



ghostfighter

an **A|STATE** supplement

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Author's Note: In real life stabbing or slashing someone with a knife is not cool. Senseless disfigurement or murder is abhorrent to a decent society. This book is only part of a game.

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ghostfighter

Welcome to 'Ghostfighter'.

'Ghostfighter' is the first in a series of PDF-only character supplements for the a|state RPG. Each supplement will take an in-depth look at the culture, philosophy, ethos and equipment of a particular career in The City.

'Ghostfighter' looks at the feared, mistrusted and misunderstood knife fighters of The City. From their culture and practices, through how to create a Ghostfighter character and on to famous or legendary figures, this guide gives you all you need to know about these eponymous martial artists.

Within these pages you'll also find five pre-generated character templates (from the cool, analytical Perfectionist, to the alcohol swilling Radge) and a Ghostfighter-specific character sheet.

Other guides in this series will take an in-depth look at other careers in The City, such as the mysterious Lostfinders and the devious Flowghosts.

Ghostfighter:

**It's not a profession.
It's a way of life.**

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the patient game

Now before I show you the ropes and reveal our esteemed profession's most deeply held, nay revered, inner secrets, I feel that I must impart an illuminating story to you. Consider it a cautionary tale, and one to which I hope you pay the closest attention.

It starts with that particularly peculiar card game: Railwayman's Bluff. Pray tell, what relevance has this to your desire to be a Ghostfighter? Indulge me, allow me to set forth my reasoning. You see, being a good player of Bluff requires patience, skill, luck and being in the right place at the right time. So you see? Just like being a good Ghostfighter. Never forget that. Never forget what Persie van Riefer tells you.

Twas several years ago now, when I was two tiresome days into a particularly hard-played game of Bluff, which was not going at all well. We were in the Old Redundant public house, which these days is the New Bridge Inn. I had just been dealt another yet another bad hand. It amusingly, in hindsight, matched well with my other bad hand, my left, which was in very bad shape. Most fortuitously as it happens I am by nature right handed, something that was to stand me in good stead as we shall see. My hand, was in what we Ghostfighters call 'a stookie', a cast of plaster from my elbow to the tip of the middle finger. I looked a most worrying sight. Long story, yet there I was.

So I had secreted my Llife in its sheath up the stookie. I found this most useful for stopping the occasional itch and as one must always plan ahead, it was a rather handy place to have a weapon were anything to go wrong. So as wise counsel has always advised me, and I advise you now, that they say bad things happen in threes. I was sitting on two, so understandably I was keeping a low profile and playing Bluff despite the rather ill turn that the second day was taking.

At the table in the Old Redundant were my players, whom you might have heard of, or perhaps not. I am not sure quite how much you have researched the Ghostfighters of The City or even of your Burgh. Well, I hope you have.

Blind Ally. He used to be a very decent Ghostfighter back in the day. Had his eyes taken out in a game of cripplecut. Terrible indeed, it was supposed to be a 'square go', but it didn't turn out that way. Ally had a bad temper, terrible at times, and a guide dog that was worse. No one tried to eat that grotty pox-ridden little mutt.

'Bowler' Benson. Long-time friend, now dearly departed, who spent far too much time playing Bluff and not enough with his,

admittedly rather fearsome and overbearing, wife. However, that was Bowler, and most respectfully I can vouch for his aptitude with gardening implements. That is to say: Very handy with a shovel.

And Easter Montgomery, that was her name. Back then she was a pretty thing and very raw. A fiery character with hair to match, not the heavily scarred and raven-haired Black Molly she is now. A mask. Dearest Easter was a spirited girl who had a deep desire to be a Ghostfighter, not dissimilar to you. I hope you see the parallels? So I, van Riefer, was her 'in.'

I had spent a not inconsiderable amount of time slowing her up and testing her patience. Again, you may suppose that I have been pursuing this well-trodden path with you too. You would surmise correctly.

You see, you need to take a look at the bigger picture and see if it was what is in your heart. Because once you are in, then, and this is the big point, you don't come out.

It is not a job, or a passing fancy, or even something that you fall into. It is a way of life.

So, Easter, she wanted it with all her being, because she was still sitting at that table and the game was just beginning. She hates Bluff to this day, and if you should become a talented Ghostfighter then perhaps one day you should ask her about it. If you dare.

And there we were, in the Old Redundant slowly playing away at Bluff when a Radge walked in. He was ebullient and preening. Swaggering about the bar, roughing people up and generally causing a commotion. None of which was any concern to any of us at the table. After all, we were deep into this game of Bluff and there is misery and mischief abroad in The City wherever you care to look. Best not to interfere or be involved unless it merits your attention. There is a time and place for everything. What should I care if some bourgeois at the bar is turned over for all his wages? Call me mean spirited, but I hardly think it likely that most people would want to interfere in my business, so why should I interfere in theirs?

As it was, it would soon be 'my business.' You know, I forget this one's name, in truth you do not remember all of them, you never can. Not even the ones you use in instructional tales told to those interested in becoming a Ghostfighter. However, I can remember he was a Radge and you can always tell one when you see one. From the east side no doubt and looking for trouble out west. Then Easter dealt me a card from my left, face down, and I went to put it in my hand.

Smash!



Archetype overview

A glass thrown from the bar shattered Easter's face from here, to here. Blood and glass everywhere. There was a sharp crack as her cheek caved in and I was soaked with blood and Dogs' Piss Ale. With fights it is always the strangest details that you recall: the screeching of the chairs on the wooden floor of the Old Redundant was what I remembered most as it all kicked off. And the taste of that foul ale. Ally's dog, naturally, went berserk, and Bowler ducked, bless him. I did nothing. I just sat there, thinking. Composing myself. While at the bar this young ruffian was carving people left and right. And poor blindsided Easter was trying to get to her feet.

She was, and forgive my lack of Cant, a fucking mess.

Composed I set about my plan. And planning is everything in this business. Act on instinct, yes. But plan and practice so that your instinct is correct. I kicked Ally under the table, no use in signalling, and he put his hand on Easter's shoulder, pulling her back down into her chair, and with the other he muzzled his dog. He knew how much I hate barking. And after a few more moments a silence descended over the bar. Most of the patrons had fled, for their lives, or were lying ripped asunder. Any others were keeping very, fucking, quiet.

'Square go,' said I, and I rose to my feet and turned about to face this Radge. He was bigger and quicker than me as the younger ones inevitably are. But I figured he was no match for van Riefer. I suppose my assertiveness upset him, as his face curled into an angry snarl and he ran at me with his Llife.

He swung his blade, like so. It was all a blur, and I acted on instinct. Honed to perfection I blocked it with my stookie but the blow - Oh! the blow - broke the stookie and with it my arm. I rolled with the strike and tumbled. He thought I had fallen. Never make his mistake of seeing what you want to see, and instantly I had pulled out my Llife out and I set about him in return.

Truth be told, I went off the deep end.

I tanned him, and better tanned him, and better tanned him again. Until he could not fight back. And tanned him. Until he could not get up. And tanned him. Until he did not move.

At some point he must have plugged me with his Llife as I found myself jetting blood and wheezing like a chronic Nebelweeder. But I had found the time and place, and I struck him far worse than he had struck me. And Ghostfighters never flinch in the face of fear, or wince in the presence of pain, or stop before the task is complete. Finished, sated, I sat back down at the table and picked up my card. It was high.

After that the game was mine.

Taken from the a|state main rule book:

The Ghostfighters of The City are a breed apart from the common guffer or militant trooper, having honed their skills in knife fighting and stealthy attack to a remarkable degree. The most talented of Ghostfighters are prosperous and in demand. Untalented Ghostfighters are dead.

A Ghostfighter is quite simply an individual who has trained themselves to a high degree of expertise in stealth, infiltration and armed combat. Do not make the mistake of thinking that they are assassins. They are stand up fighters, preferring to look their enemy straight in the face before delivering the killer strike.

Many notable figures employ a Ghostfighter or two as unobtrusive bodyguards at exorbitant prices.

Recommended Skills: Unarmed Combat, Armed Combat, Thrown Weapon, Tactics, Running, Climbing, Hide, Sneak, Shadow, Tracking

Resource: 2 melee weapons

Wealth Level: 6

Ghostfighter. The name alone conjures up images of cool, mysterious killers plying their trade in The City: a flurry of flesh and blood, of blade and brawn, of fear and exhilaration. In this book I hope to give you ideas, information and inspiration for playing Ghostfighters in The City.

But what is a Ghostfighter?

As the a|state MRB says a Ghostfighter is not merely some soldier with a weapon, there is more to these people than that. Yes, some are bodyguards, killers, soldiers and assassins. But they are also much more than this.

A Ghostfighter is also the very essence of armed combat. Not for them the use of long-ranged rifles and powered armour. Not for them the poisoned stiletto thrust into a sleeping victim's back.

Ghostfighters live and die by the blade, their own skill and tenacity.

As van Riefer says 'It is not a job, or a passing fancy, or even something that you fall into. It is a way of life.'



In every group of a|state players there will likely be a variety of interests in what people want to play in the game. Ghostfighters are a vital part of the setting and no doubt at least one player in a group will want to play one. Maybe more than one. I will try and cover all the aspects that I think are important to the culture and ethos of Ghostfighters in The City.

Read on and remember that they are not just any old fighter.

Scarification

"I begged him, 'Anywhere but the face.' He took no heed and slashed me from my ear to my chin. In my life I thought I had experienced hate and despair. I learned that I had not. He left me alive, yes, but he took part of me I could never have back. And in that moment, for that act, I hated him more than anyone I had ever hated before. And deep in my black heart of hatred I despaired as never before.

Years later I tracked him down, cut off his head and threw it into a canal. I left the body for others to loot.

Looking back it seems rather harsh for what was only one of my now-many scars. But his was the first and so the worst."

Dexter Poke, Ghostfighter, Long Pond

A large number of Ghostfighters are brutally scarred. This is an occupational hazard I suppose of fighting with bladed weapons all the time. But it is also much more deeply ingrained in the psyche of Ghostfighters than that.

What does scarification mean for your character?

This is a vital question that you should ask about each and every one of the Ghostfighters in The City. How were they affected by their first scar? How do they feel people now view them? Do they revel in the right of passage? Or do they feel they have left their old life behind?

And what of Ghostfighters that scar themselves? There are many who do so. Taking heated knives and sharpened Llives to their own flesh. For decoration, or amusement, or self hate. Each Ghostfighter has their own story for their scars.

Never forget that these scars are only the ones that you can see. What of the mental scars? Ghostfighters have seen and done things that would make others physically sick. They live their life on edge. One slip in a fight, a missed parry or a

misjudged moment could be their last. Nerves become frayed, priorities muddled, where there was clarity soon there is doubt and confusion.

It is no surprise that many of them are physically and mentally marked. And between Ghostfighters it is almost an unspoken topic. A subject acknowledged but never discussed. You take your lumps, it's part of the way of things. So they probably will never really heal from all these wounds, unless over time they come to an acceptance of their lot.

the Llfe

"Blunt ended and broad, its surface glittered gently in the wan light. As the blade tapered down its edge, a trick of the light made it seem as if you could almost see through it.

'See this? It's a Llfe, killed five people to get the money for this. From your kind! Not saying they didn't deserve it, probably did, who knows. Took lots of money to get this, 'cos you people keep things back. Keep the people down."

Jane Card, Ghostfighter, Mire End

Now not all Ghostfighters have one of these fabled weapons but most aspire to do so. And this weapon, above all others, is almost universally associated with the profession. The Llfe is often viewed as more than a weapon by the owner, it is a symbol of what they are.

In fact even possession of a Llfe can be especially dangerous for non-Ghostfighters who aren't skilled in combat. Ghostfighters may initially assume that just about anyone with a Llfe is one of their kind. However, before long they will figure whether or not the Llfe-wielder is actually a Ghostfighter. If they aren't then a Llfe can (supposedly) be easily procured from the dead grip of their fallen non-Ghostfighter victim.

Most Ghostfighters, however, have to buy their Llives from noted weapon smiths and manufacturing companies. And it is best to pay for these in an upfront manner. If a Ghostfighter's Llfe were to be damaged then a trusted weapon smith (who was paid on time for the Llfe in the first instance) is by far the best option for repairing the broken weapon. And they will do it discreetly and at a reasonable price.

