



STRANGLIGHT WORKSHOP PART II

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The Strangelight Workshop is a private institute that investigates and resolves incidents of occult phenomena. Most often the services of the Strangelight Workshop are contracted for a price, but the organization sometimes conducts its own investigations and may do *pro bono* work if there is a high chance of gathering rare information of interest to the Strangelight Workshop. The organization is primarily interested in study of otherworldly entities, particularly grymkin, infernals, and the disembodied dead. They also investigate matters of the occult and black magic. However, such “mundane” cases generally lie outside the core interests of the Strangelight Workshop and are undertaken only for the purpose of garnering monetary compensation or when pertinent to other research. The Strangelight Workshop is primarily active in Cygnar and Ord, where it has small branch offices in several cities, but it has agents and contacts scattered across all of western Immoren.

The mysterious industrialist Jacob Strathmoore founded the Strangelight Workshop in 593 AR. Strathmoore, known as a brilliant mechanik and inventor, became obsessed with the occult world of spirits and supernatural phenomenon and made research of it his top priority in life. He transformed the massive estate, Blackwell Hall, into the nexus of his organization and poured unfathomable amounts of gold into developing new machines and techniques for observing, recording, and capturing supernatural entities.

Strathmoore may be the founder and patron of the Strangelight Workshop, but its members seldom see him. Some even believe him to be vanished or dead. Instead, a handpicked team of top-level agents manages the Workshop and its duties, working under the scrutinizing eyes of Commander Banning Keller, the Workshop’s second in command.

The basic unit of the Strangelight Workshop is the field team. Comprised of several specialists under the guidance of a lead investigator, field teams investigate claims of the supernatural on the Workshop’s behalf—and they negotiate any payment for dealing with a supernatural entity, should one be discovered. Several field teams are in operation across the Iron Kingdoms, scattered between minor chapterhouses in major cities and Blackwell Hall itself.

CHARACTER CREATION

Your character is your persona in the Strangelight Workshop, a member of a field team through which you’ll fight to uncover the supernatural mysteries of the Iron Kingdoms, do battle against the disembodied dead, and earn enough gold to make a living.

Characters created for a Strangelight Workshop game do not follow the conventional rules of character creation. After selecting a race (*FMF Core Rules*, pp. 108–114), do not select an archetype or two careers. Instead, use the following steps.

- **Select Background:** Choose one of the available Backgrounds. A character can have only one Background.
- **Select Calling:** Choose a Calling. A character can have only one Calling. Calling also determines a character’s **breaking point**. A character’s Calling may change over the course of their career (see “Choosing a Calling”).
- **Choose a Profession:** Choose a Profession. A character can have only one Profession. A Profession determines a character’s starting abilities, skills, and gear.
- **Increase Stats:** Spend three improvement points to increase the character’s stats, up to racial maximums.
- **Purchase Equipment:** If you have any additional gc from your background or profession to spend, you can use it to purchase equipment on p. 74 or from the *Full Metal Fantasy Core Rulebook*.
- **Character Advancement:** Strangelight characters use a unique character advancement table included in this document.

All characters start the game with 1 Reputation point (after all, they had to have done something in order to convince the Workshop to offer them the position).

BACKGROUND

Nearly every member of the Strangelight Workshop, both the numerous field agents and the senior members of the organization, started their lives on another path. The Workshop is a small and esoteric society considered by many to be a collection of lunatics, scam artists, or eccentrics obsessed with unsavory occult matters. Typically, the people who join up with it only do so after a transformational experience related to the supernatural world (see “Calling,” p. 58). These people are the ideal candidates for the Strangelight Workshop, as they are willing to leave behind their old lives and throw themselves into uncovering the secrets of hauntings, grymkin, infernals, and other occult matters.

The fact that most members lived very different lives before becoming members has its advantages. The diversity of backgrounds among the Strangelight Workshop members provides the organization with a wide range of experience and skills to draw on. This is particularly valuable among field agents. The best research can miss a key element of an investigation, so having agents able to comprehend a range of complications and tasks is vital to success. While not an official policy, the people responsible for accepting new field agents review a potential candidate’s background, hoping to expand the Workshop’s broad base of skills, knowledge, and abilities.

CHOOSING A BACKGROUND

Your character’s Background represents what they did prior to joining up with the Strangelight Workshop and in part determines the character’s capabilities in game. A character can only have one background, and it must be chosen during character creation.

Each background provides unique benefits in the forms of skills, abilities, equipment, or other valuable resources. Your character begins the game with all benefits listed in the chosen **Background**.

Academic

You spent your life in the academic field. You might have been a professional student from one of the many prestigious universities of the Iron Kingdoms, a professor devoted to an esoteric field of study, or a self-taught student who spent years poring over rare books in scattered shops and lamp-lit back rooms. Your experience as an academic gives you a critical eye and a broad knowledge base.

Starting Resources: You start the game with a pen and ink, bottled light, blank notebook, collection of esoteric research notes (choice of +1 to Lore [extraordinary zoology], Lore [supernatural], or Research rolls), and the constant belief that the pen is mightier than the sword.*

**Note: It isn’t, usually.*

Connections (Academic): You maintain connections in the academic world that you can call upon in times of need, such as a professor at a local university or a librarian in charge of an important archive. Aid can come in the form of access to

otherwise restricted university libraries, assistance in dealing with research topics, or simply a place to crash in a dormitory while out on assignment.

Scholar: When you gain occupational skills through character advancement, you gain 1 additional occupational skill.

Adventurer

Your life has always been one thrilling exploit followed by another. As you wandered across the Iron Kingdoms in search of fortune and glory, you became adept at overcoming dangerous situations, using your wits and a growing assortment of skills to deal with whatever crossed your path. Your experiences abroad have made you quick thinking and resourceful.

Starting Resources: You start the game with an armored greatcoat, a melee or ranged weapon worth up to 20 gc, a traveling pack filled with miscellaneous and possibly useful items gathered over your career, 20 gc, and a seemingly endless number of stories, some of them passably amusing.

Sounds Familiar: Your life of adventure has made you familiar with all sorts of unusual information. Once per session, with the Game Master’s permission, you may spend a point of Reputation to recall an obscure piece of trivia that may point the team to the next clue or allow you to learn an item of lore associated with a single creature.

Well-Traveled: You have accumulated a variety of skills in your travels. You begin the game with 1 point in a single Military Skill and two different occupational skills of your choice. Add your chosen skills at level 4 to your list of potential military and occupational skills.

Craftsman

You are good with your hands and have developed a trade for yourself. Whether through formal education, apprenticeship under a master, or pure self-motivation and grit, you have become proficient at your craft. You might have been an innovative mechanik who spent years toiling away in your workshop, a skilled gunsmith who fabricated weapons for the Cygnaran Armory, or a jack-of-all trades with experience in multiple fields. Your proficiency as a craftsman lets you intuit practical solutions to problems and gives you an eye for detail.

Starting Resources: You start the game with goggles, a mechanik’s apron, reliable tools (counts as mechanik’s toolkit), and a desire to make the finest quality whatever-it-is you make.

Reliable tools: You have a set of reliable tools from your time as a craftsman. You can reroll 1s when making Craft or Mechanical Engineering rolls made using the mechanik’s toolkit you begin the game with. This replaces the toolkit a Mechanik character starts the game with.

Good with Your Hands: You begin the game 1 skill point in three Craft skills. Choose from the following list: carpentry, gunsmithing, metalworking, stoneworking, tailoring, or tanning. Add Craft (chosen specialties) 4 to your list of potential occupational skills.



Criminal

You spent time as a criminal. You might have been a former pickpocket who worked with a gang of paupers to survive, a second-story man who broke into the bedrooms of the rich and privileged while they slept, or a simple thug who hurt people on a crime boss' orders. Your experience allows you to move in the criminal underworld and affords you special talents that may come in handy while on assignment.

Starting Resources: You start the game with a suit of dark clothing (+1 to Sneaking rolls), a set of thief's tools, and a lingering desire to amass ill-gotten gains.

Connections (Criminal): You maintain connections to the criminal underworld that you can call upon in times of need, such as with a low-level criminal boss in the city or with a gang of young guttersnipes living in the street. Assistance can come in the form of information about comings and goings on the streets, surveillance of specific subjects, aid breaking into a particular location, or a secluded hideout if you need to lay low for a while.

Tools of the Trade: You start the game with a selection of appropriate tools from your old life. Choose two of the following: crowbar, disguise kit, grappling hook and 25' rope, spyglass, or three smoke bombs.

Scapegrace: You start the game with Sneak 1 and your choice of Deception 1, Escape Artist 1, Forgery 1, Lock Picking 1, or Streetwise 1. Add Sneak 4 and your chosen skill at level 4 to your list of potential occupational skills.

