person experience a phenomenon. This experience will be the choosing of the poltergeist. The power in this ability is that it is real to the victim (sight, smell, feel, etc.), yet, not physically threatening: Duration: 720 turns (1 hour) or as Poltergeist wishes. Useable: At will, yet one single Delusion can exist at one time. This ability is primarily used for: (1) Communication between an individual and Poltergeist. (2) To compel an individual out of the structure. ***Example:*** A woman, who has travelled far, seeks out shelter from the threat of rain. She finds and enters into an old abandoned mansion she deems sufficient to keep the rain at bay. Sharp claps of lightning light up the old mansion ominously. Each time the lightning flashes she remembers the layout and moves into the center of the floor, silently reassuring herself there is nothing her but her fears. Soon she has picked out an area where she unshoulders her pack and unties her bedroll. Quickly spreading it out, she nuggles into it for the night . . .

. . . the Poltergeist is instantly aware of the woman as she enters. It studies her curiously as she makes preparations for the night. As it observes her, it decides it does not care to have her there. It resolves to communicate its feelings, waiting until she is just drifting into slumber, so as to make a significant impact. As the woman eyes almost close, it uses the ability of Delusion. It decides that it will portray the old wooden floor to be a bed of writhing serpents. That will do the trick nicely. In general, women hate snakes . . .

. . . the woman feels a tingling sensation that causes the hairs at the back of her neck to itch, as if suddenly she was not alone. Abruptly, something moves beneath her, causing to jump up with a high-pitched shriek. But cannot see for the darkness. Maybe the boards are loose or broken, she considers, or maybe she was dreaming one of those dreams that catch a person off guard; like when you suddenly fall and jump out of half-sleep. She waits for lightning to flash so she can see. And just before the lightning flashes, she feels movement beneath her feet! She jumps at the feel as the light reveals the entire floor covered in slithering, entwining, snakes . . .

. . . as the woman exits from the old mansion the Poltergeist, once again, becomes at ease, savoring its indifferent existence within its domicile so safe and restful . . .

. . . as the woman recklessly stumbles from the mansion, half paralyzed by the horror of this ordeal, she feels the jaws of death itself snapping at her heels; she knows she will not survive. An hour later, drenched and exhausted, she falls to the muddy earth and loses what little food is in her stomach. Lightning flashes dangerously close, half blinding her. After dry heaving until her stomach muscles begin to contract, she curls up into a ball, gritting her teeth and

begins to shiver uncontrollably. She cannot remember slipping into the grasping clutches of the unending nightmares
... END OF EXAMPLE

Susceptibilities: A Phantom Spirit's relative has great emotional impact upon it. This influence can directly link the Spirit of the deceased with the relative. If a Phantom Spirit destroys its own relative, it will feel his or her misery forever. When in the presence of a relative that does not fear its departed kin, a Phantom Spirit will actually feed on his or her confidence, being comforted. This succor will calm and strengthen the Phantom Spirit's self control. A true relative can physically touch its own kin (i.e., hold its hand, embrace, etc.) though only about 75% of the normal physical contact will be felt. The more distant a relative is the less physical and emotional support that can be given. At approximately the 7th generation, a Phantom Spirit will feel almost no soothing effects (other than the slightest comfort of knowing it is near a loved one).

Weapon susceptibility: Mind weapons can only effect this creature (Discretion of the G.M.)