There are variations of the Llfe detailed later: the Half Llfe and the Long Llfe.



tattoos

"Yep, I sees a lot of them Ghostfightin' type round here. They likes their marks and such. Not like most 'o them bravoos you get swaggerin' in though. Seems it mean summat to them, summat special. They make me cold, they do."

Mercy Farrington, Tattooist, Fogwarren

Another common feature of Ghostfighters are their tattoos. Some have none but they are very much in the minority. Most Ghostfighters have five to ten tattoos, and a sizeable number have many, many more. Some even have almost all of their skin covered in some sort of tattoo, living works of martial art.

Tattoos that are most common are those featuring tribalistic designs (based on the region of The City that the Ghostfighter is from, or has a particular affinity for), death symbolism and skull motifs (as befits the practitioners of the deadly art of armed fighting), and 'kill markings' (denoting the number of victims and prestige of those they have slain in combat).

Other popular patterns are large swirling shapes, wildly varying colours and strange emblems denoting dark creatures of myth and legend. The stranger emblems are most common to those with morbid or darkly religious beliefs.

Some marks that appear to be tattoos are in actual fact not tattoos at all. Many Ghostfighters brand themselves using their weapons. Some Llives have stylish patterns or designs on the flat of the blade. The weapon is heated in a fire and then pressed on to flesh. The pain is considerable and the wound takes days to heal. However, at the end of this there is an impressive mark and a visible link with the tools of their trade.

Some Ghostfighters have even been known to brand their victims. The reasoning against doing this is that you make yourself a very identifiable target to the friends of the maimed and deceased. Others suggest that such practices are ostentatious, worthy only of lowly bravoos and street-fighting thugs. But still some persist with this practice, creatures of habit and all.

bad habits

"Smoking kills you? Well, fine. But you do know what I do for a living, don't you?"

Garner Ffitch, Ghostfighter, Long Pond

More than almost any other walk of life in The City the Ghostfighter has an infamous reputation. They are treated as bad news, as trouble waiting to happen. Whenever a Ghostfighter is about others become nervous, at best edgy, and generally awkward in their presence. This subtle social reaction to Ghostfighters has an effect on their subconscious.

Perhaps they feel deeply distrusted by society? Perhaps they detect the distance that most people try to keep them at? In any case it most visibly manifests itself in their habits.

Ghostfighters tend to be cold, callous characters with affectations for Nebelweed Smokes, endlessly chewing builder's putty or gum in times of stress, or perhaps playing with toothpicks or knives. A Ghostfighter can try hard to hide these habits from view but most have some type of annoying habit lurking deep inside them.

The more extreme include collecting teeth, ears and organs of victims.



fitting your ghostfighter into a group

When you play a Ghostfighter it is important that you integrate the character into the group as a whole.

By their very nature, temperament and line of work it is often easier to make reasons why a Ghostfighter would not work with a group, or find many reasons to disagree and fight with the other characters. But that is not what you should do.

As a player you should think harder than this, and find reasons to stay with the others. Your character may not get on with the other characters on a personal level, or you may be constantly sniping at the airs of graces of the more cultured team members. Maybe you refuse to let them know what your character is really thinking and never let them get too close. However, the overall aim should be to find reasons to stick with the other characters through thick and thin.

The best role-playing will come from the disagreements and clash of opinions between the characters. This advice is good for all types of character in The City but is particularly apt for Ghostfighters - who have more reason than most to be wary of others and be mistrusted themselves.

The Killer

One of the primary roles that a Ghostfighter can fill in a group is that of the Killer. The character deals with physical threats to the group and is always at the front when a physical confrontation happens. The Ghostfighter protects the (physically) weaker elements of the group and doles out threats and punishment on their behalf. If someone has a problem with the group's Antiquities Hunter then they had better try and go through the Ghostfighter first.

In return the Killer gets a kind of social protection from the group. They are no longer a lone fighter at odds with The City and everyone within it. The Ghostfighter is now part of a group that will stand up and vouch for them when others question their motives and practices.

The Professional

The Ghostfighter could also be a bodyguard, hired muscle or have an expert level at a skill such as infiltration. The motivation is usually either money or an ongoing honour debt. So the character has monetary reasons or has given their word that they will act on behalf of the other characters. The Professional has their reputation at stake, or trades their skills and takes risk in return for reward.

In stories where the characters are hired or brought together for a job this is a common motivation or hook for including a Ghostfighter in the group. It is worth bearing in mind that even if the financial motivation were to be removed the player should think of reasons why their character would not just walk away. Perhaps it is professional pride, maybe they don't want to be seen to have failed, or perhaps they have just grown to have some sort of loyalty to their former fellows?

All-Ghostfighter Groups

Another option is to playing in an all-Ghostfighter group. This is an interesting possibility and will work as long as each character has a unique place in the group. This is known as 'niche protection' and ensures that each character has a meaningful purpose and contributes something different to the group as a whole.

So ideally each Ghostfighter specializes in something different, for example one is better at sneaking, attacking, defending, negotiating or medical expertise. Or one has corporate contacts, another gang affiliations, another police ties, etc. This means that while each character will very broadly be good at 'typical' Ghostfighter abilities (general combat, infiltration and tactics where all their skills overlap) they each have a different specialty, or niche, in the group.

Common Cause

One style of all-Ghostfighter groups is that of 'Common Cause'. This is where the various characters are all brought together by circumstance to unite in a single effort. Perhaps they all trained under the same mentor and are now trying to avenge that mentor's death? Or in the style of the 'Magnificent Seven' they must defend a parish from destruction? Even when the initial cause has gone these games can continue as the various characters have formed bonds of friendship that will last them a lifetime.

Hired Hands

Another type of all-Ghostfighter group is where the same patron hires all of the characters. This patron may be a Macrocorp such as Arclight, or perhaps an authority like the TCMA. In any event Ghostfighters from disparate backgrounds are united as hired hands. Each character has been hired for the unique skill that they bring to the group.

It is also useful if the players understand that they should find motivations and create reasons for their characters to work together in this style of game. It is far too easy to claim 'well, I wasn't hired to help you out of this' and then walk away. Where is the role-playing in that?



Partners in Crime

As mentioned above there is the possibility that the characters have met each other while training or doing jobs over the years and they have now ended up working together. It is good if the players mesh their character backgrounds so that they have 'history' before the game begins.

Introducing new characters need not be a problem either. Simply weave in a story about the new character to an already established character's background. Links such as 'you killed my father and I came for revenge, but you saved my life and now we're square' are great for bringing in new characters to a game and spicing up the personal interaction.

the patter

Ghostfighter language is mostly similar to Common but is peppered with terms and words that are unique to the trade. Here are some common words used by Ghostfighters in The City.

Banjo

To hit someone, e.g. 'Then I banjoed him!'

Belter

Something that is exceptionally good.

Chib

A weapon used to cut or bash someone, also being cut or bashed, e.g. 'I chibbed him with my chib.'

Dancer

An exclamation of elation.

Gutties

A pair of stealth shoes (see the 'Weapons & Equipment' chapter).

Keysies

To call a truce.

Llife/Llive/s

A knife with an incredibly sharp blade. The weapon of choice of most Ghostfighters if they can afford it. Commonly Ghostfighters use 'Llife' for a single weapon and Llive or Llives for the plural, but it depends on where you are in The City and your accent.

Melt

Face, e.g. 'I'll pan your melt in.'

Pan

Kick in or smash. See also 'tan'.

Plug

To stick someone with a knife or sharp implement.

Radge

An upstart; often an angry, violent, young Ghostfighter. Radges have short careers if they don't wisen up.

Ronson

A fight, brawl or melee, e.g. 'It's a ronson!' as a pint glass is thrown across a packed bar.

Square go

A one-on-one fight between two Ghostfighters. No interference by others is allowed. May be to the death, but not always.

Stookie

A plaster cast set on a broken limb.

Swedge

A fight, often a confusing melee of combatants.

Tan

To smash, stab or injure someone or something, e.g. 'tan a window.'

Tan mark

A scar.



Creating a ghostfighter

Ghostfighter Creation Summary

1. Concept
2. Advantages/Disadvantages
3. Origin
4. Upbringing
5. Attributes: 360 APs
6. Skills: 500 SPs
7. Possessions

1. Concept

What is your Ghostfighter like? Where are they from? What do they do? Why do they do it? Who do they know? What is their motivation?

2. Advantages/Disadvantages

Pick those appropriate for your Ghostfighter's concept.

Common Advantages: Combat Advantage (Two Weapons, Unarmed Parry, Weapon Parry), Contact, Fame, Mental Advantage (Concentration, Extreme Patience, Fearless, Pain Tolerance), Naturally Quiet, Physical Advantage (Ambidextrous, Balance, Low-Heart Rate), Strong-Armed, Quick Reactions, Very Tough, Wealth.

Common Disadvantages: Enemy, Infamy, Marked, Mental Disadvantage (Arrogance, Big Mouth, Bloodthirsty, Callous, Flashbacks, Impatient, Nightmares, Phobia, Psychosis), Physical Disadvantage (Addict, Disfigured, Injury, Ugly), Poverty.

3. Origin

Choose from Dispossessed, Redundant, Drudge, Middle Class (lower), Middle Class (upper), Nomenklatura, Low Corporate, Median Corporate, High Corporate.

4. Upbringing

Choose from Academic, Apprenticed, Corporate, Criminal, Dangerous, Independently Minded, Militaristic, Minority Group, Political, Poor, Religious, Sheltered Life, Transient or Nomad, Wealthy.

5. Attributes

360 APs, modified by age (see table).

6. Skills

500 SPs, modified by age (see table).

Age

13-17
18-25
26-35
36-45

APs

-50 APs
+40 APs
+0 APs
-40 APs

SPs

-80 SPs
-50 SPs
+0 SPs
+50 SPs

Common Skills: Unarmed Combat, Armed Combat, Thrown Weapon, Tactics, Running, Climbing, Hide, Sneak, Shadow, Tracking.

Other Typical Skills: Common (Menace), Folklore, Law, Psychology, Commerce (Fighting Talk), Drinking, Swimming, Negotiation, Persuasion (Intimidation), First Aid, Ground Vehicles, Water Vehicles, Bribery, Criminal Culture, Lockpick.

7. Possessions

Purchase equipment and clothing from the list in the rulebook. Additional items are listed in this book. The default Wealth Level for a Ghostfighter is 6. The Poverty disadvantage and the Wealth advantage can amend this.

Origins

It is true to say that not all Ghostfighters follow the same path. Indeed it is not a profession that requires a certain social origin or upbringing. People from all walks of life in The City can become Ghostfighters.

Dispossessed

The lowest of the low. This is an unforgiving and cruel beginning to life. Although many of the dispossessed turn to fighting at an early age, relatively few survive to become Ghostfighters. And for those that do, they emerge into later life marked both mentally and physically.

Redundant

Though barely a rung on the ladder above the dispossessed, they are more likely to turn to Ghostfighting through choice rather than necessity. The wealth it brings is also a culture shock to these people who have only ever dreamt of having a job.

Drudge

A solid life of manual work and no reward awaits the drudge. But for some they can make the leap to the colourful, exciting and dangerous life of a Ghostfighter.

Middle Class (lower):

What shakes a Ghostfighter from these comfortable and mundane beginnings? Perhaps the over caring family life and affluent lifestyle provokes a response, and a desire to become a Ghostfighter.



Middle Class (upper)

Bred into a world of bureaucracy and the skilled trades may seem an unlikely place for a killer to begin their path. However, the astute nature of their parentage and the natural instincts of this class allow many who choose Ghostfighting to prosper.

Nomenklatura

There seems little appeal in being a Ghostfighter for those from such wealthy beginnings, but often the choice of the profession is made in the heart and not in the head. The money also allows the finest training and the best of weapons.

Low Corporate

Living in the secured world of the corporations affords protection from the wilder sides of human nature in The City. With little prospect of anything better than that which they already know it is no wonder that children from this background seek a more exciting future for themselves.

Median Corporate

Secluded and comfortable, neither at the bottom or at the very top, this is a fertile breeding ground for those wishing to be glamorous Ghostfighters. Most will die trying, when the reality of the fighting on the streets hits home.

High Corporate

Why would someone from the very upper echelon of society seek to become one of the most disrespected and mistrusted people in The City. Who knows? Most die trying to live their dream, but perhaps that is truly the dream of the Ghostfighter.

upbringing

A character's upbringing should explain why the character has chosen this profession. Being born in to the Dispossessed for example does not mean you automatically become a Ghostfighter. What affected them? Why did they make the choice? How did their formative years mould them into the killer or professional they are today?