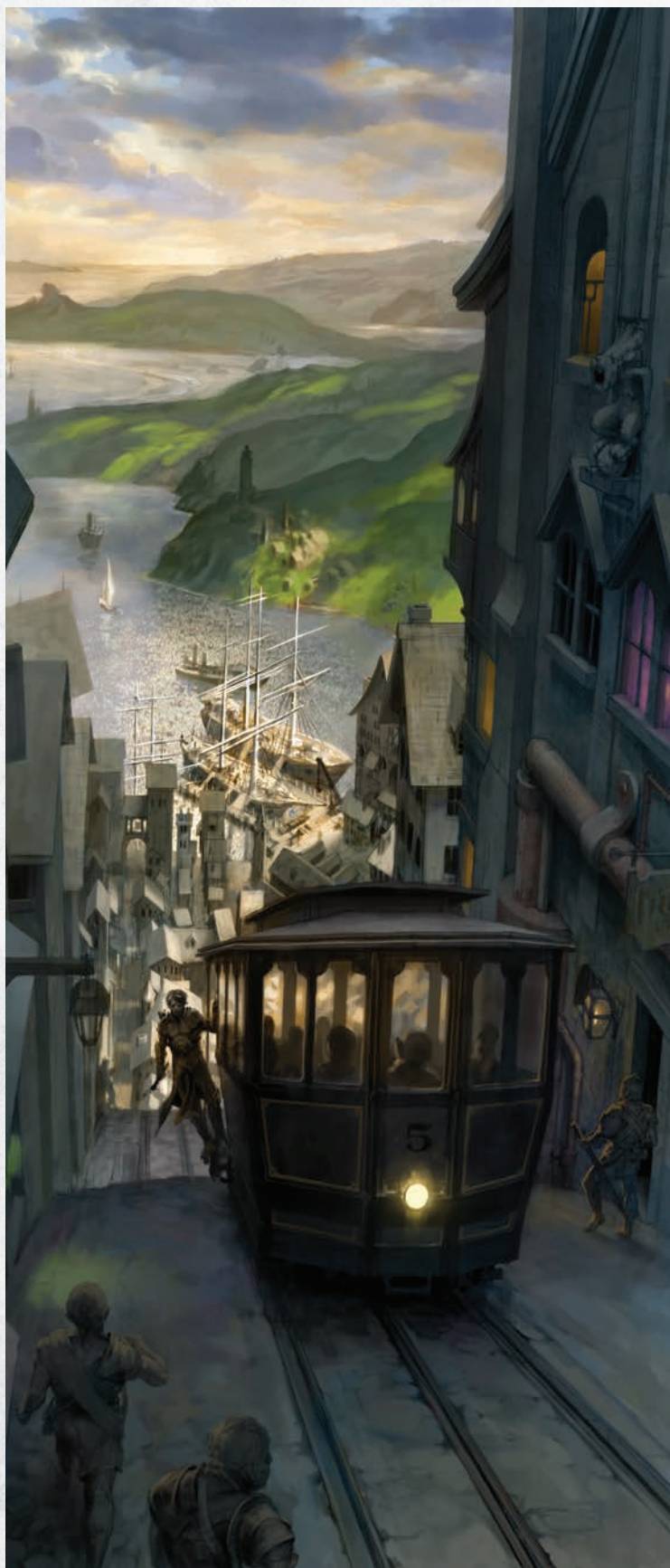
Diplomat

You spent time in diplomatic circles and are familiar with complex social interactions. You might have been a negotiator working on behalf of a merchant house like the Mateus or Mercarian League, assigned to aid a foreign dignitary, or worked in the halls of city government arbitrating deals between the city fathers. Your experience as a diplomat gives you a silver tongue and the ability to talk down even hostile individuals while out on assignment.

Starting Resources: You start the game with a suit of fine clothes (+1 to non-Intimidation social rolls), supplies for drawing up contracts and diplomatic letters (pen, ink, parchment, wax, and signet ring or stamp), and the misguided belief that people can all just get along.

Language Arts: You start the game knowing two additional languages.

Diplomatic: You start the game with Etiquette 1, Law 1, and Negotiation 1. Add Etiquette 4, Law 4, and Negotiation 4 to your list of potential occupational skills.



Medical

You served in the medical field for some time. You might have been a doctor working in a city's clinic, a battlefield medic helping treat the wounded on the front lines, or a traditional healer combatting illnesses and injuries with poultices and teas in the wilderness of western Immoren. Your time as a healer gives you experience in treating a wide range of injuries, physical or otherwise.

Starting Resources: You start the game with bottled light, a surgical kit, and a working knowledge of what people look like on the inside.

Emergency Aid: With a surgical kit, you can treat an injured living character as a full action. Make a Medicine skill roll against a target number of 14. If the roll succeeds, an incapacitated character adjacent to you regains 1 vitality point and may reroll any Injury table result, choosing which of the results are applied to the character.

Medical Training: You start the game with Medicine 1 and Rapport 1. Add Medicine 4 and Rapport 4 to your list of potential Occupational skills.

Military or City Watch

Having served in your nation's armed forces or town militia, you are no stranger to death and horror. You might have been part of the frontline infantry, fighting in the trenches at the fore of battle, an officer used to commanding others while under pressure, or a member of the city watch who protected the citizens of your hometown. Your experience affords you a stern resolve and fighting prowess beyond that of most Strangelight agents.

Starting Resources: You start the game with a uniform, military-issue pack and personal equipment, sword, second weapon (choose one: blunderbuss with five rounds of ammo, military rifle with five rounds of ammo, or repeating pistol with fifteen rounds of ammo), and the knowledge of what it sounds like when someone dies.

Connections (Military or Watch): You maintain connections in the military or city watch that you can call upon in times of need. Your connection might be a supply sergeant at the local garrison, a former commanding officer, or a soldier-turned mercenary living in the city. Assistance can come in the form of access to otherwise restricted areas, a supply of ammunition that "goes missing," or even the temporary loan of a piece of military hardware. Watch contacts may afford some leniency with minor legal transgressions.

Military Training: You start the game with Hand Weapon 1 and your choice of Pistol 1, Rifle 1, or Law 1. Add Hand Weapon 4 and either Pistol 4, Rifle 4, or Law 4 to your list of potential Military and Occupational skills.

Occult

You have a past as part of the darker occult world of the Iron Kingdoms. You might be a former—or current—member of an unsavory organization devoted to dark powers, the onetime victim of a cult who was rescued by the Strangelight Workshop, someone with a desire to learn more about gaining power over the supernatural world, or someone just fascinated with a particular secret occult order's beliefs. Your experience with the occult gives you a greater familiarity with the supernatural and related subjects than most new Workshop agents.

Starting Resources: You start the game with a book filled with occult lore (choice of +1 on Lore: Occult or Lore: Supernatural rolls), symbol of faith, ritual dagger, 10 black candles, and a constant sense of dread and impending doom.

Connections (Occult Group): You maintain connections to an active or disbanded occult group that you were either once a member of or that you otherwise had affiliation with. This might be to the group as a whole or a single member. If you are not an active member, this group may be wary of your presence, but in times of need you can call upon them to aid you. Assistance from your connection can come in the form of information related to the occult, a hidden ritual space, or even materials vital to occult activities, up to and including kidnapped individuals. If you are not an active member of an occult group, this assistance frequently comes with a catch. Your connection may ask you to perform certain favors or errands for them, like destroying evidence that would reveal the group to the Strangelight Workshop.

Sensitive: You possess the ability to feel when the arcane, the occult, and the otherworldly are near. In the presence of these forces, your skin prickles and your blood gets colder. You can detect magical, ghostly, and otherworldly energy in your Command range, but you do not know the source of such energy or its precise location.

Noble

Born to a life of privilege and culture, you are well prepared to traverse the upper echelons of society. While brought up with the strictest schooling, you also had the spare time and resources to delve into knowledge normally forbidden to others. Your connections among the nobility often prove an asset to your lower-born companions, who rely on you to wield the rules of etiquette and sophistication like a weapon.

Starting Resources: You start the game with a rapier or sword cane, a suit of fine clothing (+1 to non-Intimidation social rolls), 100 gc, and a sense of superiority due to the strength of your link to noble bloodlines.

Birthright: Your noble upbringing affords you special consideration. Unless you are caught red-handed while committing a crime, most city watch members assume you're permitted to travel where you want and to flaunt normal social conventions. When you travel, you can secure accommodations for yourself by using your family name—provided you aren't speaking with someone who hates or distrusts your family line, like an innkeeper in an enemy nation.

Connections (Nobility): You have connections among the nobility that you can call upon in times of need. This is likely due to your noble blood, but your connection can also come in other forms, such as a family your own was close with. Assistance can come as access to a noble estate or invitation to an exclusive function, introductions to high-society individuals, or even a "small loan" of a hundred gold crowns to help get you back on your feet in times of trouble. Nobles tend to be a touchy group obsessed with appearances, so your connection may turn their back on you if you cause any trouble for them, like ranting about the supernatural at a society function.

Religious

Your faith has always been an important part of you. This may have led you to joining the clergy or merely proselytizing to anyone who would listen. You might follow the creed of Cyriss, Menoth, Morrow, or even Tamar, and you may have been a member of the priesthood or simply a fervent believer. Your faith gives you an unwavering resolve in the face of even supernatural dangers and acts as a guiding light in all you do.

Starting Resources: You start the game with a book of scripture (+1 on Lore: [Your Religion] rolls), a symbol of faith appropriate for your religion, incense or anointed oil, and a perhaps mistaken belief that your god has your best interests at heart.

Blessing of Faith: You gain boosted Willpower rolls to resist Terror caused by profane and unholy entities such as the undead, infernals, and magic. In addition to regaining Willpower by fulfilling your Calling, you regain 1 point of lost Willpower for each night spent in prayer or attending religious services.

Connections (Your Religion's Clergy): You maintain connections in the clergy that you can call upon in times of need, such as a mid-level priest at a local church, a religious scribe working in a monastery, or another servant of your religion. Assistance can come in the form of access to church structures, sanctuary from pursuers, and aid in treatment of matters physical, mental, or spiritual.



CALLING

The *Strangelight Workshop* is intended to be a character-driven game focused on the exploration of mysteries. As a result, one of the core elements of character creation is a character's Calling. A character's Calling is what drove the character to join the Strangelight Workshop in the first place, and it is the reason the character risks life, limb, and sanity in the exploration of the unknown. This job is not for everyone, and each character's motivations are very personal.

At the most basic level, a Calling is a window into your character and provides a solid hook for you to understand the character you are playing. A Calling also has an effect on how a character manages to regain composure following repeated exposure to dreadful and dangerous supernatural phenomenon, and it determines what happens to the character when they have been pushed past their limit by such encounters.

CHOOSING A CALLING

A character can only have one Calling. A character's initial Calling is selected during character creation but, based on significant events over the course of a character's career that cause a change in the character's perspective on the supernatural world, with Game Master approval the player may select a new Calling.

A character's Calling helps determine when the character regains lost Willpower (see NQP 01) and determines their breaking point.

Example: Josh's character is the sole survivor of a nasty investigation involving an infernal soul stalker. Josh decides he wants to replace his Mercenary Calling with the Survivor Calling to reflect the trauma of the encounter and how it affects his point of view. The Game Master approves, so Josh's character updates his Calling and uses Survivor to determine his Willpower recovery and Breaking Point from that point on.

PURSUING YOUR CALLING

By pursuing their Calling, a character gets in touch with the reasons they are still a part of the Strangelight Workshop and gains a bonus to the amount of Willpower restored during down time. The specific activities required to gain this bonus are unique to each Calling.



BREAKING POINT

When a character loses their last point of Willpower, that character hits their **breaking point**. Each Calling has multiple ways that breaking points can be expressed. The player chooses which breaking point a character enacts when the character hits their breaking point. If a character cannot fulfill the parameters of their breaking point, that character can act normally but must immediately add 3 Dread points to the Game Master's pool.

Hitting the breaking point is stressful and can have long-term consequences. After the third time a character hits their breaking point and every three times thereafter, the character suffers a permanent one-point reduction of their Willpower point maximum. This represents the ongoing psychological scars such events have on an individual. Note that this reduction does not affect the character's Willpower stat.

Should a character be reduced to a Willpower point maximum of 0, the character becomes permanently mentally scarred. This can manifest as mania, catatonia, or any number of other maladies, but the consequences are the same: that character can no longer be a part of the Strangelight Workshop and will bear mental and spiritual scars for the remainder of their days.

CALLINGS

Altruist

Cannot be a starting Calling.

You have grown much since you first joined the Strangelight Workshop. Through your experiences, you have learned to set aside past traumas and to protect others from the sorts of dangers you have faced. Now only your sense of good will toward others acts as your motivation. While laudable, this will probably just get you killed faster.

Pursuing Your Calling

For every full hour of downtime you spend helping others at Blackwell Hall or a Strangelight chapterhouse to complete simple tasks or chores, add +1 to your roll to restore lost Willpower.

Breaking Points

Good Samaritan: When you hit your breaking point, you must spend your next activation aiding the nearest ally who is also suffering from their breaking point, is incapacitated, or is below their total vitality.

Emotional Appeal: When you hit your breaking point, you must spend your next activation making a Rapport roll in an attempt to reason with a hostile character with the highest available EP value, regardless of whether or not you can communicate with the character.

Death Wish

Cannot be a starting Calling.

You have lost everything that ever mattered to you. You're a hollow shell of the person you once were. Even revenge seems pointless now. The only thing you have left is to spend your remaining days confronting the strange and unnatural forces that ruined your life in the hopes that those forces will someday get lucky and finish the job.

Pursuing Your Calling

For every full hour of downtime you spend away from others to silently brood, add +1 to your roll to restore lost Willpower.

Breaking Points

Take Me Instead: When you hit your breaking point, you must spend your next activation making boosted Rapport rolls against any supernatural creature in your Command range engaged with any other living character. If the roll is successful, the target creature must attack you instead of its original target.

Into the Fray: When you hit your breaking point, you must end your next activation closer than you began it to a source of potential danger.

Doomsayer

You've always been called negative, a killjoy, or just a plain old pessimist, but you know that in the end you'll always be proven right. Engaging with the supernatural is risky business, and in your mind, nothing gets someone killed faster than naiveté. Still, the more one can learn about what goes bump in the night, the greater the chance the common person might have of going about their quiet lives out of harm's way. In the end, you feel that's the least you can do before the inevitable oblivion that awaits us all.

Pursuing Your Calling

For every full hour of downtime you spend reading about the distressing events occurring around the Iron Kingdoms, add +1 to your roll to restore lost Willpower.

Breaking Points

I Told You So: When you hit your breaking point, you must spend your next activation trying to convince another character that you are right, either about your assessment of the present situation or about a course of action to address it.

If This Is the End: When you hit your breaking point, you must spend your next activation doing one important thing before you die. This can include drinking whatever alcohol is nearby, declaring your secret and undying love for another character, or fulfilling some other equally embarrassing final wish.

Fanatic

What once may have been considered a healthy—if unusual—curiosity for the paranormal has transformed into a full-blown obsession. Whether due to constant stress or growing delusions of grandeur, you have been consumed by the need to be in contact with the supernatural. Everyone around you grows increasingly worried about you, and you do not have the heart to tell them the truth, which is: they should be.

Pursuing Your Calling

For every full hour of downtime you spend badgering other characters about the supernatural, add +1 to your roll to restore lost Willpower.

Breaking Points

I Must Know: When you hit your breaking point, you must spend your next activation asking direct questions to the nearest supernatural entity. If the creature cannot communicate verbally, you must try to interpret its physical mannerisms as some form of answer.

Euphoria: When you hit your breaking point, you are overcome by uncontrollable delight at the thrill of witnessing the supernatural. You must forfeit your movement or action on your next activation.

Glory Hound

You've always known that true immortality belongs to the innovators and trailblazers who redefined the borders of human knowledge. You resolve to be counted among their number and know that your best path to glory is within the Strangelight Workshop. With this in mind, you have committed yourself to being a pioneer of occult research, either in actuality or—at the very least—in the eyes of others.

Pursuing Your Calling

For every full hour of downtime you spend taking part in actions that could be bragged about later, add +1 to your roll to restore lost Willpower.

Breaking Points

Autobiography: When you hit your breaking point, you must spend your next activation expounding on your greatest personal accomplishments to any and all characters within earshot. Greatly exaggerating these accomplishments beyond all reason is to be expected and encouraged.

Parting Shot: When you hit your breaking point, you must spend your next activation attempting to gain a hold of the team's lumitype and take one final spectragraph of yourself with the most impressive-looking supernatural creature within sight.

Infiltrator

You have been tasked by a clandestine employer to infiltrate and learn as much as you can about the Strangelight Workshop, its methods, and its secret goals. Through guile and deception, you have managed to find a place in a Workshop field team, hoping to survive each mission and report back to your benefactors. You should devise a plausible cover to explain your interest in the Strangelight, inventing a backstory as appropriate.

Pursuing Your Calling

For every full hour you spend writing reports and contacting benefactors, add +1 to your roll to restore lost Willpower.

Breaking Points

Confession: When you hit your breaking point, you must spend your next activation attempting to confess your true motives to another member of the team. Make a Willpower roll against a target number of 16. If the roll succeeds, you only need to hint at your deception. If the roll fails, you must confess some truth about your true reasons for being there to the nearest team member. You may automatically succeed on this roll by generating d3 Dread points.

The Better Part of Valor: When you hit your breaking point, you must spend your next activation trying to flee or hide from any supernatural entities.

Pact Bound

Through incredibly desperate or foolish circumstances, you have found yourself caught in a pact with dark supernatural entities. In a last-ditch effort to save what remains of your soul, you joined the Strangelight Workshop, hoping to find a solution to your predicament before you become the subject of one of their next cases.

Pursuing Your Calling

For every full hour you spend researching lore on how to escape the dark pact threatening their immortal soul, add +1 to your roll to restore lost Willpower.

Breaking Points

Offering of Knowledge: When you hit your breaking point, you must spend your next activation offering any equipment, prototypes, or critical Workshop secrets you know to the nearest supernatural creature with the highest INT score.

Offering of Blood: When you hit your breaking point, you must spend your next activation attempting to force an ally to confront a source of danger in the hopes that the death of another might spare your own life.

Pantomath

To you, the pursuit of knowledge is the highest calling. Rather than constrain yourself to mere academics, however, your passion stems from a visceral desire to unravel the deeper mysteries of the world. In your mind, anything can be understood and rationally explained, no matter how bizarre or extraordinary a situation may initially appear. In times of great mental stress, these same motivations can cause you to withdraw into your intellect, leading you to compulsively make observations at the expense of personal safety.

Pursuing Your Calling

For every full hour of downtime you spend researching general occult lore, add +1 to your roll to restore lost Willpower.

Breaking Points

Annotation: When you hit your breaking point, you must spend your next activation observing and taking notes, spectragraphs, or otherwise recording your observations of a supernatural phenomenon. This may include moving to a better vantage.

I Must Know: When you hit your breaking point, you must spend your next activation asking direct questions to the nearest supernatural entity. If the creature cannot communicate verbally, you must try to interpret its physical mannerisms as some form of answer.

Professional

Cannot be a starting Calling.

After years of experience in the field, you have learned to separate your personal feelings from the realities of what must be done to finish an assignment. While some might call you heartless, you know all too well that casualties are a part of the job. You get up every day knowing that you will receive a new assignment, you will complete that assignment, and at least one person will survive to report back to your superiors in the Strangelight Workshop.

Pursuing Your Calling

For every full hour of downtime you spend in study and drilling on proper Workshop procedures, add +1 to your roll to restore lost Willpower.

Breaking Points

Nothing Personal: When you hit your breaking point, you must spend your next activation taking actions that directly revolve around completing the current assignment, ignoring the plight of your allies for the good of the mission.

Proper Procedure: When you hit your breaking point, you must spend your next activation attempting to force teammates to follow relevant Strangelight training and procedures for this situation.

Sentimentalist

Like many who seek a place in the Strangelight Workshop, you have lost loved ones to the supernatural. Unlike most, you believe there is a way to get your loved one back. Through rigorous study and intensive field research of knowledge available only to Strangelight teams, you believe you are inching ever closer to being reunited with those loved ones you lost and miss.

Pursuing Your Calling

For every full hour of downtime you spend researching occult lore that may aid in reconnecting with your lost loved one, add +1 to your roll to restore lost Willpower.

Breaking Points

Wistful Remembrance: When you hit your breaking point, you must spend your next activation backing away from conflict or taking cover as you are overwhelmed by mournful contemplation of a lost loved one. This can include obsessing over an image or item that once belonged to that person.

Despair: The realization that you will never see your loved ones again is too much to bear. When you hit your breaking point, you must spend your next activation collapsed in a heap on the floor. You count as being prone.

Survivor

You suffered at the hands of the supernatural even before you were aware of its existence. Though similar experiences would cause most people to shrink from further contact with the supernatural and the inexplicable, you will not let fear control you. You know the best way to stay safe is to learn more about these strange threats and confront them, but if things get too intense, you're not above making a break for it.

Pursuing Your Calling

For every full hour of downtime you spend planning how to handle worst-case scenarios on the field, add +1 to your roll to restore lost Willpower.