All Upbringings are possible for Ghostfighters (with a little thought and explanation), but the most common are the following.

Criminal

On the wrong side of the law and looking out for number one is a good way to break into the business. Fights are common; the weak fall and the strong prosper. It is no surprise that many Ghostfighters have this upbringing.

Dangerous

Gang life, time spent in gaol or just a generally violent upbringing breed Ghostfighters like there is no tomorrow. Sure, a lot of them die before they are 20 years old, but there are always new bodies coming through.

Independently Minded

This path is one that is often taken by those with money, wealth and privilege. They dance to their own tune turning their back on the life that their parents gave them.

Militaristic

The military takes people from all levels of society and moulds them into effective killing machines. It is no surprise then that some find an inner calling awoken on the Contested Grounds.

Minority Group

From the various disparate groups around The City there are occasionally Ghostfighters. They often have a different view on the profession having come into it from a unique upbringing and situation.

Poor

The money that can be made killing and working as a Ghostfighter in The City is of course a huge appeal to the poor. Every pound earned as a bounty is another reason that they feel they made the right choice.

Transient or Nomad

Travelling through The City exposes people to new and glamorous lives, such as that of the Ghostfighter. The varied skills learnt in this upbringing will serve any that try to become a Ghostfighter well.

training

Most Ghostfighters educate themselves, picking up techniques from those they fight and finding what works through painful practical lessons and hard-won experience on the streets.

Others pay for lessons from other Ghostfighters, who are willing to impart 'trade secrets' in return for money and help. Many a highly regarded trainer has found that they can raise a fearsome army of former pupils at short notice.

Rates of pay are open to negotiation (see the 'Rates of Pay' box at the end of this chapter.) Indeed some trainers are deliberately vague on the cost, instead preferring to be owed a 'favour' of indeterminate value from the trainee.



Skills

There are many skills that are useful for a Ghostfighter to possess and here I will highlight the ones that are both most common and otherwise useful. The most common skills are as follows.

Armed Combat

The signature skill of the profession. Most Ghostfighter will also have a healthy level in the Knife subskill. Some favour other weapons such as the Boatman's Hook or Axe. As important for defending in combat as it is for attacking. Many a Ghostfighter has been saved by their exemplary ability blocking a near fatal blow from an opponent.

Climbing

Useful for getting into and out of tight corners. Faced with a dead end and a large wall this skill can be a Ghostfighter's best friend.

Common (Menace)

This is the language that most Ghostfighters talk in when discussing business amongst themselves. It is an often guttural sounding variation of common, with words and terms that are mystifying for the uninitiated.

Hide

Not the specialty of most Ghostfighters but very useful for those that know when to keep their head down. Foes can't shoot at targets they can't see.

Running

A vital skill when it all goes horribly wrong. Also useful for catching foes trying to flee.

Shadow

Not a high priority for all Ghostfighters but essential for those doing bodyguard work and those that bear grudges or take on tail-and-kill contracts.

Sneak

While many Ghostfighters have messy public and bloody fights there are also a substantial number who do their business far more quietly. For the latter type of Ghostfighter this skill is an essential part of their repertoire.

Tactics

Fighting hand-to-hand is all well and good but anyone that wants to last a while in The City will invest some time and effort in learning Tactics. Lack of this skill is what gets Ghostfighters outmanoeuvred, outnumbered and as a result killed. Good for telling the non-fighting members of the group what to do and where to go when trouble starts.

Thrown Weapon

A common skill, and a useful one since most Ghostfighters shun the use of firearms. Throwing knives and axes are most common for specialization, but some use exotic weapons such as the harpoon and the javelin which have astonishing ranges (see the notes on Thrown Weapons).

Thrown Weapons

Thrown weapons are treated like other sorts of ranged combat, however you can only aim for a location at Medium range or closer.

Weapons are classified in three groups: (1) poorly improvised weapons; (2) those with a relatively short range that are hard to throw very long distances; (3) those that are designed for longer flight or are easier to throw further.

Close range for thrown weapons is STR/10 (round up). Medium is 2x this value, Long is 4x, and Extreme (for group 3 weapons only) is 8x.

Class 1: Poorly improvised weapons (Can only be thrown at Close range)

Examples: chair, gun, unbalanced knife or axe, or similarly awkward object to throw

Class 2: Short-range thrown weapons (Cannot be thrown at Extreme range)

Examples: Axe, Knife, Grenade, Improvised (ball, rock or similarly weighted object)

Class 3: Long-range thrown weapons (Can be thrown at Extreme range)

Examples: Spear, Javelin, Discus

Tracking

A necessary ability for those wishing to settle a score or find a missing person (or dog). Those with high levels this skill have an unerring knack of turning up on their foes doorstep when they least expect it.

Unarmed Combat

A core skill. Every Ghostfighter has had to fight unarmed at some point in their career. Whether they choose a particular move as a specialty (Block and Punch are typical) is a matter for personal choice. But no one survives long as a Ghostfighter for long in The City if they cannot fight without a weapon.



Other skills that are useful are as follows: Folklore, Law (for those wishing to work within the bounds of the law), Psychology (for studying opponents), Commerce (Fighting Talk), Drinking (for bitter old Ghostfighters and rich young Radges), Swimming (for those that have ever run down an alley and found a canal), Negotiation (for preventing fights), Persuasion (Intimidation), First Aid (for fixing up gaping wounds), Ground Vehicles (for the rich and well travelled), Water Vehicles (a necessary skill for travelling across The City), Bribery, Criminal Culture, and Lockpick (for those that are used to gaining entry to other people's houses).

new skills

Three new skills that are almost exclusive to Ghostfighters are Garrotte, Quickdraw and Base Jumping.

Combat (Melee) - AGL

Armed Combat (Garrotte)

Hand-to-hand combat skill necessary for using a Garrotte (either from a purpose built weapon or improvised from an item of clothing like a belt or neck scarf).

Armed Combat (Quickdraw)

The skill of drawing a close combat weapon and using it in the same action. Roll the Quickdraw skill, if successful the weapon can be used in the same action as it is drawn. If the attempt is failed then the weapon is ready for use on the character's following action. A roll of 00 means that the weapon gets stuck or dropped in the act of drawing.

Athletic - HLT

Base Jumping

The skill of deploying, steering and landing a small chute. Often used for silent infiltration from high buildings on to lower landing zones. A dangerous and daring way to break into low-lying areas of The City.

advantages and disadvantages

Common advantages that Ghostfighters might possess are as follows: Contact, Fame, Mental Advantage (Concentration, Extreme Patience, Fearless, Pain Tolerance), Physical Advantage (Ambidextrous - see note, Balance), Wealth.

Common disadvantages are as follows: Enemy, Infamy, Mental Disadvantage (Arrogance, Big Mouth, Bloodthirsty, Callous, Flashbacks, Impatient, Nightmares, Phobia, Psychosis), Physical Disadvantage (Addict, Disfigured, Injury, Ugly), Poverty.

buying/improving advantages in play

It is possible to buy and improve these advantages in play. It requires two things.

(i) The PC must find a teacher in game and role-play the learning aspect of the technique. This will require some length of game time, each AP of an advantage should take at least a month to learn (and possibly much longer).

(ii) The PC must purchase the Advantage at a cost of 100 IPs per AP.

For example, to learn the first level (Minor: 3 APs) of Combat (Weapon Parry: Knife) would require a PC to find a teacher and spend (at least) 3 months of game time learning the technique. Over this 3 months of game time the PC would also have to set aside 300 IPs. Once all these requirements are met and the GM is satisfied that the PC has learnt the technique, then the PC gains the advantage.

At a later point the PC could improve this to the second level (Moderate: 8APs) by spending a further 5 months (at least) of game time training and a further 500 IPs. Even then this is not automatic. The GM has the final say on whether they are happy with a PC having these advantages in their game. They may reasonably declare that the Moderate level takes two, three or even four times as long to learn.

Furthermore, here are some new Advantages and Disadvantages that are particularly tailored for Ghostfighters.

Marked (disadvantage)

A peculiar social disadvantage. Wherever the character goes an aura of foreboding and sense of trouble seems to follow. People treat the character like they're very bad news, doors slam shut on the street as they approach, children look away as they pass and dogs either stop or start barking in their presence.

Cost: +8AP

Physical advantages

Naturally Quiet

This is a bonus to the Sneak and Hide skills that is only applicable where being quiet actively aids the sneak or hide attempt.

Minor:	3 AP (+5%)
Moderate:	8 AP (+10%)
Major:	15 AP (+20%)



Strong-Armed

The character has a bonus to Strength solely for the purpose of working out their Punch and Kick damage.

- Minor:** -3 AP (+5%)
- Moderate:** -8 AP (+10%)
- Major:** -15 AP (+20%)

Quick Reactions

The character has a higher reaction speed than their Awareness, Intelligence and Agility would suggest. This gives a bonus to the REA characteristic, which is applied after their normal REA is calculated.

- Minor:** -3 AP (+5%)
- Moderate:** -8 AP (+10%)
- Major:** -15 AP (+20%)

Very Tough

This is a bonus solely for the purpose of working out your Resilience (RES). The character can take more punishment than their general health would suggest. This is added to the HLT attribute only for the purpose of calculating the character's RES.

- Minor:** -3 AP (+5%)
- Moderate:** -8 AP (+10%)
- Major:** -15 AP (+20%)

Moderate:

-8 AP (Use of the weapon in the primary hand at -10%, and the weapon in the off-hand at -20%)

Major:

-15 AP (Use of the weapon in the primary hand at normal level, and the weapon in the off-hand at -10%)

Combat Advantage (Unarmed Parry)

The Ghostfighter is trained in the art of blocking and counterstriking in unarmed combat. Unlike the Armed Combat advantage there is no level at which bullets can be parried. The two levels are as follows.

Minor:

-3 AP (If the character successfully blocks a melee attack then they may counter strike as an undefended action, as long as they have a free action still to take in this round [i.e. they just need to succeed on their own roll to hit their opponent - the opponent does not roll their Unarmed or Armed Combat to defend])

Moderate:

-8 AP (If the character successfully blocks a melee attack then they automatically hit their opponent [since by definition you have beaten their roll to hit]. This defensive parry is a free counterstrike in addition to any normal actions that the parrying character can take each turn. They may have as many counterstrikes per round as there are melee attacks upon them)

Combat advantages

Here are some combat advantages that Ghostfighters can possess. I recommend that a character only has one of the following Combat Advantages, and that the GM is careful about allowing these. How did the character gain this advantage and is it appropriate for the concept?

Note that although these advantages are not strictly limited to Ghostfighters, to learn them a character requires access to a teacher with knowledge of the technique. This teacher will most likely be a Ghostfighter.

Taken in conjunction with Ambidextrous these advantages may be fearsome.

Combat Advantage (Two Weapons)

The character is trained in fighting simultaneously with a melee weapon in each hand. Each weapon must be one that can be wielded one-handed.

- Minor:** -3 AP (Use of a weapon in the primary hand at -20%, and the weapon in the off-hand at -30%)

Combat Advantage (Weapon Parry: Weapon)

The character is trained in the art of blocking and counterstriking with a particular weapon. They are only trained with this technique for this one particular weapon. Common examples are Axe, Knife (including Llife), Polearm (including Boatman's Hook), Trident and Sword. This advantage has three levels of competence.

Minor:

-3 AP (If the character successfully blocks a melee attack they may counterstrike as an undefended action, as long as they have a free action still to take in this round [i.e. the character just needs to succeed on their own roll to hit the opponent - the opponent does not roll their Unarmed or Armed Combat to defend])

Moderate:

-8 AP (If the character successfully blocks a melee attack then they automatically hit their opponent [since by definition they have beaten the opponent's roll]. This



defensive parry is a free counterstrike in addition to the normal action that the parrying character can take each turn.

The character may have as many counterstrikes per round as there are melee attacks upon them)

Major:

-15 AP (In addition to the abilities of the Moderate advantage in melee combat, the character has limited parrying ability against fire combat. They can attempt to use their weapon to parry bullets [although they cannot deflect the bullets back at the shooter])

Note that (i) they may only block one attack like this in a round, (ii) they must have a clear line of sight to the shooter, and (iii) they can only block weapons that fire bullet-like projectiles, e.g. sparklocks, pistols and rifles. To succeed the parrying character must achieve a better result on their Armed Combat (Weapon) roll than their opponent has on their Combat (Aimed) roll. All bullets from the attack are blocked if successful.