Breaking Points

Going Unnoticed: When you hit your breaking point, you must spend your next activation keeping one other character between you and any supernatural dangers. If the only available movement would place you out in the open, you become stationary instead.

The Better Part of Valor: When you hit your breaking point, you must spend your next activation trying to flee or hide from any supernatural entities.

Thrill Seeker

What's the point of life if you never truly live? This motto has taken you far and wide across the Iron Kingdoms. Over the years you have undertaken challenges that others would consider foolish, all for the sake of a good story. Having tested yourself against most conventional thrills, you now seek the supernatural, hoping to gain that rush of adrenaline in new and unbelievable ways.

Pursuing Your Calling

For every full hour of downtime you spend partaking in dangerous or foolhardy activities, add +1 to your roll to restore lost Willpower.

Breaking Points

Into the Fray: When you hit your breaking point, you must end your next activation closer than you began it to a source of potential danger.

Trash Talk: When you hit your breaking point, you must spend your next activation verbally antagonizing any and all supernatural entities within earshot, daring them to attack you.

Vendetta

Some say revenge is a dish best served cold, and if that is so, then your blood must be ice. You lost a loved one to a supernatural entity or suffered the effect of such a creature yourself. Whatever the cause, you have a ceaseless need to right the wrong done to you by preventing it from happening to anyone else or by helping to imprison whatever occult creatures cross your path. Under most circumstances, you are able to act rationally, even when confronted with such beings, but when exposed to too much you are prone to seeing red and losing control as you attempt to destroy any specter, shade, or other similar creature you encounter.

Pursuing Your Calling

For every full hour of downtime you spend learning about the supernatural focus of your vendetta, add +1 to your roll to restore lost Willpower.

Breaking Points

Reckless Assault: When you hit your breaking point, you must spend your next activation conducting an all-out offensive, using whatever abilities and equipment that might prove most useful, even if holding off on them would prove to be more tactically sound.

Never Again: You will not allow the tragedy that set you on your path to occur again. When you hit your breaking point, you must spend your next activation trying to attack a supernatural creature with the highest EP value.

PROFESSION

Over the course of its existence, the Strangelight Workshop has refined its field teams into a number of dedicated roles or professions. Each team member contributes to an investigation or operation in a unique way, and over the course of an investigation, all play a part in the team's success. If a field team loses one of its members, the Workshop is reluctant to field the remaining agents until the missing role is filled. Certain circumstances prevent the Workshop from filling a role, such as when a team is operating far from the Workshop's support structure or when a particular investigation must be completed before a new candidate can be secured. Upon the team's return to a chapterhouse or to Blackwell Hall, a new recruit is slotted into the open position as soon as possible.

A traditional field team consists of one member of each profession, but that isn't always the case. Certain branch offices support smaller teams, and there may be specific investigations suited to these groups, particularly when the Workshop is gathering initial research or following up on the work of other agents. Some teams manage to get by with unusual combinations of the typical professions, and certain extremely dangerous tasks have necessitated merging teams or adding unusual specialists to the mix.

In addition to the dedicated members of a field team, the Strangelight Workshop often brings in outside consultants. These individuals are typically experts in a field related to a particular investigation. While not true members of the Workshop, many consultants have longstanding relationships with the organization and members of its upper echelon. Such consultants are often paid by Blackwell Hall for their work, though in some cases they may be compensated in other ways or might even volunteer their services. In some circumstances, a consultant will have more field experience than the team for which they consult.

After selecting your character's Background and Calling, choose your profession. Your profession determines not only your role in a field team but also the skills and abilities you have the opportunity to master over the course of your career—should you survive.

CONSULTANTS

In addition to the above professions, with Game Master's approval a player can play a consultant to the Strangelight Workshop, one built using traditional character creation rules. Note that these characters have access to a greater number of skills and abilities than Strangelight characters, as well as having Archetypes and related abilities. This can make a consultant a formidable character in relation to the field agents.

Consultant characters do not start with a Reputation score. At the Game Master's discretion, a consultant can gain (and lose) Reputation to denote their respect and standing with the Workshop and its leadership. Consultants cannot expend Reputation to acquire benefits or gear in the same way as actual members.

A player who chooses to play a consultant should talk with the Game Master to determine an appropriate Calling and Breaking Point for the character. Due to a lack of training, when a consultant suffers Willpower damage, the character suffers double the normal amount.

CHARACTER ADVANCEMENT

As your character's XP total grows, you have the opportunity to enhance their talents and attributes. Character advancement takes place between game sessions. If a character is awarded enough XP to gain an advancement, you must select the advancement before the next game session; you cannot save XP for later.

Refer to the Character Advancement Table to see what advancements are available to characters as their XP totals grow.

WORKSHOP PROS

A field agent who survives multiple encounters with the supernatural becomes a pro. Things that would send a new recruit running in fear no longer phase such pros, and they have a bevy of experience to draw upon.

The following benefits are available to characters of any profession but can only be selected at 24, 50, 100, and 150 XP by selecting the Workshop Pro Character Advancement.

Cross-Training: Choose any 2 occupational skills and 1 ability from a Profession other than your own. Treat your selections as if they were options available to your own Profession. Some abilities are restricted and cannot be taken by any other Profession.

Mental Toughness: When you suffer Willpower damage due to supernatural phenomenon, reduce the amount suffered by d3 points.

Trustworthy Test Case: Reduce the Reputation cost of all gear and prototypes by half (rounding up).

Lucky Charm: When you roll a critical success on a skill or attack roll, you may choose to gain 1 feat point, give another character 1 feat point, or reduce the total current Dread by d3.

CHARACTER ADVANCEMENT TABLE

| XP TOTAL | CHARACTER ADVANCEMENT |
|----------|---------------------------------------|
| 2 | +2 occupational skills |
| 4 | +1 ability or military skill |
| 6 | +1 Stat |
| 8 | +2 occupational skills |
| 10 | +1 Willpower point |
| 12 | Dread counter |
| 15 | +1 Stat |
| 18 | +2 occupational skills |
| 21 | +1 ability or military skill |
| 24 | Workshop Pro |
| 27 | +2 occupational skills |
| 30 | +1 Willpower point |
| 33 | +1 ability or military skill |
| 36 | +1 Stat |
| 39 | +2 occupational skills |
| 42 | +1 ability or military skill |
| 45 | +1 Stat |
| 50 | Veteran level and Workshop Pro |
| 55 | +2 occupational skills |

| XP TOTAL | CHARACTER ADVANCEMENT |
|----------|--|
| 60 | Dread counter |
| 65 | +1 Stat |
| 70 | +2 occupational skills |
| 75 | d6+2 Reputation or Salary Increase |
| 80 | +1 Willpower point |
| 85 | +1 Stat |
| 90 | +2 occupational skills |
| 95 | +1 ability, connection, or military skill |
| 100 | Epic Level and Workshop Pro |
| 105 | +2 occupational skills |
| 110 | d6+2 Reputation, Salary Increase, or Dread counter |
| 115 | +1 Willpower point |
| 120 | +1 Stat |
| 125 | +2 occupational skills |
| 130 | +1 ability, connection, or military skill |
| 135 | +1 Stat |
| 140 | +1 Dread counter |
| 145 | +2 occupational skills |
| 150 | Workshop Pro |

+2 occupational skills – Choose two new occupational skills from your character's Background or Profession. Instead of adding a new skill, you can increase the rank of an occupational skill your character already has by 1. If you choose to do this with both new occupational skills, you can increase the rank of one skill by 2. Remember the skill rank limits: a Hero character can have skills up to rank 2, a Veteran character can have skills up to rank 3, and an Epic character can have skills up to rank 4.

+1 military skill – Choose a new military skill from your character's Background or Profession or increase the rank of a military skill your character already has by 1.

+1 ability – Choose a new ability from your character's Profession.

+1 Stat – Increase one of your character's primary or secondary stats by 1. You cannot increase a stat beyond its maximum allowable value, and you cannot increase a secondary stat higher than the primary stat that governs it.

+1 Willpower point – Increase your character's maximum Willpower points by 1.

Dread counter – Choose one of the skills your character is trained in. Successful rolls involving that skill no longer generate Dread.

D6+2 Reputation – Your character immediately gains additional reputation equal to the rolled amount.

Salary Increase – Increase your character's salary by 1 increment.

Workshop Pro – You may select a single Workshop Pro benefit.

BOUNCER

The bouncer's primary role in a Strangelight Workshop team is to protect the physical bodies of the other agents, but just as often the bouncer serves as a general pack mule and muscle for the group. Bouncers are expected to hold back anyone who might try to interfere with the other team members, such as irate property owners, victims of possession, or angry members of the Order of Illumination. In this role, they need to be just as capable of avoiding violence as inflicting it, since they are often required to deescalate conflicts. They are expected to be physically strong and capable of intimidating innocent bystanders in order to keep them out of harm's way.

Bouncers are often the newest members of a team with the least exposure to the supernatural world, and the higher-ups in the organization view them as cheap, expendable laborers. Fellow field agents tend to hold bouncers in a higher regard, thanks to them being some of the only team members able to deal with mundane threats to life and limb. They often work closely with the team mechanic, helping organize and carry gear.

Starting Abilities: Ignorance Is Bliss, Sentry, Stand Your Ground

Starting Skills: Hand Weapon 1 and choice of Great Weapon 1 or Unarmed Combat 1, Detection 1

Starting Assets: Armored greatcoat, club, Strangelight goggles, 25 gc

Starting Salary & Salary Increment: You start the game with a salary of 25 gc a month and gain a 25 gc bonus for successful investigations. When you receive a salary increase, increase your monthly salary and bonus amount by 25 gc.

Skills: Bribery 2, Interrogation 4, Hand Weapon 4, Great Weapon 4, Negotiation 3, Streetwise 4, Unarmed Combat 4, General Skills 4



ABILITIES

Barricade

Prerequisite: STR 6

You can force even crowds to back off when you hold your ground. When you are engaged in melee with one or more characters, as an action you can make a contested STR roll against the highest available enemy STR. If your roll succeeds, you push all enemies of equal or smaller size engaged with you 12 feet (2") directly away in the order you choose.