Lasers, heavy or vehicular weapons, or area effect weapons like grenade fragments, clusters of needles, or shotgun blasts cannot be parried.

Practitioners of the Markain style like to act before their opponent and strike decisively. Even a non-fatal blow can cripple the opponent's ability to strike back in return. The aim is to have as short and as bloody a fight as possible, bringing combat to a speedy and satisfactory conclusion.

Markain aficionados are often covered in scars where a fallen opponent has lashed out frantically as the Ghostfighter hacked them apart.

Often the menace and appearance of such an awesome attacking force will give thugs and thieves reason to let the Ghostfighter pass without pushing the point. After all who wants to be first on the end of an attack from a Markain master?

demeloque

Benefit: +10% to defend

Penalty: -10% to attack.

The principle of Demeloque style is to create a solid defence by sacrificing some of the ability to attack.

Practitioners of the Demeloque style like to react to their opponent (see what they have to offer first) and hit once they have appraised the competence of their foe. They prefer to finish the fight once their opponent is tired, or by using devastating counterstrikes on a rash assailant. Indeed it was a Demeloque master who invented the Combat Advantage of Weapon Parry: Knife - with all the devastating effects that it holds.

fighting styles

A lot of Ghostfighters have no particular style to the way they fight with weapons. However, here are rules on two 'Fighting Styles' for the Armed Combat (knife) skill. This skill covers all knives and LIVES (including Half and Long LIVES).

One essentially puts the emphasis on attack while being poorer at defence and is called 'Markain'. The other style conversely heightens the defensive abilities but is poorer at attacking and is called 'Demeloque'.

markain

Benefit: +10% to attack.

Penalty: -10% to defend.

The principle of Markain style is to sacrifice some defence in return for overwhelming the opponent in attack.

Demeloque fighters are often more cerebral than their Markain counterparts. They probably prefer to talk everyone out of a fight in the first place. That being said, once a Demeloque master has seen all that you have in attack they will waste no time in killing you - while protecting themselves of course.

The followers of this style are noticeably less scarred than Markain fighters.

It troubles people in The City when they meet a famed Demeloque master who looks relatively unscathed. They wonder how the Ghostfighter could have gone through so many fights and yet emerged so relatively untouched. This gives Demeloque masters some cachet in dealing with others in The City.

general tactics

Whether your Ghostfighters train in Markain or Demeloque there are some basic tactics that will serve any Ghostfighter well.



(1) Don't get hit in the chest. A gaping hole in your upper torso will take you out of combat in no time at all. Along with the head it's one of the areas where you least want to be hit. Consider wearing chest armour: a mail vest or better yet a £20 Armour Vest could save your life one day.

(2) Limit the number of your opponents. It doesn't matter how good you are at Armed Combat if you have to fight too many opponents. Eventually the numbers will wear you down and you'll be plugged for good. Try and fight with your back to a corner or against a wall, or face them off in a doorway, where you can cut down on the number of opponents that can strike at you at once.

(3) Avoid lines of sight. You are an expert at close combat. So don't let that trooper with the assault or sniper rifle get you out in open ground and blow you away.

(4) Learn to back down. There are times when you can't fight your way out of something, or you'll take too big a risk in doing so. Find a way to come back another day and settle the score at a later date.

contacts

Everyone in The City needs contacts. Whether it is just your family or friends, workmates or a seedy weapons dealer, everybody needs them. And Ghostfighters need them more than most.

The trade of Ghostfighting is literally a cut-throat business and it always helps to be connected. Unfortunately, sometimes you have to help those connections out of tight corners themselves. But such is the way of things in The City and your connections will end up owing you more the more you can help them out.

Typically Ghostfighters have a variety of contacts, and it is true to say that no two Ghostfighters will know all the same people or have similar connections. In fact in games where you have more than one Ghostfighter in the group it is a good idea if they take complementary contacts. Some typical contacts are as follows, and note that they can all be enemies too.

Booker

Someone who gets you jobs, reads/writes your contracts and generally skims his 18% off the top of your fees. A good booker can keep you in work earning serious money for a long time, conversely a bad booker will give you a job that ends with you feeding the fish in a some easily-forgotten hell-hole.

Client/Formal Client

Clients come from all walks of life. Whether they want protected or someone chopped they all have their guilty secrets and a bag of cash. Some can be really well connected while others attract trouble like a magnet.

Corporate

There are two sides to the corporate coin. They offer stable employment, good benefits and access to weaponry and training. On the flip-side you end up on some psycho's shit list just because you jobbed for Trilhoeven once many years ago. Also the corps work you hard for your silver shilling, but the big ones pay on time.

Law Enforcement

Provosts, Corporate Cops, Detectives, Private Investigators and Transit Militia amongst a host of others. Almost every area seems to have a plethora of law enforcement officials, each with their own particular by-laws and statutes. You either learn their law or get to know one of them. Most Ghostfighters skip the reading. Oh, and ending up on the wrong side of one of these types can make working in some areas of The City very troublesome.

Religious

Whether it is a good priest hard at work or a corrupt deacon on the take these types are always good to know. Religious types get everywhere and have a finger in every pie. Of course, should you cross one they'll invariably decry you from their pulpit every week and send a constant stream of idealogues your way to cause trouble.

Streetgang

Maybe you used to run with them or you pay them the right respects, in any case a streetgang can be handy in a spot. Lose their friendship at your peril, they have long memories and kids that hold a grudge.

Tailors and Weapon Smiths

Will make and maintain the tools of your trade. Useful for tracking down the clues of who murdered who too.

haunts

Where do Ghostfighters hang about? What sort of place do they call home? Where can you find one to teach you a skill? The answer to these questions is not easy. The profession, outside of the regimented schools of the Macrocorps is very fragmented. Every Ghostfighter is an independent contractor, akin to a water taximan but with a far greater degree of risk and a non-existent pension plan. So Ghostfighters are found in small numbers everywhere and just about any place can be their home. Given their line of



work they tend to be wealthier than most and are often able to afford to live in relative luxury. Before they end up dead in a canal that is.

Here are some typical Ghostfighter haunts in The City.

Bankside's Knife Market

A small, specialized market usually held near the edge of Bankside. It seems to shift from place to place, but this cluttered and compact market is where many a Ghostfighter goes to buy their weapons and get them sharpened and repaired. Not for the faint of heart or for those of a nervous disposition, but definitely the place to buy your wares and be seen by the best weapon smiths in The City. People don't often steal here, since if they do the chances are they won't make it out of Bankside alive. Though their knives are likely to do so, once they have been sold at the next market.

Dojo Van Riefer

"Yes, it is a 'dojo,' a place of contemplation and learning. A place where Ghostfighters like Black Molly have trained. But I always think of it by the way it looks: a three-storey end of terrace house."

Persie Van Riefer, Ghostfighter trainer

A plain, unassuming building houses the Dojo of Persie van Riefer. Ghostfighter Riefer is an aging veteran, who has mostly given up fighting himself. He now teaches his techniques and wisdom to younger Ghostfighters. That is if they meet the exacting standards that he expects of students. He values patience very highly.

Van Riefer is a secretive man who takes on perhaps only one new student a year - these students normally spend between 3 and 5 years learning from him. He will set tasks for a prospective student and only unflinching dedication to these tasks, will see the reclusive van Riefer take on the student.

Generally his dojo is not a residential school. Students are expected to go about their daily business at work in The City. Van Riefer simply asks that they drop by once every week or two so that he can evaluate and test them on what he is teaching. Students may also, from time to time, spend a few months full-time at the dojo learning the details of particularly difficult techniques.

Van Riefer specializes in the Demeloque style of knife and Llife fighting. He teaches the Combat advantage of

Weapon Parry: Knife at Minor and Moderate level (and while he does know the technique up to Major level he only teaches this in exceptional circumstances). Van Riefer also knows the Combat Advantage of Two Weapons at Major level, but he rarely teaches this above Minor level to a student. Perhaps in his now advanced years he will decide to impart all of his knowledge to an up-and-coming Ghostfighter, who meets his high expectations.

Famously he trained the in-demand bodyguard Black Molly here.

CrossBar Terminus

As one would expect of this major transport hub there are many meeting points for Ghostfighters here. Inside the Terminus there are several bars and eateries where Ghostfighters congregate, including the opulent Buffet Car Restaurant. In these places work is offered, contracts and disputes settled and business arranged. CrossBar is considered 'neutral' territory so gang disputes, old scores and personal disagreements are expected to be put to one side inside the confines of the building. This is not always strictly observed, although a transgressor would do well to keep on the good side of the major players that frequent the Terminus.

Micinnery's the Tailor

From the outside this is an unassuming tailor's shop, but one that will cut a coat to fit any Ghostfighter. Said to have access to the finest dog pelts in The City Micinnery's does a roaring trade with the richest and most successful Ghostfighters. He doesn't come cheap, but then again who would be seen in anything but the best?

New Bridge Inn

A public house in Folly Hills not far from the bridge leading into Mire End, which was previously called the Old Redundant. Persie van Riefer can be found here playing Railwayman's Bluff with some of his acquaintances and perhaps a Ghostfighter-in-training.

This is typical of many pubs that Ghostfighters frequent. Basically they are normal pubs with normal people in them. Typically a single Ghostfighter or a small group of no more than 5, will have that pub as their 'turf'. All-Ghostfighter pubs are very much rarer and such things only exist in fairly strange places such as at CrossBar Terminus (where they are used for hiring), near the Contested Grounds (out of necessity) or at somewhere like the FunHouse in Project97.

Shale Hall

This crippecut venue and some associated characters are detailed in the Lostfinders Guide To Mire End (available to from Contested Ground Studios or your local games shop).



It is a partly flooded building that houses non-lethal crip-plecut fights. Bets are placed and honours settled. Almost every burgh has something similar to this. Perhaps the best known in The City is the Funhouse located in Project 97 (see p71 of the a|state MRB).

Xystus 020

The coded name of the retreat where Iron Hand trains its Ghostfighters. Its precise location is a closely guarded corporate secret but it is thought to be the very best place in The City to learn how to fight and kill with a Lliffe. Many would dearly love to close this murder school down. Others are more happy to pay exorbitant amounts of money to be abducted, stripped, blindfolded, taken there and trained in secrecy, emerging years later as an obscene killing machine.

Rates of Pay

The price paid for a kill varies greatly. An impoverished family who wish a local thug killed might be charged a fee of a few pounds while a high-ranking Macrocorp would require a fee of thousands of pounds. Of course, the fee also in some way represents the likely payback that a Ghostfighter can expect for completing a job.

Rank	Typical example	Typical Fee
Very Low	Thug, few connections	£5
Low	Gang member	£20
Medium	Corp employee, Gang boss	£50
High	Significant Macrocorp exec	£500
Very High	Leading Macrocorp figure	£10,000



Weapons & Equipment

Weapons

Boatman's Hook



A nasty polearm, which uses the Armed Combat (Polearm) skill. About 5 feet long with a twisted metal hook on the end. Originally used for fetching corpses out of canals but a nasty two-handed weapon in the hands of a master.

Cost: £10

Availability: Common

Butcher's Blade

The Butcher's Blade is also known colloquially as a 'Munro' after a Ghostfighter called Alexander Munro who modelled himself as the 'Master Butcher.'

A rough and heavy knife. Cheaper than a Lliffe and the weapon of choice of many poor Ghostfighters in The City.

Cost: £5

Availability: Uncommon

Discus

A Class 3 throwing weapon. This circular weighted disc has a diamond-composite edge designed for slicing through the hardest armours and materials at a great distance. An expensive, nasty and exotic weapon. Can be used in hand-to-hand combat using the Armed Combat (Knife) skill.

Cost: £200

Availability: Scarce

Garrotte

A very thin metal or molecular compound wire used to strangle and in some cases decapitate an opponent. Uses the skill of Armed Combat (Garrotte). Versions made from cord or dogskin will merely strangle, rather than decapitate a target.

Cost (hitech): £100

Cost (lotech): £1

Availability: Very rare

Availability: Common

Lliffe (Lliffe/s)



A weapon between 10 inches and 2 feet in length made of extremely thin layers of artificial diamond sheet bonded with ceramics and high-quality steel. It is used as a slashing weapon and is amazingly sharp. A Lliffe can slice through extremely dense materials with consummate ease. Expensive and stylish.

There are two common variants of the Lliffe.