Bulwark

Prerequisite: STR 6 and either Hand Weapon 2, Great Weapon, or Unarmed 2

When you make a free strike, gain an additional die on the damage roll. If you damage the target, it is knocked down.

Head-Butt

Prerequisite: STR 5, Unarmed Combat 2

Instead of making a normal Unarmed Combat attack, you can spend 1 feat point to make a head-butt attack.

Make an unarmed melee attack roll against a target. If the attack hits, the target is knocked down and suffers a damage roll with a POW equal to your current STR. A character with a larger base is not knocked down by a head-butt attack.

Ignorance Is Bliss

Prerequisite: None

Either due to stubborn skepticism or naïve inexperience, you gain +2 Willpower.

Sentry

Prerequisite: None

The Bouncer gains +1 to initiative rolls. Additionally, once per round at the start of your activation, select from one of the following bonuses:

- **Patrol:** At the end of your activation, you can move up to 30 feet (5").
- **Escort:** While within 12 feet (2") of you, friendly characters gain +1 to DEF and ARM.
- **Crowd Control:** Once per turn, on a successful melee attack made against an enemy, after the attack is resolved you can make an additional attack against another target in melee range.
- **Look Out:** You and friendly characters currently in your Command range gain boosted PER rolls against characters attempting to sneak or surprise the team.

Stand Your Ground

Prerequisite: None

If you would be moved by a push or slam, you can spend 1 feat point to not be moved instead and cannot be knocked down by the slam.

Stern Resolve

Prerequisite: You have hit your breaking point at least three times

When you lose your last point of Willpower and would hit your breaking point, roll a d6. On a roll of 5 or 6, you immediately regain 1 point of Willpower. This ability cannot be used again until you spend at least a full night fulfilling your Calling.

Thrill of the Fight

Prerequisite: None

When you incapacitate an enemy with a melee attack, regain 1 point of Willpower.

Take Down

Prerequisite: None

You can use Take Down anytime you incapacitate another character with an attack and while the incapacitated character is in your melee range. The incapacitated character regains 1 vitality point and is no longer incapacitated but is manacled, tied up, unconscious, or otherwise out of action for the rest of the encounter. Depending on how the incapacitated character was taken down, the character may be restrained or unconscious following the combat portion of the encounter.

CALLER

The caller is an individual who is able, with the assistance of specialized equipment, to draw in and communicate with specters and other entities. The caller's role on the team is to speak with spirits, trying whenever possible to glean insight into what is causing them to linger in the physical world. When required, the caller helps guide a spirit to pass on to Urcaen. This has the dual benefit of putting a lingering soul to rest while allowing the passage to be observed and recorded for further study by the Strangelight Workshop.

Arguably the most specialized and difficult to qualify for member of a team, callers are unusual individuals with a strong connection to the spirit world. All have had direct contact with one or more spirits before joining the Workshop, and this experience either revealed or catalyzed a latent sensitivity to the supernatural. Callers can sometimes see or hear things others cannot, which can be mistaken for madness. Their attitudes to spirits run the gamut, from those who take pity on lost souls and want to send them to their final rest to bitter individuals who hate or resent the spirits for terrifying the living.

Starting Abilities: Commune with Spirits, Struggle of Wills, Reinforce Will

Starting Skills: Lore (occult) 1, Oratory 1, Rapport 1

Starting Assets: Ghost hood & carrying case, 50 gc

Starting Salary & Salary Increment: You start the game with a salary of 100 gc a month and gain a 75 gc bonus for successful investigations. When you receive a salary increase, increase your monthly salary and bonus amount by 50 gc.

Skills: Deception 4, Etiquette 4, Hand Weapon 2, Oratory 2, Pistol 2, Rapport 4, Seduction 2, General Skills 4



ABILITIES

Commune with Spirits

Prerequisite: Caller

You have the ability to communicate with ethereal spirits, regardless of language or cultural barriers. Some spirits may become more powerful and even dangerous after such communication. While wearing an active ghost hood, by forfeiting your movement or action you can enter a trance to interact with spirits. Spirits you commune with can be spoken with as if they were alive, though their mental states are unpredictable and their memories are often sketchy and scattered. While communing with a spirit, that spirit focuses its attention on you.

Commune with Spirits II

Prerequisites: Caller, Willpower 13, guided 10 or more souls to Urcaen

Gain boosted Rapport rolls when you attempt to help a spirit move to the other side.

Stern Resolve

Prerequisite: You have hit your breaking point at least three times

When you lose your last point of Willpower and would hit your breaking point, roll a d6. On a roll of 5 or 6, you immediately regain 1 point of Willpower. This ability refreshes after you spend at least a full night recuperating.

Struggle of Wills

Prerequisite: Caller

While wearing an active ghost hood, by spending a combat action you can try to erode the will of a ghost, target of possession, or another similar target. Choose any ghost or similar target you are aware of in your Command range and makes a contested Willpower roll. The loser of the Willpower roll suffers Willpower damage equal to the difference in the two rolls. Creatures with an INT of 1 or lower reduced to 0 Willpower are removed from play. Targets with a higher Willpower are stunned and must forfeit either movement or action on their next activation or until they have 1 or more Willpower, whichever comes first.

Spirit Flare

Prerequisite: Willpower 12

When you suffer damage from an enemy attack you can spend between 1 and 3 points of Willpower. For each point spent, any incorporeal creatures in your Command range suffer d3 damage.

Spiritual Ally

Prerequisites: Caller, Commune with Spirits, Rapport 3, successfully aided one or more spirits in previous cases

Spirits friendly to you will come to you aid against other, malevolent entities. These spirits protect you from possession or supernatural attack.

While you are in a trance, a spirit lingers nearby to protect you. This can be a spirit you have peacefully encountered in the past or the spirit of a former companion who watches over with you. Discuss with the Game Master the specific identity of your spiritual ally or allies.

Your spirit ally targets any specter, shade, or other incorporeal dead hostile to you that enters your Command range. While your spiritual ally is present, such entities roll 1 fewer die on attack, spell, and ability rolls that target you.

Reinforce Will

Prerequisite: Caller

Once per round while in combat and wearing an active ghost hood, you may select one friendly character currently in your Command range. That character heals d3 points of Willpower.

Reinforce Will II

Prerequisite: Caller, Reinforce Will, Veteran Tier

Increase the amount of Willpower healed to d6.

Whispers from the Darkness

Prerequisite: Does not possess the Spiritual Ally ability, one or more teammates have died

You think you can still hear the voice of one or more of your former companions. Their whispers do not come often, but when they do, it is usually in an effort to protect you and help to keep you safe.

Once per day, you can add d3 Dread points to the Game Master's pool in order to gain one of the following benefits.

- **Don't Give Up:** Your dead teammate whispers motivation to you, inspiring you to stay strong. You immediately gain 1 feat point.
- **Look Out!:** At the start of initiative, you hear whispers to warn you of impending danger. You gain an additional die on your initiative roll and discard the lowest result.
- **Remember what I told you. . . :** A dead companion whispers guidance about how to perform a specific task. For one round, you gain 1 skill point in one of the Starting Skills of the profession of a dead teammate.
- **Stay Alive:** Your dead teammate encourages you to stay alive, giving you the motivation to keep fighting. You regain a number of vitality equal to the Dread rolled to use this ability.

INVESTIGATOR

The investigator's role in a Strangelight Workshop team is to observe and record data, interpret information the team uncovers, and act as a guiding voice to the team's efforts. Investigators tend to be the most inquisitive members of a field team and often take on de facto leadership roles. They are often the core member around which a team is formed—even smaller Strangelight teams almost always include an investigator.

One of the most important jobs the investigator performs is to document any observations the team makes via extensive notes and the lumitype. Images captured with a lumitype are the subject of much study by Blackwell Hall, and providing new information about the nature of the afterlife or supernatural entities can make a new investigator's career.

Starting Abilities: Keen Eye, Logical Explanation, True Grit

Starting Skills: Cryptography 1, Detection 1, Forensic Science 1, Lore (occult) 1

Starting Assets: Lumitype and 10 blank spectragraphs, notebook, pen and ink, Strangelight goggles, 50 gc

Starting Salary & Salary Increment: You start the game with a salary of 100 gc a month and gain a 75 gc bonus for successful investigations. When you receive a salary increase, increase your monthly salary and bonus amount by 50 gc.

Skills: Alchemy 4, Command 2, Forensic Science 4, Hand Weapon 2, Law 2, Negotiation 4, Pistol 3, Rapport 2, Research 4, Tracking 4, General Skills 4



ABILITIES

Astute

Prerequisite: Detection 1

You can reroll failed Detection rolls. Each failed roll can be rerolled only once as a result of Astute.

Headstrong

Prerequisite: INT 6

Your powerful mind is difficult for others to control. The COST of any spells that would force you to perform an action increases by 2, and you may make a contested Willpower roll against the character targeting you in order to resist any abilities that would force you to perform any action against your wishes.

Keen Eye

Prerequisite: Investigator

You can add 1 Dread point to the Game Master's pool to spot a clue missed due to a failed Detection roll. This ability can be used a total of three times in a scene. Each additional time you use this ability, the Dread cost increases by 1.

Logical Explanation

Prerequisite: Investigator

You can use a quick action to try to rationally explain a current source of horror and make an INT roll against a target number of 11. On a successful roll, all friendly characters currently in your Command range restore 1 point of lost WILL. Logical Explanation can be used only once per scene.

Outfox

Prerequisite: INT 6, the character has been knocked out or incapacitated by a melee attack more than once

When an enemy hits you with a melee attack, add 1 Dread point to the Game Master's pool and make an INT roll. If your roll total is higher than the attack roll, the attack misses. After using this ability, you cannot use it again until you are hit with a melee attack.

Quick Study

Prerequisite: INT 5

You are adept at quickly picking up new skills and talents. You can use any skill you have observed in practice for at least fifteen minutes or that has been instructed to you by someone proficient in the skill. For one hour, you treat the skill as if you had 1 point of training in it. Quick Study can be used only once per day.

Shutterbug

Prerequisite: AGL 4, you have taken more than 10 spectragraphs

You are familiar with the intricacies of lumitypes. You can reload a lumitype as a free action and take a spectragraph as a quick action.

True Grit

Prerequisite: Investigator

When you fail a Willpower roll, you can spend 1 feat point to succeed instead.

JAMMER

Perhaps the most uniquely Strangelight profession, the jammer evolved as a role in teams after numerous casualties resulting from encounters with hostile spirits and other supernatural creatures. The jammer is a fighting specialist who confronts specters head on, outfitted and trained to intercept and incapacitate them. As with the bouncer, the jammer's focus is on keeping the team safe and allowing more academic members to do their jobs. This requires restraint—it is easier for a jammer to botch an investigation than for any other member of the team. A ghost that is obliterated too quickly tells no tales.

Since the caller is the team member who attracts the attention of spirits and helps make them tangible, they are in special peril, and it is the jammer's top priority to protect the caller by wrangling threatening supernatural entities. The jammer uses specialized equipment that shields the field agent from incorporeal entities and can physically interact with specters and other spirits.

Starting Abilities: Commune with Spirits, Struggle of Wills, Reinforce Will

Starting Skills: Lore (occult) 1, Oratory 1, Rapport 1

Starting Assets: Ghost hood & carrying case, 50 gc

Starting Salary & Salary Increment: You start the game with a salary of 100 gc a month and gain a 75 gc bonus for successful investigations. When you receive a salary increase, increase your monthly salary and bonus amount by 50 gc.

Skills: Deception 4, Etiquette 4, Hand Weapon 2, Oratory 2, Pistol 2, Rapport 4, Seduction 2, General Skills 4



ABILITIES

Bob & Weave

Prerequisite: Unarmed Combat 2

As a quick action, you can move up to 18 feet (3"). During this movement, you gain +3 to DEF against free strikes.

Fight Through the Horror

Prerequisite: Jammer

You can spend 1 point of Willpower to add an additional die to any melee damage rolls made against supernatural enemies or threats for the turn.

Ghost Puncher

Prerequisite: Jammer

While engaging a supernatural creature, the Jammer gains one additional attack or quick action, chosen at the start of the character's activation.

Hammer Strike (a.k.a., "Ghost Puncher II")

Prerequisite: Ghost Puncher, Unarmed 3

You throw caution to the wind, attempting a powerful strike that leaves you open to reprisal. For the round, double your STR when determining the P + S of your unarmed attacks. Until the start of your next round, you suffer -2 DEF.

Nerves of Steel

Prerequisite: Jammer

At the end of each of your activations, you heal 1 point of Willpower.

Oh No You Don't!

Prerequisite: Jammer

The Game Master must pay double the Dread points when activating the Dread abilities of a supernatural creature within your melee range.

Self Sacrifice

Prerequisite: Unarmed 2, at least one companion has been grievously injured by a supernatural creature

When a friendly character within 6 feet (1") of you is hit with a melee attack, you can choose to be hit instead.

Thrill of the Fight

Prerequisite: None

When you incapacitate an enemy with a melee attack, regain 1 point of Willpower.

MECHANIK

The mechanic's role in a Strangelight Workshop team is to operate and maintain much of the finicky and often hazardous gear the team uses in the field. This task requires a great deal of technical know-how and a healthy dose of intuition, luck, and courage. Mechanics are responsible for handling the Strangelight projector itself, making them invaluable during an investigation. Investigations may require other bulky gear for them to manage and maintain, and they often require the assistance of the bouncer.

Mechanics and investigators are usually the most heavily trained and experienced members of a given team, in part because they are less often directly in harm's way and their protection is vital for the team to endure and succeed. Mechanics receive considerable hands-on training by senior agents regarding the essential Strangelight equipment, learning them from the inside out. They must become familiar with sometimes-esoteric tools and the myriad ways experimental gear can fail as well as how to restore them.

Starting Abilities: Percussive Maintenance, Problem Solver, Technical Expertise

Starting Skills: Mechanical Engineering 1, Rope Use 1

Starting Assets: Mechanik's apron, mechanik's toolkit, Strangelight goggles, 40 gc

Starting Salary & Salary Increment: You start the game with a salary of 80 gc a month and gain a 60 gc bonus for successful investigations. When you receive a salary increase, increase your monthly salary and bonus amount by 40 gc.

Skills: Craft (metalworking) 4, Great Weapon 2, Hand Weapon 4, Lock Picking 2, Mechanical Engineering 4, Pistol 2, Research 2, Rifle 2, Rope Use 4, General Skills 4



ABILITIES

Cast Iron

Prerequisite: Mechanical Engineering 2

Years of banging your knuckles, skull, and joints on machines during repairs have toughened you up. You gain a +1 ability bonus to ARM.

Demolish

Prerequisite: Mechanik, Mechanical Engineering 3, Percussive Maintenance

When you increase or decrease a construct, machine, or other object's vitality with Percussive Maintenance, roll d6+1 instead of d3+1.

Gearhead's Touch

Prerequisite: PER 4, Mechanical Engineering 1, you have rolled on the catastrophic failure table at least three times

When you roll on the catastrophic failure table to determine a prototype's catastrophic failure, roll twice and choose the result.

Technophile

Prerequisite: Mechanical Engineering 2

Even if you've never seen an item before, you have a pretty decent idea of how it works. If you spent a full action studying a weapon or item that requires a skill you do not possess, you can make an INT + Mechanical Engineering roll against a target number of 14. If the roll succeeds, you can use your Mechanical Engineering skill in place of the required skill for the remainder of the encounter.

Technical Expertise

Prerequisite: Mechanik

The Game Master must pay double the amount of Dread in order to cause equipment wielded by the Mechanik to malfunction or fail.

Percussive Maintenance

Prerequisite: Mechanik

If this character has adequate tools, the character can make a Mechanical Engineering roll against a target number of 12 to repair or sabotage constructs, machines, and other objects within reach.

The character can increase or decrease the target's vitality by d3+1 points.

Problem Solver

Prerequisite: Mechanik

By spending a full action and making a successful Mechanical Engineering roll against a target number of 14, the Mechanik may remove a single Complication from a scene. The player must provide a narrative reason for the Complication removal, and the Game Master must approve it.

Weapon Specialization ['jack wrench]

Prerequisite: Hand Weapon 2

You are familiar with wielding a heavy mechanik's wrench as an improvised weapon. You ignore the attack roll penalty for using a 'jack wrench and gain +1 to damage rolls with it.

CATS

While not assigned by the quartermaster or considered "official" equipment, field teams are loath to work without one or more cats on hand. Cats seem able to see multiple invisible entities, most importantly the grymkin called gremlins—and cats *hate* gremlins. Due to the havoc gremlins can wreak on the Workshop's machines, keeping a few cats around at all times is simply common sense. Cats should be named and their personalities denoted so their inevitable loss will be felt.

NEW WEAPONS & GEAR

The Strangelight Workshop fabricates numerous devices useful for the execution of an investigation. These items are typically available only to members of the Workshop, though a few do end up falling into the hands of others following the death of a team. The Workshop enjoys secrecy, particularly in relation to its technological developments.

The following are new items unique to the Strangelight Workshop. In addition to a physical cost, certain items have a Reputation cost as well. The Reputation cost reflects the quartermasters of the Strangelight Workshop being reluctant to pass out expensive and proprietary technology beyond what they consider strictly necessary. If a character must replace a lost piece of technology, that character's Reputation goes down in relation to how important or expensive the equipment is.

Antispectral Ammunition

Cost: Normal ammunition cost +2 gc for 5 rounds

Description: Antispectral ammunition, sometimes called "ghost chaser" rounds, are bullets treated with a solution including ectoplasm and Ashes of Urcaen in order to make them effective against incorporeal entities.

Special Rules: A firearm loaded with antispectral ammunition can damage incorporeal characters but rolls one fewer damage die.

Bouncer's Baton

Cost: 370 gc, 5 Reputation

Skill: Hand Weapon

Attack Modifier: 0

POW: 2

Rune Points: 2

Description: A simple piece of mechanika developed to assist bouncers in clearing unwanted individuals from the site of an investigation, the bouncer's baton produces a painful, though not deadly, electrical shock on contact. Most strikes are simply painful, but the weapon can cause the nervous system of a living individual to go haywire for a short time. The weapon is powered by an alchemical capacitor in the grip.

Special Rules: This weapon causes electrical damage. On a critical hit with this weapon, the target hit is stunned. A stunned target suffers -2 to skill and attack rolls on its next activation.

Fabrication: The material cost of the weapon's housing is 18 gc. It takes one week to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The weapon's runeplates require two weeks to inscribe and requires a successful INT + Mechanical Engineering roll against a target number of 14.

Charged Gauntlets

Cost: Special (600 gc, 6 Reputation)

Skill: Unarmed Combat

Attack Modifier: 0

POW: 2

Rune Points: 2

Description: Charged gauntlets are a pair of heavy mechanical gloves incorporated into the hostile encounter suit. Able to be switched on or off, while active and drawing power from the suit they produce a powerful electrical charge proven capable of damaging supernatural creatures or giving a living threat a nasty shock.

Special Rules: This weapon causes electrical damage and can damage incorporeal characters. Activating or deactivating charged gauntlets requires a quick action.

A character other than a Jammer wearing charged gauntlets rolls 1 fewer die on attack and skill rolls while wearing it due to lack of training. This is not cumulative with the penalty from the hostile encounter suit.

Fabrication: The material cost of the weapon's housing is 25 gc. It takes one week to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

The weapon's runeplates require two weeks to inscribe and requires a successful INT + Mechanical Engineering roll against a target number of 14.

Charged gauntlets are not normally available outside the Strangelight Workshop or separate from a hostile encounter suit, but they can sell for up to 600 gc to the right buyer.