Half Lliffe



From one to two-thirds the length of a normal Lliffe, this weapon can be concealed in boots and small pockets. Often the guard on the handle where it meets the blade is removed for concealment purposes. Some versions can be mistaken for an cut-throat razor.

Long Lliffe



The Long Lliffe is about one-and-a-half to two times the length of a regular Lliffe. It can be wielded in either one or two hands, and does slightly more damage when used two-handed. Often curved and many have ornate hilts. Far lighter than a sword but sometimes similar in appearance.

Cost (Half Lliffe): £250 **Cost (Lliffe):** £200

Availability: Very rare **Availability:** Very rare

Cost (Long Lliffe): £400

Availability: Scarce



Mudlark's Fist

A brutal set of knuckledusters. Uncouth and intimidating, these nasty bits of metal fit squarely on the fist. Use the Unarmed Combat (Punch) skill and add 2 to your Punch DMG score.

Cost: £5

Availability: Uncommon

Razor Gloves

A set of close-fitting dog-leather or plasti-fabric gloves with razor blades stitched into the fingers. Very nasty and can leave a lacerated opponent with a severely reduced appearance. Makes use of the Armed Combat (Improvised) skill.

Cost: £50

Availability: Rare

Sledge

A sledgehammer is a heavy improvised weapon that can be used to smash doors and kneecaps with equal fervour.

Cost: £20

Availability: Uncommon

Sword



Some Ghostfighters favour the reach, power and intimidation factor of weapons even larger than the Long Live. Although rare, some Ghostfighters are known to use swords of various designs as their primary weapons. While not easily concealed, these are potent and effective weapons.

Cost: £40 -1000

Availability: Uncommon

Throwing Axe

An axe that is specially weighted and designed to aid throwing. Treated as a Class 2 throwing weapon.

Cost: £25

Availability: Uncommon

Throwing Knife

A normal knife is not easily thrown, but a throwing knife is specially balanced for this purpose. Thin and deadly at a surprising range, this Class 2 throwing weapon is favoured by many Ghostfighters.

Cost: £3

Availability: Uncommon

Trident (Thrown Harpoon)

A nasty surprise for anyone trying to fight a Ghostfighter from a distance. Some Ghostfighters masquerade as fisherman carrying these exotic weapons with them wherever they go. A Class 3 throwing weapon with a fearsome extreme range in the hands of a high-Strength Ghostfighter.

Cost: £50

Availability: Uncommon

Other Equipment

Appfel Wine

A golden-coloured liquid. A type of alcoholic wine made from Appfel fruit. Can vary from 'dry' to (commonly) 'sweet'. A cheap and good way of getting drunk and forgetting your psychological problems, and subsequently popular with Radges. The 'Appfel Triangle' is how some refer to the TCMMA and its societal drinking problems amongst the youths there.

Cost: 10s

Availability: Very common

Bioware

Bioscience modifications are used by elite Ghostfighters with access to the very highest levels of Macrocorporate research and funding. However, they are but a pipe dream for the average Ghostfighter on the street. See pp. 208-211 of the MRB for Bioscience and its possible benefits.

Cost: Varies, see MRB

Availability: Varies, see MRB

Combat Drugs

Pills. Where would Ghostfighters be without their pills? In a much better place probably. These medical marvels come in a large brown glass bottle and have several different effects. They try to replicate the advantages of bioscientific modification and can have horrendous downsides. Use with caution.

Blue

Imparts night vision and a generally increased sensory perception for 2d10 minutes. Can lead to blindness if user is exposed to sudden bright light. Prolonged use can lead to addiction and a dulling of the senses (reduction to the Awareness attribute).

Green

Use of this pill gives the user greater Agility and Dexterity, raise each attribute by +10% for d10 hours. At the end of the effect the character must pass a Health test or take 2 SPs of damage.



Red

This drug attempts to dull pain and increase strength and quickness. For d10 minutes the user ignores all injury penalties and modifies their Strength and Reaction attributes by +10%. When the drug wears off the user takes an extra SP of damage for every pill (Red, Green or Blue) consumed within the last 25 hours.

Cost (Blue): £50

Availability: Rare

Cost (Green): £80

Availability: Rare

Cost (Red): £100

Availability: Rare

Ghostfighter Glue

A rapid-setting adhesive that can seal up a nasty wound quickly and cleanly. Requires the First Aid skill to use properly. Misuse can lead to fingers being glued together, so the use of gloves is recommended. Leaves a nasty scar but otherwise binds the wound effectively.

Cost: £2

Availability: Uncommon

Ghostfighter Coat

"You ask me how a Ghostfighter keeps dry in the rain? I could give you advice about dodging raindrops and becoming one with The City. However, my advice is don't go outside."

Poul Gulliksen, Ghostfighter, Bankside

This long coat is usually made from dog-hide leather or chemically toughened cloth, and does more than keep the Ghostfighter dry in the rain. Indeed finding a tailor to make this not inexpensive item may be an adventure in itself.

The back of the coat may be reinforced in strategic places with light armour plates that protect the most vital organs. These plates are secreted inside the coat and provide an armour value of 7 versus slashing or stabbing attacks from the rear. The shoulders can have overlapping plates attached and a stiff collar of metal inserted into the jacket lapels to protect the neck if so desired.

The forearms of the coat have slots for attaching metal or ceramic braces. These enable the Ghostfighter to block knife strikes using the Unarmed Combat skill. The underside of each of these braces can additionally be armed with two thin throwing knives. Ornately carved braces are popular with rich and vain individuals. The braces usually give an armour value of 7.

The coat is cut in a style that is unencumbering to the Ghostfighter while fighting. It is also, necessarily, made to suit the individual fighting style of the owner, meaning a second-hand coat is not ideal. Re-tailoring a fallen opponent's coat is more common than having a suit made from scratch as it is far cheaper this way.

The emphasis on protection is to prevent attacks from the rear rather than from the front. The theory is that a skilled Ghostfighter can protect themselves well enough from a frontal attack.

Within the coat there are numerous spaces for concealing items and weapons. These give the Ghostfighter rapid access to the items while keeping them hidden from general view. The exact type and location of weapons varies from coat to coat. Generally a coat can carry no more than a few moderately sized items before being too heavy to fight in.

Some common additions to the front of the coat are one of the following: two throwing knives; a wire garrotte along the waist line; a concealed Life or Half Life. Another option is to replace the weapon spaces with a plate that protects the user's chest with an AV of 20. This armour option normally doubles the cost of the coat.

All the items tend to be made as light as possible, but still the coat takes some getting used to before the Ghostfighter is comfortable fighting in it. When fighting with a new or unfamiliar coat, or one that is overloaded then there is a -10% penalty to fighting. This penalty reduces to 0% after a week of wear for a tailored coat.

Cost: £100

Availability: Rare

Low-Altitude Parachute (LAP)

Allows base-jumping on to targets from high buildings using the Base Jumping skill.

Cost: £5,000

Availability: Scarce

Stealth Shoes

Specially made footwear that aids in moving quietly across all sorts of terrain and leaving as little trace as possible.

Cost: £50 - 150

Availability: Rare



famous ghostfighters

Jane Card

Age: 25
Height/Build: 6'0"/Muscular
Eye/Hair Colour: Blue/Light Brown
Affiliations: None

Jane Card is briefly described in the a|state MRB on p. 71 in the section on Mire End. The MRB also features numerous pieces of fiction involving this notorious Ghostfighter ('An Education').

Suffice to say that Card is a hard, humourless woman. She rarely smiles and has never, ever been know to laugh in public (or, it is assumed, in private). Few people can claim to really know Jane Card, given her intensely private nature. Much rumour and gossip surrounds her occasional acquaintance with Janus Kripitsch, well-regared and popular Lostfinder of Mire End burgh. Fishwives and storytellers revel in lewd and libidinous tales of what may (or may not) be occurring between Card and Kripitsch. As for the pair themselves, it is a subject best left unbroached in their presence.

Many in Mire End, and further afield, fear this stern-faced young woman from the Third Church Home for Unwanted Children. None fear her more than Garsey Hatchett, cadaverous leader of the Mire End branch of the Hohler Gang. Not that Hatchett would admit this to anyone, oh no. At an ill-defined point in the recent past, Card subjected Hatchett to a thorough and humiliating beating in front of some of his men. For less strong willed (and less mad) leaders, this might have resulted in a spectacular fall from grace. Not so Hatchett. He simply shot the four of his men who witnessed his drubbing and subsequently denied everything.

Card never grew up wanting to be a Ghostfighter, unlike many aspirational youngsters in The City. Her early life was spent in the Third Church Home for Unwanted Children, performing the numerous menial tasks assigned to waifs and strays taken in by the Church.

Only when she became a teenager did Card find that she had an unusual aptitude for handling knives and other sharp implements. Needless to say, this alarmed the staff of the orphanage, who took all possible steps to discourage the girl from the path she seemed to be taking.

Obviously, their threats and imprecations had no effect, and Jane wandered into adult life with a knife in each hand. She learned her skills on the tough streets and canals of Mire End, fighting the gangs, pimps and peddlers of the burgh for a few shabby coins.

Now she is a woman, respected and feared by many. Her chosen career takes her to many places unheard of by Mire Enders, but she always returns. You can take the girl out of Mire End, but you can't take Mire End out of the girl.

Vaughn Dalry

Age: 29
Height/Build: 5'11"/Slim and gaunt
Eye/Hair Colour: Blue/Dirty blond
Affiliations: Trilhoeven.

Vaughn Dalry is a divisive figure in Ghostfighter circles. He is near worshipped by a vocal and angry subset of fighters in The City, but equally reviled by many more moderates for his despicable ways and outrageously embittered attitudes.

Dalry came from an affluent family who lost all they had in a bitter corporate struggle. The young Vaughn took bloody revenge on those that drove his parents and older siblings to suicide. Yet that does not excuse his subsequent behaviour in mounting a growing campaign of violence. He cut a swathe through the great and the good on his way to near the top of the list of most talented Ghostfighters in The City, caring little for rank or reputation.

Physically he is an intimidating presence with a large ornate tattoo that covers most of his left arm. He wears a cut-off fabric jacket so that everyone can see it and know who he is. Beneath his jacket is a polycarbonate chest-plate, a precaution against someone getting clever or lucky. It has served him well over his rapid rise to infamy.

Dalry is a vicious and clever fighter, not the foolish bigot that many think him to be. He favours the use of an exquisite and highly expensive curved Llife. It is as sharp as his hatred and as damaging as his twisted social and political beliefs. Notoriously he uses Ghostfighter Glue to seal up the eyelids, mouth and nostrils of foes.

Dalry made his name in the Contested Grounds, from which he bears many scars on both his body and in his mind. Now he works for Trilhoeven, who have embraced his talent and fervour for cruelty. A marriage made in Hell.





poul gulliksen

Age: 54

Height/Build: 5'10"/Solid

Eye/Hair Colour: Brown/Greying black

Affiliations: Bankside, most 'upper tier' Ghostfighters.

Poul Gulliksen is a barrel-chested yet agile man, with a soft voice and an affable demeanor. He has used his even-tempered nature to further his career and extend his life considerably beyond that of his peers. Many of his bloodier contemporaries died out years ago while his steadier course has served him far better. Gulliksen is respected and feared despite his relatively low number of kills (rumour has it the amount of kills is under 100). However, when he does fight it is with a ruthless calm and brutal finality.

For the past dozen years Gulliksen has affiliated himself with the traders and chop shops in Bankside. He provides them with a guaranteed killer, while they provide him with a safe haven to run his operations.

The hell hole of Bankside deals with any upstart wanting to make their name off killing Poul Gulliksen. While he will never be considered a Banksider, he is held in high regard the tight-knit community of that burgh. (And it must be kept in mind that people born in Bankside aren't considered 'true Banksiders' until they have a continuous line of Bankside births through 5 or 6 generations.)

These days he spends most of his time resolving disputes before they escalate to violence, or organizing hits on those that refuse to negotiate. Very rarely will he take a case himself, unless the target is of sufficiently high standing and difficulty.

Gulliksen one day hopes to retire completely from the scene and pass his work on to another Ghostfighter. He has yet to find one of the correct temperament that he feels can fill his shoes. And anyone wishing to learn from him would have to find him in Bankside.

black molly (formerly known as easter montgomery)

Age: 23

Height/Build: 5'5"/Lithe

Eye/Hair Colour: Green/Artificially black

Affiliations: Persie van Rieffer.