Hostile Encounter Suit

Cost: 1350 gc, 12 Reputation

SPD Modifier: 0

DEF Modifier: -1

ARM Modifier: 7

Rune Points: 4

Description: Worn exclusively by jammers, the hostile encounter suit is a complex piece of equipment developed to aid in defending against and capturing incorporeal entities. The hood includes a set of Strangelight goggles, and both gloves contain charged gauntlets (see below), allowing the wearer to physically interact with and damage otherwise incorporeal foes. While powered, the suit inflates with special gas containing a finely dispersed form of Ashes of Urcaen that receives an arcane charge from the suit's capacitor. An arcanodynamic accumulator set into the back piece powers the armor.

Special Rules: While this armor has power, the wearer cannot be possessed by supernatural or magical means, and characters with the Incorporeal ability cannot move through the character.

A character other than a Jammer wearing a hostile encounter suit rolls 1 fewer die on attack and skill rolls while wearing it due to lack of training. This is not cumulative with the penalty from the charged gauntlets.

Replacing the gas canisters must be done once a week and requires five minutes and the proper tools. Fresh gas canisters are provided free of charge upon mission assignment, but extras can be acquired for 2 Reputation apiece.

Activating or deactivating the armor requires a quick action.

Fabrication: The material cost of a hostile encounter suit is 255 gc. It takes one month to construct the armor. The pertinent Craft skill for construction is Craft (metalworking).

Hostile encounter suit runeplates require four weeks to scribe and requires a successful INT + Mechanical Engineering roll against a target number of 16.

Known Incorporeal & Disembodied Entities, 2nd Edition

Cost: Free to members of the Strangelight Workshop, 5 gc wherever fine books are sold

Description: The Strangelight Workshop endeavors to keep an abridged volume of information on common entities. This book, now in its second edition, was produced by former and current agents and includes information gathered by experienced individuals outside the Workshop like the esteemed Professor Pendrake of Corvis University. Nicknamed “the Specternomicon” by Strangelight Workshop field agents, it contains entries on commonly encountered supernatural fauna.

Special Rules: A character who observes an incorporeal or supernatural creature for at least 1 round can spend an action looking up information in *Known Incorporeal and Disembodied Entities*, 2nd Edition. A character who does so automatically learns the first Lore entry associated with the observed creature.

Lumitype, Handheld

Cost: 25 gc, 3 Reputation

Description: The handheld lumitype is one of the most effective pieces of field equipment used by the Strangelight Workshop. Combining a small Strangelight projector and an image-capturing system, the lumitype gives agents the ability to take images, called spectragraphs, of the supernatural entities they encounter. The Strangelight Workshop also deploys larger, fixed lumitypes at sites known to have high levels of spectral activity. Fixed lumitypes are typically unmanned and shoot at predetermined intervals, using an automated feed to reload blank spectragraph plates.

Special Rules: A lumitype includes a small Strangelight projector able to produce a cone of light up to 36 feet (SP 6).

A character can use an action to capture an image with a lumitype.

Reloading a lumitype with a blank spectragraph is a quick action.

Blank spectragraph plates come in packs of five. Investigators are issued packs of spectragraphs on mission assignment, but additional packs can be acquired at a cost of 1 Reputation.

Developing the image on a spectragraph requires a field alchemy kit and five minutes spent processing the plate followed by an INT + Alchemy roll against a target number of 10. If the roll fails the image is distorted or otherwise unusable at the Game Master’s discretion.

Mechanik’s Apron

Cost: 50 gc

SPD Modifier: 0

DEF Modifier: –1

ARM Modifier: 6

Description: A mechanik’s apron is a heavy leather apron, sometimes backed with chainmail, designed to protect the wearer from bits of flying metal, gears, and other mechanical components in the event of catastrophic machine failure. A mechanik’s apron has numerous pockets, pouches, and straps sewn into it to hold a collection of useful tools.

Sensory Augmentation Hood (“Ghost Hood”)

Cost: 125 gc, 8 Reputation

Description: Used exclusively by Callers, the sensory augmentation hood, or “ghost hood,” grants these spiritually sensitive individuals the ability to communicate with spectral entities by cutting off their ability to perceive the outside world. Ghost hoods also include standard Strangelight goggles mounted within the hood, though these tend to be less precise than the bulkier dedicated goggles worn by most field agents. While activated, the ghost hood prevents the wearer from effectively hearing or seeing while drastically increasing their ability to perceive the spirit world.

Special Rules: Wearing the hood while active imposes a –1 die penalty on all rolls related to ordinary sight or sound but allows Callers to use their special abilities. The hood includes a pair of Strangelight goggles, but when active, the goggles go inert and the Caller can only hear spirits.

Activating or deactivating the hood requires a quick action.

Spectral Compass

Cost: 50 gc, 5 Reputation

Description: The spectral compass is a handheld device about three inches in diameter. Fabricated with known spiritually resonant materials and inscribed with occult runes, a needle set on the compass points in the general direction of potent sources of spiritual energy.

Special Rules: A character can spend a full action to consult a spectral compass. A character consulting a spectral compass gains the Sensitive background ability for 1 round.

Strangelight Goggles

Cost: 60 gc, 2 Reputation

Description: The special goggles worn by Strangelight Workshop agents are elaborate, consisting of multiple sets of alchemically treated lenses within a heavy-duty housing. Controls allow a field agent to select different combinations of lenses to filter wavelengths of Strangelight.

Goggles are a key piece of any field agent's equipment. Without them, things illuminated by Strangelight are at best blurry and indistinct, but with the appropriate selection of lenses, the invisible become visible. Further, goggles help delay the process of becoming voided, a term used for the effect of long-term exposure to Strangelight.

Special Rules: In combination with a source of Strangelight, like a lumitype or projector, a character wearing Strangelight goggles can see invisible creatures and objects as well as spiritual energy. To properly view these, the goggles must be tuned by adjusting the settings of lenses within them.

Adjusting settings of goggles is an action. To achieve a proper setting, the character must make a PER roll against a target number equal to the encounter points of the entity being viewed. Creatures or objects without an encounter point value are treated as EP 8 for the purpose of such rolls.

A character with Strangelight goggles can see creatures without a proper setting but roll one fewer die on Detection, ranged attack, and magic attack rolls targeting the creature due to it being blurry, indistinct, or otherwise poorly visible.

VOIDING

Strangelight Projector

Cost: 460 gc, 10 Reputation

Rune Points: 3v

Description: The Strangelight projector is one of the most critical pieces of field equipment deployed by the Strangelight Workshop. A dedicated piece of mechanika, a projector emits Strangelight wavelengths, which, in combination with specially treated goggles, allow the user to perceive spiritual energy and otherwise invisible things. Every field team brings at least a single portable projector into the field, and most also bring multiple backup projectors that can be mounted on tripods. Worth noting fine details are sometimes still not visible to the eye and will only be revealed after lumitype exposure.

Special Rules: A Strangelight projector produces a cone of Strangelight up to 60 feet (SP 10). In an affected area, characters wearing Strangelight goggles can see invisible, incorporeal, or otherwise magically hidden creatures and objects. Strangelight allows the viewer to perceive spiritual energy of all kinds, though without a pair of properly tuned goggles, such energy appears as hazy, indistinct, or faint.

A Strangelight projector is powered by an alchemical capacitor. It can operate continuously for one hour on a single charge.

STRANGELIGHT PROTOTYPES

The prototypes used by the Strangelight Workshop are odd and largely untested pieces of mechanika that are as dangerous as they are useful. Quartermaster Cronan Bailey acts reluctant to allow such devices to fall into the hands of untested field agents, *tested* field agents, and basically anyone other than himself and his assistant, but field tests of such equipment are invaluable and necessary. Someone always has to take the bullet.

If an investigation requires a particular prototype to succeed, it will be issued to the field agents without requiring the expenditure of Reputation. However, a team may attempt to acquire prototypes beyond what is considered standard for an assignment. Attempting to haggle with a quartermaster for a prototype is a contested Negotiation skill roll. If the rolling character succeeds, the prototype can be acquired for the requisite Reputation cost. If the roll fails, the quartermaster will not provide any additional prototypes for the current investigation. The roll can be attempted only once per team per investigation.

Most prototypes are only loaned to a field team. Those who desire to permanently acquire a prototype need to meet a minimum XP requirement and pay a higher Reputation cost.

Multiphase Subaudible Frequency Generator

Cost: 3 Reputation (On Loan); 6 Reputation, 9 XP (Permanent Acquisition)

Description: A bulky device covered in a collection of dials, the multiphase subaudible frequency generator, or "noisebox," produces a range of subaudible harmonic frequencies believed to be audible to spirit entities. The prototype is known to have a disquieting effect on living individuals, causing them to become more irritable or experience a general sense of dread.

Special Rules: While activated, the device emits subaudible sound in an area approximately 150 feet (25") in diameter. Shades, specters, and other disembodied dead in the area must make a successful Willpower roll against a target number of 15 or be compelled to investigate the device. Living characters in the area suffer a -1 penalty to Willpower rolls.

Disharmonic Static Generation Unit

Cost: 4 Reputation (On Loan); 8 Reputation, 12 XP (Permanent Acquisition)

Description: A bulky piece of mechanika approximately thirty inches on a side, the disharmonic static generation unit produces a low-yield arcane static in a small area that has the effect of making disembodied spirits uncomfortable. A specter or spirit can pass into the affected area but to do so seems to be distracting and painful to the spirit.

Special Rules: While activated, the device emits a field approximately 30 feet in diameter. Shades, specters, and other disembodied dead in the area suffer a -2 penalty to skill, attack, ability, and magic attack rolls.

Spectral Containment Unit

Cost: 5 Reputation (On Loan); 10 Reputation, 15 XP (Permanent Acquisition)

Description: Designed on principles similar to those used to make soul cages, spectral containment units are bulky pieces of mechanical equipment designed to capture and house spirits for long-term containment and study.

Special Rules: If a spirit could be made to pass to Urcaen, it can be housed in a spectral containment unit instead. Barring prototype failure, the spirit is trapped within the unit until it is released by someone in control of the unit.

Note that a spectral containment unit is still an unreliable prototype; Game Masters are encouraged to use Dread to cause them to malfunction whenever the release of a violent and dangerous spirit would prove the most entertaining.

Prototype Malfunction

Prototypes can suffer irritating or dangerous breakdowns in the field.