Black Molly is an up-and-coming Ghostfighter who works as a bodyguard for the very rich. She is an ardent student of the Demeloque style of Llife fighting.

She was born into a family of gardeners and she spent her early years in The Forest honing her horticultural skills and watching the highest echelons of society enjoy the pleasures that their wealth afforded them. Her own family seemed poor by comparison but in truth they were far from impoverished.

By her teens Easter was an accomplished gardener but had become eager to see beyond the hedgerows, vines and walls of The Forest. So on turning 16 she ventured forth into The City, much against the wishes of her family and her boyfriend she left behind.

Easter found the asphalt jungle of The City at large to be a massive culture shock. However, she survived and adapted, and in time prospered. She still did not know what to do with her life until she found the calling to become a Ghostfighter.

Through research she happened upon Persie van Rieffer, a noted Ghostfighter from a nearby burgh, who eventually agreed to take her on and educate her. It was during this time that one side of her face was hideously disfigured in a bar fight. Soon she took to dying her hair black and her pleasant demeanor was replaced with one of caustic seriousness.

Her name had changed within a year too and Easter Montgomery was replaced with Black Molly.

persie van rieffer

Age: 45

Height/Build: 5'7"/Lean

Eye/Hair Colour: Blue/Mousy brown

Affiliations: Black Molly, Archibold Flint, TCMA Provosts.

Persie van Rieffer is an aging veteran, who has mostly given up fighting and now instructs worthy students at his 'Dojo' in Folly Hills. He is a secretive, elusive and often verbose man who spends a lot of his time solving problems behind the scenes and indulging in games of Railwayman's Bluff with a small coterie of old friends (his skill with cards is almost as legendary as his skill with blades).

In truth he is far better an educator than a practical Ghostfighter these days so he spends most of his time imparting his wisdom, techniques and years of accumulated knowledge to others rather than fighting. He was fairly handy with a Llife in his day and he can still prove dangerous when pushed into a corner.



Van Reifer turns away many more students than he accepts, taking on only the most dedicated, those with the most potential or those who have what he describes as 'it'. Few have 'it', whatever 'it' may be (and Persie is not very forthcoming when asked to describe exactly what 'it', in his yes, is).

It is worth noting that despite his 'airs and graces' he began life as common as muck. But as van Riefer himself would say 'where there is muck, there is brass'.

bernard scrimshaw

Age: 31

Height/Build: 5'11"/Stocky

Eye/Hair Colour: Blue/Bald

Affiliations: None

Itinerant pit-fighter and gladiator extraordinaire, Scrimshaw grew up on the canals with his nomad family, drifting this way and that around The City. Ironically, it was his desire for a more settled occupation that lead to his current situation.

Enlisting with the constabulary of a wretched burgh on the Least Canal, he quickly grew tired of taking orders and scribbling reports in his crabbed and ill-educated handwriting. He descended into disillusionment and despair, drinking heavily and gambling all his money away on organised pit-fights. Then he realised he was deeply in debt to the bookies and organizers of these same fights. He was faced with a choice: take to the pits or end up clubbed to death and thrown into the Least Canal. He chose what seemed to be the quickest and least painful method of ending it all.

Much to Bernard's surprise, he came out victorious in his first fight and soon established a reputation as a canny, subtle opponent. The aspiring sportsman soon outgrew the confines of the dingy, un-named burgh and set off for bigger and better challenges. As he meandered up the canal, he perfected his technique and mastered his art.

Now he commands top billing in fights and crowds chant his name when he appears. His formidable two-sword technique is applauded and admired by the cognoscenti, the graceful arcs of his weapons garners "ooohs" and "aaahs" from the bloodthirsty masses.

Scrimshaw is not a poor man, yet he continues to bathe in the harsh lights of the pits. He says that his will to be the best drives him on. If truth be know, he has but one aim: he has heard of far-away Project 97 and its pit-fighting king Derwent Gavidge. Bernard Scrimshaw is on a mission to defeat Gavidge on his own turf and won't rest until he is victorious or dead.





the bodyguard

You are hired muscle, plain and simple. You didn't always have such a legitimate use for your abilities, but that doesn't matter now. You are thoroughly competent in many areas of combat and surveillance, and you are suitably well paid for it. After a couple of years of hard work you are also skilled at piloting vehicles and boats.

Over time you have built up a trusted list of contacts and clients, as well as some enemies of course.

Still, you have a chance at a long career if you pick your clients wisely and you don't take too many risks. In your earlier days you took chances, luckily for you they have paid off in spades.

Unless someone settling an old score catches up with you...

Quote: *'What? Why? The pay's better than OK, OK? Everybody has to do something to make a living in The City. And this is how I make mine. Now piss off.'*

Concept: *The Bodyguard. Muscle for hire.*

Origin: *Drudge.* You are from a family of watchmakers, and you learnt the basics of that trade from your father.

Upbringing: *Transient.* You spent your formative years travelling across The City in riverboats and on road vehicles. Here you learnt how to pilot boats and skiffs, as well as drive all sorts of cars and bikes.

Outlook: You have a pragmatic view on life. In The City there are people who can take care of themselves. You count yourself as one of those people. Others, however, can't protect themselves from the rough and tumble of City life, which is where you come in. If they have the money they can pay for people like you to look after them. If they can't pay then they have to take their chances on their own. It's part of life in The City.

You fill a necessary role, and get paid well for it. And there is never a shortage of clients willing to pay for your skills.

Prejudices: You are wary of people who help others without getting paid. What's going on there? Where is the transaction? What's really in it for them? They just want to help someone? Sure, risk life and limb and get no reward? Not likely. They're probably playing an angle, you just can't see it yet. You don't dislike do-gooders, you just aren't convinced their motives are as honourable as they would claim.

You despise people who dole out random acts of violence - it just causes trouble all round. Paid-for violence, over a debt or act of revenge, is understandable. But random carnage just puts too much at risk for no reason, and you don't like it.

Affectations: You work for people who have far more money than you ever saw as a youth. And you get paid more cash than you often know what to do with. As a result of this you have developed a richer lifestyle than many of your fellow Ghostfighters. If you ever were to try and give up being a bodyguard you'd probably have to come back to it, just to keep yourself in the manner you've grown accustomed to.

You like smart and stylish clothes, good healthcare, the best dog steaks and only the highest-quality spirits to drink.

You, of course, have a classy - and expensive - life.



Bodyguard

CHARACTER NAME & OCCUPATION

ATTRIBUTES

Agility	50	AGL	DERIVED ATTRIBUTES
Dexterity	50	DEX	50
Health	50	HLT	REA
Strength	60	STR	5
			RES
			3
Awareness	50	AWR	Punch DMG
Intelligence	50	INT	4
Personality	30	PER	Kick DMG
Willpower	40	WIL	30
			ENC

SKILLS

	Mod	Level	Total
Armed Combat	AGL	60	65
- Knife		+20	85
- Club		+10	75
Unarmed Combat	AGL	60	65
- Block		+10	75
- Grapple		+20	85
Thrown Weapon	DEX	30	35
Tactics	INT	50	55
Running	HLT	40	45
Climbing	HLT	20	25
Sneak	AW/DX	30	35
Shadow	AW/DX	40	45
Tracking	AW/IN	20	25
First Aid	INT	20	25
Folklore	INT	10	15
Ground Vehicles	AW/DX	50	55
Water Vehicles	AW/DX	40	45
Watchmaker	IN/DX	20	25
Common (Spoken)	INT	75	80
Persuasion	PER	30	33
- Intimidation		+10	43

Birthplace

Origin *Drudge*Upbringing *Transient*

Associates

IPs

Age 31

APs 360

SPs 500

DAMAGE



Location	AV	Melee	Fire
Head 1		-20	-40
Chest 2,3	20	-10	-20
Abdomen 4	20	-10	-20
R Arm 5		-15	-30
L Arm 6		-15	-30
Up R Leg 7		-10	-20
Up L Leg 8		-10	-20
Lo R Leg 9		-15	-30
Lo L Leg 10		-15	-30

Shock Points



Injuries

TRAUMA	L (<RES)	M (≥RES)	S (≥2RES)
Head	1 SP	4 SP	DEAD
Chest	2 SP	4 SP	DEAD
Abdomen	1 SP	2 SP	4 SP
Arm	Bleed	1 SP	2 SP
Upper Leg	1 SP	2 SP	3 SP
Lower Leg	Bleed	1 SP	2 SP

ADVANTAGES

	Level
Contact - Weapon smith	Mod
Contact - Booker	Min
Contact - Doctor	Min
Wealth	Mod

DISADVANTAGES

	Level
Mental - Arrogance	Mod
Mental - Impatient	Min
Enemy - Gang member	Min
Enemy - Former Client	Mod
Enemy - Rival Ghostfighter	Mod

Projectile Weapons

Small throwing knife

DAM

5

Melee Weapons

Llife

DAM

6

Ceramic Blade

5

Ceramic Long Knife

7

Cosh

6

CHARACTER DESCRIPTION

Height

Weight

Eye Colour

Hair Colour

Complexion

POSSESSIONS

Armoured Vest

Loose fabric jacket

Stylish clothes

1 litre bottle of fine spirits

Expensive pocketwatch

Llife

Weapon maintenance kit

First Aid kit

WEALTH £ 20 . s. . p

PEN	RNG	ROF	REM	CLIP	MSS	Rel.
10	6	1	+10	-	0.3	-

PEN	RCH	REM	MSS	Notes
5/20	+0	+5	1.0	Ornate
10/12	+0	+10	0.3	
10/12	+0	+10	0.5	
0	+0	+5	1.0	

The fallen angel

Your life has been one lived under a tinted microscope. Your earliest memories are of being told that everyone is perpetually being watched, observed, evaluated and noted. The preacher at the commune told you this holiest truth. But you are watched more than most, because of your zeal. Or so he said.

You guess they saw what the preacher tried to do to you too. And what you did to him when he wouldn't take no for an answer.

You've now left the Shining Sky commune and its peculiar, secretive and perverted ways. They abhor violence and so you could never fit in. You've become a Ghostfighter as it seemed to be in your blood. Now you travel across The City as a violent knife-for-hire questioning your faith and looking for evidence of the premise on which your life was built. You have enemies in the sect and notably you have psychological disadvantages by the fistful.

Quote: *'They say they're watching. Well maybe you can't see 'em, and maybe I can't see them either, but it doesn't mean they're not there. Watching us. All the time just watching everything we do. Why?'*

Concept: *The Fallen Angel.* A violent zealot questioning their religion.

Origin: *Dispossessed.* You never knew which of your brothers and sisters at the commune were your parents. Little did anyone care, as questions were more plentiful than answers.

Upbringing: *Religious.* The Shining Sky is an organization of pacifists and perhaps it was this environment that brought your violent nature to the fore?

Outlook: You have found your new life to be one of adventure and revelation. Never a day that goes by where you do not meet some new challenge head-on - the fights have been harsh and the punishments cruel. The natural style of fighting that came to you was that of Markain. You are poor and embittered, questioning yourself daily on your lot. You eat what you can and keep what you can prize from others.

You have little to hold on to but Hope. A deep-rooted Hope that you can find a better way, and all the time a gnawing feeling that perhaps you are being watched. But for what purpose?

Prejudices: You hate the 'haves.' Those that 'have' look down upon those that 'have-not.' Looking back you realize that you never thought you had much of anything at all. Apart from your faith, of course, but now you even question that. Desperation is your father and necessity your mother.

You crave company. Someone who can relate to you. At first you thought this would be easy to find, but you've now had your fingers burned too often. Your mistrust of people is festering into sociopathy and you're finding it harder to let go of your fears and prejudices. You have no problem with making business arrangements, honouring territorial agreements or working under protocol. But letting someone know you is a different story.

Affectations: Scars. You are covered in scars and you wear them with pride. At first you could tell everyone who asked where each one came from, and how, why and when. No longer. Too many scars and fights and too many moments best left forgotten. Your skin is an eburnean tapestry covered in mottled bruises of many shades and hues. The stitches on your arms and belly are fresh. They hold weeping wounds together, and between the twine blood leaks out, sometimes running, but mostly clotting and drying upon your skin.

Your clothes and gear are a piecemeal affair of items stolen and won in fights. Your weapon of choice is a heavy Llfe-like weapon of rough metal: a Butcher's Blade. It has been your trusty friend through many narrow escapes and times of dread. It is your only true friend and it knows when to look away, when to shut its eyes and when to stop watching. It's the watching that you can't stand, and your Blade knows best.