The Game Master can spend 3 Dread points at any time to cause a prototype malfunction and force a roll on the prototype malfunction table.

Additionally, a character who performs an action with a prototype who rolls all 1s must immediately roll on the prototype malfunction table and resolve the rolled result.

| PROTOTYPE MALFUNCTION TABLE | |
|-----------------------------|------------------------|
| 2D6 ROLL | RESULT |
| 2 | Delayed Reaction |
| 3 | Catastrophic Failure |
| 4 | Engine Noise |
| 5 | Inevitable Malfunction |
| 6–7 | Malfunction |
| 8 | Mechanical Failure |
| 9 | Too Hot to Handle |
| 10 | Ghastly Magnet |
| 11 | Surge |
| 12 | Wild Discharge |

Catastrophic Failure: The prototype begins to whine, emit sparks, heat up, and violently shake. At the start of the character's next Maintenance Phase, the prototype bursts apart in a dramatic failure, potentially exploding into fragments or firing off wild bolts of arcane energy.

The prototype is destroyed and is no longer usable. The character currently in possession of the prototype and d3 characters within 6 feet (1") suffer a POW 8 damage roll.

Delayed Reaction: The prototype does nothing for the current action but make a series of disheartening clunks.

Either at the start of the character's next Maintenance Phase or when would be the funniest/most inconvenient, at the Game Master's discretion, the prototype powers on and produces all normal effects.

Engine Noise: The device begins to emit a deafening noise, like a high-pitched shriek or loud grinding sound.

Characters within 100 yards (50") can hear the device. Characters within 30 feet (10") have trouble hearing anything but the device. This effect lasts for d3 rounds.

Ghastly Magnet: The prototype emits a field of arcane static that draws the supernatural like a magnet.

For d3+1 rounds, any incorporeal creatures within 120 feet (20") must make a Willpower roll against a target number of 14. If the roll fails, the creatures must end their activation closer to the prototype than they began.

Inevitable Malfunction: Something important and fragile slips out of place, getting in the way of something even more important and fragile. It's only a matter of time before the inevitable failure of the device.

The next time the prototype is used and the roll is a critical, the action automatically fails, and the prototype is destroyed.

Malfunction: The prototype does not function this turn, but it does make some alarming sparks, noises, and heats up to an uncomfortable degree.

Mechanical Failure: A bolt or screw slips loose, causing a critical component to fall off of the prototype and land at the character's feet.

The device does not function until the missing component is repaired. The character can spend a quick action to make a Mechanical Engineering roll against a target number of 10 to repair the missing component. If the roll is a critical success, the character makes the machine work despite the missing component, which must not have been all that important in the first place.

Surge: The prototype functions at extreme capacity for a moment, tearing itself apart in the process.

Until the end of the user's next activation, actions performed with the device gain an additional die. Prototype weapons gain an additional die to attack and damage rolls. At the end of the user's next activation, the prototype is destroyed.

Too Hot to Handle: The prototype heats up to an alarming degree. Metal surfaces become red hot, and the device starts spewing clouds of black smoke.

Roll a d6. For that number of rounds, a character in contact with the prototype must make a PHY roll against a target number of 11 or drop the prototype immediately. If the roll succeeds, the character suffers 1 point of fire damage but may use it normally for that round.

Wild Discharge: The prototype activates with a wild crackle of arcane energy before falling dormant.

Randomly select a character within 30 feet (5") of the device. That character suffers a POW 10 magic damage roll.

THE FOLLOWING IS A LIST OF POTENTIAL PROTOTYPES THE CHARACTERS COULD ACQUIRE, ALONG WITH SUGGESTED REQUISITION COSTS. PERMANENT ACQUISITION HAS A HIGHER COST OF REPUTATION AND MINIMUM XP REQUIREMENT.

The Game Master is encouraged to invent all manner of different items, armors, and weapons for the characters to test in the field and to be creative in what rules or effects such devices might have in game. The following are included to provide inspiration, but the Game Master should run wild with potential effects (and side effects) of prototypes in their own game.

| PROTOTYPE | REPUTATION COST & MINIMUM XP REQUIREMENT |
|---|---|
| Ghost Spike: A mechanical spike powered by a clockwork capacitor that can pin incorporeal spirits in place if stabbed through them and into a surface. The capacitor powering the device can only function for a few moments before losing power, however. | 3 Reputation (On Loan); 7 Reputation, 10 XP (Permanent Acquisition) |
| Mirror Cage: A glimmer imp trap in the form of a mirror surrounded by mechanical emitters that emit high-frequency pulses of arcane energy to burn the imp to death. | 2 Reputation (On Loan); 4 Reputation, 5 XP (Permanent Acquisition) |
| The Cypher: An ornate flat wooden board marked with the letters of the Cygnaran alphabet, the numbers 0–9, and the words “yes” and “no.” The top center of the board is inset with a small circular device that acts as both a spirit lure and a Strangelight projector. Allows for limited communication with spirits; particularly useful when the Caller is unavailable. | 1 Reputation (On Loan); 3 Reputation, 5XP (Permanent Acquisition) |
| Strangelight Flasher: Ten-inch cylindrical tubes containing components to temporarily illuminate a room with Strangelight. <i>Rules:</i> When activated, the flasher produces a perimeter of Strangelight up to 24 feet (4”) around the cylinder. This light lasts for 6 rounds of combat or fifteen minutes outside of combat. | 2 Reputation per 4 flares (On Loan); 6 Reputation, 10 XP per 4 flares (Permanent Acquisition) |
| Emergency Multi-Spectral Plasma Field Generator: A flat, circular device that attaches to the Jammer's accumulator, the EMSP field generator creates a temporary energy barrier that protects the Jammer and any allies within its radius at the cost of some of the suit's power. <i>Special:</i> When activated, the generator creates a 24-foot (4”) barrier around the Jammer. For one round, all supernatural creatures in the area roll one fewer die to damage rolls. The following round, the Jammer rolls one fewer die on Electrical Gauntlet damage rolls. | 8 Reputation (On Loan); 16 Reputation, 25 XP (Permanent Acquisition) |
| Spectrascope: A spectraharmonic amplifier shaped like a doctor's stethoscope attached to a large horn that allows the user to pick up the otherwise inaudible sounds of spirits, spiritual energy, grymkin, and infernals. | 3 Reputation (On Loan); 7 Reputation, 10 XP (Permanent Acquisition) |
| Ghostbomb: A portable, single-use ectoplasmic disruptor mine that shocks ectoplasmic forms and weakens spirits over a wide area. | 7 Reputation, 10 XP (Permanent Acquisition only) |
| Lifemask: A prototype ghost hood that allows the wearer to perceive the spiritual essence of living beings as well as the essence of spirit beings, effectively letting a caller “see” their allies and other living creatures through walls. | 5 Reputation (On Loan); 12 Reputation, 20 XP (Permanent Acquisition) |
| Prototype Workshop Strangejack: Strangejacks are steamjacks trained to carry and occasionally wield various workshop equipment and prototypes. Costly and experimental, strangejacks respond to any member of the field team to which they are assigned but can only be directly commanded by either the Investigator or the Mechanik. <i>Rules:</i> A strangejack is a light laborjack equipped with a Strangelight projector, typically a Forager light laborjack. Some models incorporate large spectral containment units or other prototype armament to deal with supernatural entities. | 30 Reputation, 50 XP (On Loan only, not available for Permanent Acquisition) |

NEW SKILL: RAPPORT

Rapport (Social)

Rapport is the ability to read the emotional state of another, spot changes in that person's attitude or demeanor, and respond accordingly in a social context to affect the other's mood and demeanor, usually seeking to calm them or establish a bond.

Untrained Rapport: A character unskilled in Rapport can attempt to guess the emotions of another but runs a far greater risk of failure. Increase the target number for unskilled Rapport rolls by +2.

Rapport Rolls: When your character makes a Rapport attempt, you make a roll using a stat determined by the Game Master and add your character's Rapport level.

The following table offers guidelines for setting Rapport target numbers, but like many social skills, the exact situation in game might suggest deviations from these general guidelines.

| TARGET NUMBER | SITUATION |
|---------------|---|
| 10 | Determine someone is in a state of shock or calming down an irritated person. |
| 12 | Determine someone is hostile to you or calming down an angry person. |
| 14 | Determine someone is not telling you the whole truth or calming down an infuriated person. |
| +1 or more | The character being spoken to is skilled in Deception (1 per level of the Deception skill). |
| +4 | No common language with the character being spoken to. |

Assisted Rapport Rolls: One additional character trained in Rapport can assist in a Rapport skill roll. The character with the higher Rapport modifier (stat chosen by the Game Master + Rapport level) makes the roll and adds 1 to the result to the die roll for each of the assisting character's levels in Rapport.

Detect Possession: A character skilled in Rapport can sometimes tell when the person they are interacting with is being controlled by a supernatural entity or through magic.

When your character makes an attempt to detect possession, you make a roll using a stat determined by the Game Master, usually PER. The TN of this roll is equal to the Willpower of the source of the possession.

Game Master Notes: Rapport allows a character to intuit the emotional state of another, but it isn't magic. A character skilled in Deception is able to suppress indications of their current emotional state. Rapport does not allow a character to infallibly read someone's mind, and it is possible for a character to misinterpret the cues they observe.

Note that the Rapport skill has two components. One is a kind of "social detection" that allows the character to catch cues and gain insight into the mental state of the person they are talking to. The other is a more traditional social skill, wherein the

character says what they need to in order to calm down or elicit empathy from someone.

CAUSE A SPIRIT TO MOVE ON

Callers in the Strangelight Workshop rely on Rapport to cause spirits to pass on to Urcaen. This action cannot be performed on a spirit that is currently hostile to the Caller.

To make a spirit pass on, the Caller and spirit make a contested Rapport roll. If the Caller's roll is higher, the spirit suffers damage to its life spiral or vitality equal to the difference in the two rolls. A spirit that loses its last vitality point due to this roll passes to Urcaen, a process that takes only a few moments. If the spirit's roll is higher, it suffers no damage and might try to flee, attack, or perform some other action the Game Master deems appropriate.