Fallen Angel

CHARACTER NAME & OCCUPATION

ATTRIBUTES

Agility	50	AGL	DERIVED ATTRIBUTES
Dexterity	45	DEX	65*
Health	35	HLT	REA
Strength	35	STR	4
			RES
			2
Awareness	50	AWR	Punch DMG
Intelligence	35	INT	2
Personality	30	PER	Kick DMG
Willpower	60	WIL	17.5
			ENC

SKILLS

	Mod	Level	Total
Armed Combat	AGL	60	65
- Knife		+25	90
Unarmed Combat	AGL	50	55
Tactics	INT	20	24
Running	HLT	50	54
Climbing	HLT	40	44
Sneak	AW/DX	60	65
Shadow	AW/DX	20	25
Tracking	AW/IN	20	24
First Aid	INT	40	44
Folklore	INT	7	11
Common (Spoken)	INT	52	56
Swimming	HLT	25	29
Theology	INT	20	24
Psychology	INT	20	24

Birthplace

Origin

Upbringing

Associates

Dispossessed

Religious

IPs

Age

16

APs

310

SPs

420

DAMAGE



Location	AV	Melee	Fire
Head	1	-20	-40
Chest	2,3	-10	-20
Abdomen	4	-10	-20
R Arm	5	-15	-30
L Arm	6	-15	-30
Up R Leg	7	-10	-20
Up L Leg	8	-10	-20
Lo R Leg	9	-15	-30
Lo L Leg	10	-15	-30

Shock Points



Injuries

TRAUMA	L (<RES)	M (≥RES)	S (≥2RES)
Head	1 SP	4 SP	DEAD
Chest	2 SP	4 SP	DEAD
Abdomen	1 SP	2 SP	4 SP
Arm	Bleed	1 SP	2 SP
Upper Leg	1 SP	2 SP	3 SP
Lower Leg	Bleed	1 SP	2 SP

ADVANTAGES

Quick Reactions (*+20%) Level Maj

Ambidextrous -

DISADVANTAGES

Mental - Nightmares Level Mod

Mental - Flashbacks Level Mod

Physical - Scarred Level Mod

Poverty Level Mod

Enemy - Sect Priest Level Min

Projectile Weapons

DAM

Melee Weapons

Butcher's Blade (1/2) DAM 6/7 PEN 5/15 RCH +0 REM +0 MSS 0.8 Notes

Knife 5 7/8 +0 +10 0.5

CHARACTER DESCRIPTION

Height

Weight

Eye Colour

Hair Colour

Complexion

POSSESSIONS

Weight

Poor-quality clothes

Sewing kit

Bandages

Broken telescope

Butcher's Blade

WEALTH £ 10 s. p

PEN RNG ROF REM CLIP MSS Rel.

the perfectionist

You are the master of understatement. You think hard about killing and consequences, and the very nature of your profession. For many years you have earned and spent vast sums of money. You have accumulated enemies, of whom only a few survive, and lost good friends. You also have contacts and corporate connections that date from your military days long ago where you first learnt your trade.

You are highly skilled at fighting, and have wealth and class in abundance. Some also say you have a reputation for being 'difficult' to work with.

Quote: *'I take the long view. A messy kill is not worth anything at all. I seek the perfect kill. I fully intend that once in my life I will hear the sound of a flawless death. I just hope that it is not my own. Sadly for you, you were not my perfect kill. Rest assured, you were very close though.'*

Concept: *The Perfectionist.* A thinker, a more cerebral Ghostfighter who likes to weigh up the options.

Origin: *Middle Class (Upper).* From a respected family you knew that you never were going to follow in your parents' style of living. You had more interesting plans for yourself.

Upbringing: *Militaristic.* You signed up with a military unit and learnt fighting in the military. This training has served you well as a Ghostfighter.

Outlook: Most disturbingly you have encountered things. An Ubel. One of the Shifted. It was more than a decade ago and only you survived. And with each passing year the memories fade and you doubt more and more what you encountered that day. Four of your best friends died in a frenzy of carnage, and through luck you survived.

Now you study, practicing harder than ever before, your aim is to find the perfect way to kill. If the Ubel should come back for you, then you will be armed with the perfect technique in your repertoire. Or so you hope.

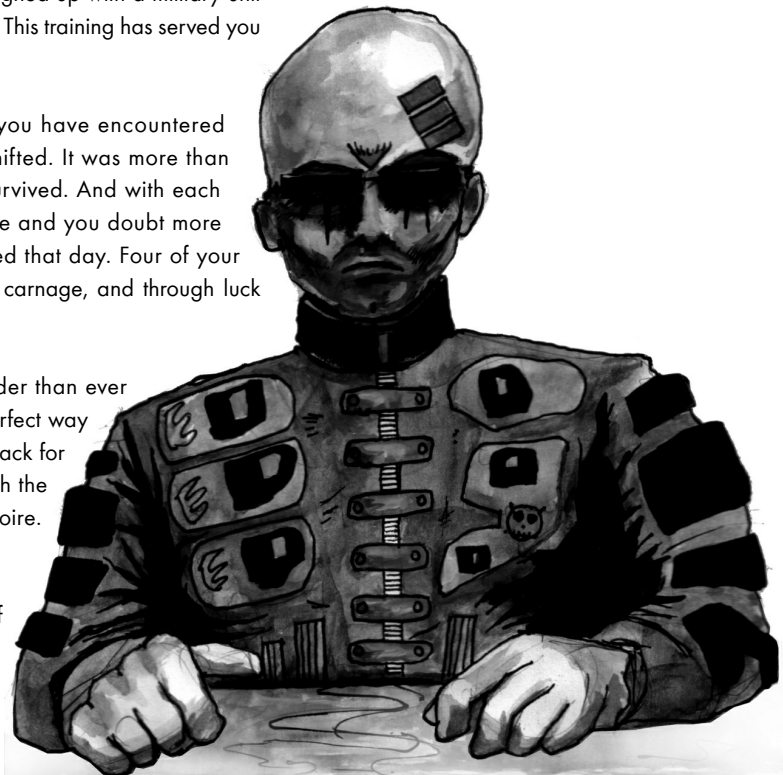
Currently you take on a range of jobs for clients that can afford you. If people in The City are willing to pay your rates, then you will give them your service.

Prejudices: Perfection is everything to you, and you cannot help but see flaws in all of those around you. You also cannot help but point out the shortcomings of others. Of course, you most pointedly see your own flaws more than those in anyone else but you keep them to yourself. Naturally you most certainly do not like others pointing out your flaws for all to see.

You like things to be done rationally and calmly. Order and elegance are two words that have defined your career and you aren't going to let any associates leave a stain on your reputation after all you have achieved.

Affectations: You have only the finest clothes and weapons. You stay in the finest places and eat the finest food. For you there is nothing more natural than earning a vast amount of money and then spending it on yourself. After all, you cannot take any money with you when you die. Make sure that you charge accordingly for your services and spend the money earned as quickly as someone of your tastes should.

You are armed with a sword and an expensive Half Llife, and you fight with one in each hand. The Half Llife is quicker and sharper for slicing through armour, whilst the sword has a longer reach and inflicts more damage. But you try and prevent most situations from reaching combat though, mindless violence is not your style.



Perfectionist

CHARACTER NAME & OCCUPATION

ATTRIBUTES

Agility	45	AGL	
Dexterity	40	DEX	48
Health	40	HLT	REA
Strength	40	STR	4
			RES
			2
Awareness	40	AWR	Punch DMG
Intelligence	60	INT	3
Personality	25	PER	Kick DMG
Willpower	50	WIL	20
			ENC

SKILLS

	Mod	Level	Total
Armed Combat	AGL	66	71
- Knife		+33	104
- Sword		+33	104
Unarmed Combat	AGL	60	65
Thrown Weapon	DEX	60	65
- Knife		+20	85
Tactics	INT	60	66
Climbing	HLT	50	54
Sneak	AW/DX	40	44
Shadow	AW/DX	40	44
Tracking	AW/IN	40	45
Folklore	INT	10	15
Common (Spoken)	INT	90	96
- Menace		+5	101
Common (R/W)	INT	60	66
Persuasion	PER	30	33
- Intimidation		+14	47
Negotiation	PER	39	42

Birthplace

Origin *Middle Class (up)*Upbringing *Militaristic*

Associates

IPs

Age 43

APs 320

SPs 550

DAMAGE



Location	AV	Melee	Fire
Head 1		-20	-40
Chest 2,3	5	-10	-20
Abdomen 4	5	-10	-20
R Arm 5	5	-15	-30
L Arm 6	5	-15	-30
Up R Leg 7	5	-10	-20
Up L Leg 8	5	-10	-20
Lo R Leg 9	5	-15	-30
Lo L Leg 10	5	-15	-30

Shock Points



Injuries

TRAUMA	L (<RES)	M (≥RES)	S (≥2RES)
Head	1 SP	4 SP	DEAD
Chest	2 SP	4 SP	DEAD
Abdomen	1 SP	2 SP	4 SP
Arm	Bleed	1 SP	2 SP
Upper Leg	1 SP	2 SP	3 SP
Lower Leg	Bleed	1 SP	2 SP

CHARACTER DESCRIPTION

Height

Weight

Eye Colour

Hair Colour

Complexion

POSSESSIONS

Armoured Clothing

Dark glasses

Expensive stealth boots

Respirator

Half Life

Sword

Weapon maintenance kit

First Aid kit

ADVANTAGES

Contact - Weapon smith

Contact - Booker

Wealth

Level

Mod

Maj

Maj

DISADVANTAGES

Mental - Flashbacks

Marked

Enemy - Streetgang

Level

Mod

Min

Mod

Projectile Weapons

Small throwing knives

DAM

5

Melee Weapons

Half Life

Sword

DAM

5

8

WEALTH £ 40 . s. . p

PEN	RNG	ROF	REM	CLIP	MSS	Rel.
10	4	1	+10	-	0.3	-

PEN	RCH	REM	MSS	Notes
5/20	+0	+10	0.5	

7/8	+1	+0	3.0
-----	----	----	-----

The Pit Fighter

You kill for sport and other people's entertainment. Not all your fights are lethal, but more than you'd care to remember ended in someone's death, and it wasn't yours. You are also trained in the non-lethal sport of Cripple-Cut, which is something that not all Ghostfighters can say.

Obviously you are proficient with a great number of weapons, but you are lacking in more general non-martial abilities. In your mind you don't need them, not in your line of work anyway.

You also have many contacts and more than a little fame. You are in the prime of your life.

Quote: "How much will you pay me and how badly do you want them done over? Or do you want me to take a fall in this one? It's all the same to me. Cross me and I'll chop you up for real though. Y'understand?"

Concept: *The Pit Fighter.* Killer for sport.

Origin: *High Corporate.* Born into privelege, your lifepath was mappd out from before your birth.

Upbringing: *Independently Minded.* You didn't stay on the path long before fi nding more interesting pursuits.

Outlook: You are very good at what you do. No question about that. You've got the fame and some of the fortune. Now, you aren't all things to all people despite what the word on the street or your sycophantic fans might say. You've got people to boat you around, get you a deal, settle the contracts and generally point you in the right direction. You just stick to what you do best: Chopping folks for cash and entertainment.

Action speaks louder than words and money speaks even louder. That's not to say that you don't have any principles, it's just that you're never far from watching the bottom line.

Prejudices: Fans. It's a love/hate thing. Without them you are nothing. After all if you can't draw money then you ain't worth a damn. Not to the bookies, your hanger-ons, nobody. It's just that the fans can be so much hard work a lot of the time.

Sign an autograph? OK. Scribble on my lithograph? No problem. Chib me here, on the shoulder, just where you normally finish them off? Sure, why not, there you go. Can you

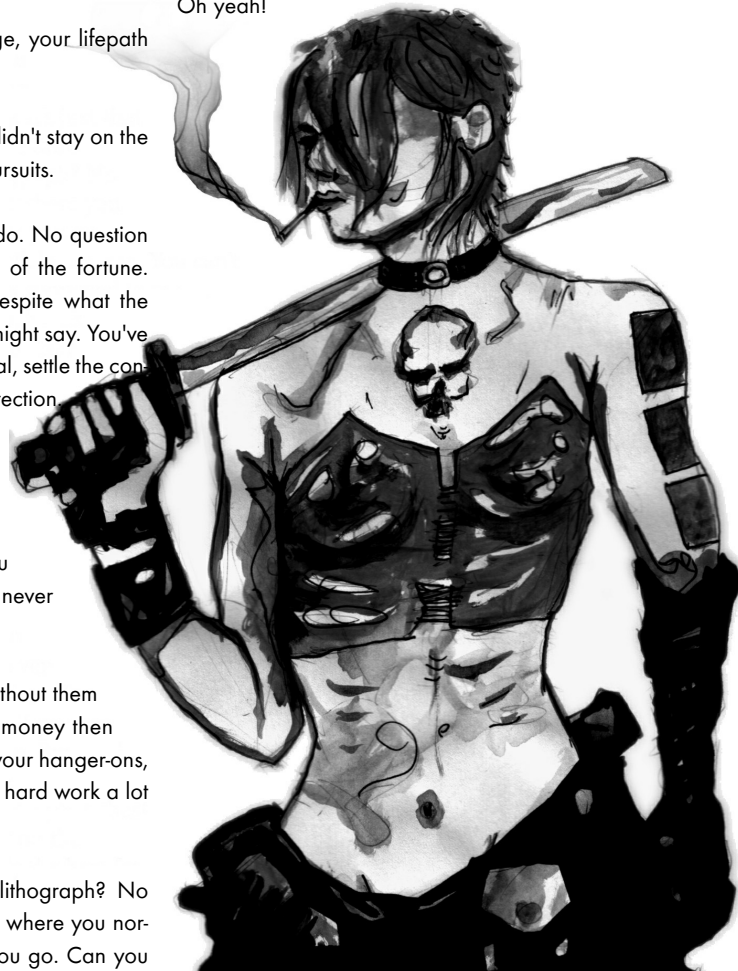
save my family and my burgh? Well, let me see. You can't pay, but you're my biggest fan, whatever that's supposed to mean. Sure, for you and everyone else that says that, here's the deal. Do you think I just sit about itchin' to take on some hot-handed mob of scum armed to the teeth with sharpened metal poles and cheap automatic weaponry? Y'know you think they'd think. No. Not again.

Media types are another pet hate. Familiarity breeds contempt and you've done enough interviews to know them real well.

Affectations: Your nebelweed smokes. You're never seen without your trademark smokes. Some fans even save up money and work in factories to buy them for you. Well, that's what you told Sideband. See if you can get that story out there and make it come true. But, yeah, your smokes, your sneer and your Long Llfe.

You got your tattoos too, a real sweet skull on your chest and some tribals on your arms and back. Put on the insulated gloves and you're ready to roll. Only the best for you. Hot dates? Check. Cash flow? Check. Sneer?

Oh yeah!



Pit Fighter

CHARACTER NAME & OCCUPATION

ATTRIBUTES

Agility	60	AGL	DERIVED
Dexterity	55	DEX	ATTRIBUTES
Health	60	HLT	53*
Strength	35	STR	REA
			6
			RES
			2
Awareness	30	AWR	Punch DMG
Intelligence	40	INT	2
Personality	60	PER	Kick DMG
Willpower	40	WIL	17.5
			ENC

SKILLS

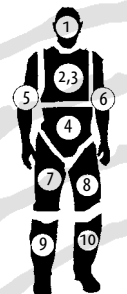
	Mod	Level	Total
Armed Combat	AGL	60	66
- Knife		+30	96
- Sword		+10	76
- Polearm		+10	76
Unarmed Combat	AGL	60	66
- Block		+10	76
- Punch		+10	76
Thrown Weapon	DEX	50	56
Tactics	INT	40	44
Running	HLT	40	46
Hide	AW/DX	30	34
Sneak	AW/DX	50	54
Shadow	AW/DX	20	24
Tracking	AW/IN	20	25
First Aid	INT	40	44
Common (Spoken)	INT	60	64
Common (R/W)	INT	40	44
Persuasion	PER	50	56
- Seduction		+10	66
Act	AW/IN	20	24
Diplomacy	PER	20	26

Birthplace

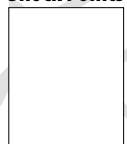
Origin High CorporateUpbringing Independent

Associates _____

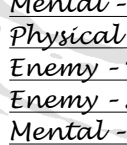
DAMAGE



Shock Points



Injuries



Location	AV	Melee	Fire
Head 1		-20	-40
Chest 2,3	20	-10	-20
Abdomen 4		-10	-20
R Arm 5		-15	-30
L Arm 6		-15	-30
Up R Leg 7		-10	-20
Up L Leg 8		-10	-20
Lo R Leg 9		-15	-30
Lo L Leg 10		-15	-30

TRAUMA	L (<RES)	M (≥RES)	S (≥2RES)
Head	1 SP	4 SP	DEAD
Chest	2 SP	4 SP	DEAD
Abdomen	1 SP	2 SP	4 SP
Arm	Bleed	1 SP	2 SP
Upper Leg	1 SP	2 SP	3 SP
Lower Leg	Bleed	1 SP	2 SP

ADVANTAGES

	Level
Fame	Min
Contact - Booker	Min
Ambidextrous	-
Wealth	Min
Combat - Two Weapons	Min
Quick Reactions (*+10%)	Mod

DISADVANTAGES

	Level
Mental - Big Mouth	Mod
Physical - Addict	Min
Enemy - Rival Pitfighter	Min
Enemy - Spurned Lover	Mod
Mental - Bloodthirsty	Mod

Projectile Weapons

	DAM	PEN	RNG	ROF	REM	CLIP	MSS	Rel.
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Small throwing knife	5	10	4	1	+10	-	0.3	-
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Melee Weapons

	DAM	PEN	RCH	REM	MSS	Notes
Long Llife (1/2)	7/8	5/20	+1	+0	2.0	
Ceramic Long Knife	7	10/12	+0	+10	0.5	
Mudlark's Fist	4	0	0	-5	0.2	

IPs Age APs SPs

CHARACTER DESCRIPTION

the radge

You are on the edge. For the first time in your life you've found something that you feel you were actually born to do. Being a Ghostfighter enthralls you: The excitement, the violence, the fear and the respect. You've jumped head first into a world of fighting and excess.

The problem is that the path you currently walk ends in certain death, and at any early age too. For there are always people bigger, harder, quicker and more ruthless in The City than you, and a day of reckoning will come. Currently you lack wisdom and clarity but make up for it in enthusiasm. There will soon be a time when enthusiasm will not be enough.

So do you stay on your current course and die a messy and bloody wreck? Or will you evolve into a wiser Ghostfighter and an altogether more fearsome prospect?

Quote: *'What a rush! Nothing like a fast-beating heart and a violent swedge to get the morning started. It's a Ronson!'*

Concept: *Young Upstart.* The Radge has fallen into a life of violence as a Ghostfighter because they enjoy the thrills and spills it brings.

Origin: *Redundant.* You came from a long line of no-hopers going nowhere fast. What a bunch of dead-enders!

Upbringing: *Criminal.* A life of petty crime awaited you as you ran with a group of young hoods. But you found you preferred the fights to the loot.

Outlook: So far your Ghostfighting career has been one all-day party. There have been fights, arguments, money, drink and thrills galore. But gnawing at the back of your mind is that at some point this rollercoaster is going to come to a sudden halt. You've seen almost all of the swedgers you got in with get chopped one-by-one. Lately you have been experiencing nightmares - you're wilder excesses are getting you a bad reputation and you need to get a grip before it all gets out of hand.

You've started subtly changing your attitudes and outlook. You still act the angry young man, but inside you're beginning to think your way through the consequences of your actions. Well, you do when you're not blind drunk on Apfel Wine.

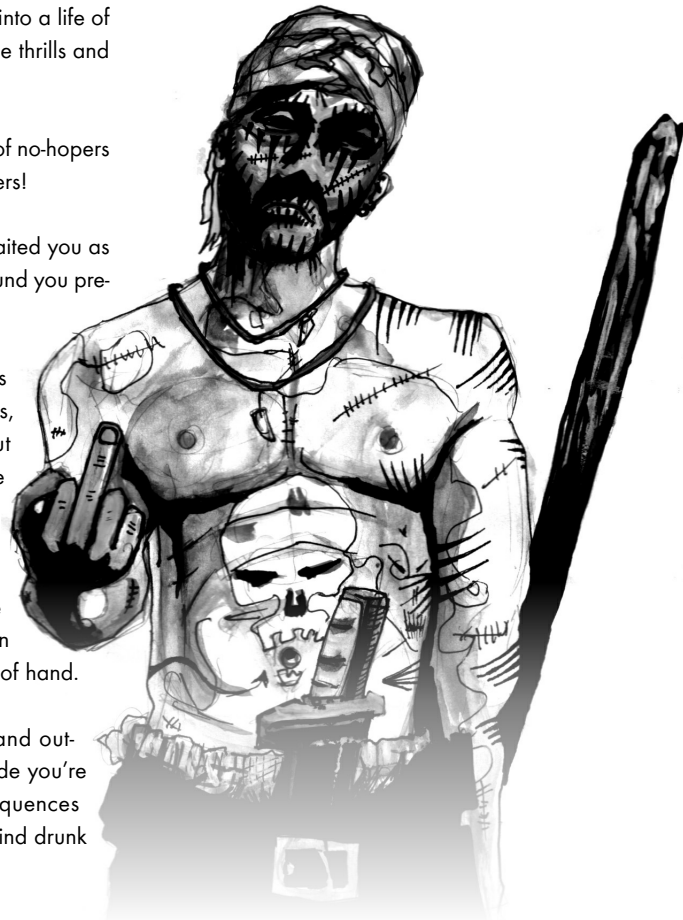
Which is a problem in itself.

Prejudices: Dullards. People who toil their way through life draw your ire. If you are having a good time why can't everyone else. Of course, you can't see the subtle line between someone being serious and someone being banal. On occasion this has got you into trouble with Provosts and Priests. Still, they can stick it! Life is for living.

You're also not too hot on being lectured. You'll barely put up with it though if it looks like they could kick your ass 25 hours a day. But anyone else and you'll lecture them Hook-style. There isn't any lecturing that a quick Ronson can't fix.

Affectations: Armed with a Boatman's Hook, a raised finger and an array of cheap, tawdry tattoos you are taking on The City. You are at the low end of the Ghostfighter pay scale and your gear reflects this. Every dull penny you earn is spent on having a good time. And mostly that involves...

Apfel Wine. Your tippie of choice. You love nothing more than bottles of this stuff to fill the hours between fights and arguments, and you drink litres of this sickly sweet substance every day. It dulls your senses and sometimes leaves you with a stinging hangover. But on the upside it fuels your righteous indignation with the world and stiffens your resolve when a more circumspect fighter would back down.



Clothing/Armour	AV	Weight	Cost	Avail.
Armoured Clothing (hitech)	5	1.5 kg	£7	Uncommon
Armoured Vest (hitech)	20	3.0 kg	£20	Common
Ghostfighter Coat	7*	1.5 kg	£100	Rare
Helmet (hitech)	30	1.5 kg	£20	Rare
Helmet (lotech)	15	2.0 kg	£1	Common
Integrated Armour Suit (hitech)	50	3.5 kg	£500	Rare
Mail Vest (lotech)	10	5.0 kg	£5	Common
Makeshift Armour (lotech)	8	5-15 kg	n/a	V. common
Padded Armour (lotech)	3	2.0 kg	10s	Common

*As an option can have AV 20 on the chest.

General Equipment	Weight	Cost	Avail.
Appfel Wine (1 litre)	1.0 kg	10s	V. common
Basic Tool Kit	5.0 kg	£10-£100	V. common
Bioware	n/a	see MRB	Scarce
Binoculars	1.0 kg	£4-£200	Rare
Blanket	2.0 kg	£5	V. common
Climbing Kit (hitech)	5.0 kg	£35	Common
Climbing Kit (lotech)	10.0 kg	£3	Common
Combat Drugs (10 pills)			
Blue	0.1 kg	£50	Rare
Green	0.1 kg	£80	Rare
Red	0.1 kg	£100	Rare
Electric Torch (hitech)	0.5 kg	£3	Rare
Electric Torch (lotech)	2.0 kg	£1	Common
Elec. Security Kit (hitech)	1.0 kg	£50	V. rare
First Aid Kit (hitech)	0.5 kg	£5	Rare
First Aid Kit (lotech)	1.0 kg	10s	V. common
Fish Oil Lamp (lotech)	1.0 kg	5s	V. common
Fish Oil Stove (lotech)	1.0 kg	£1	V. common
Gas mask (lotech)	2.0 kg	£5	Uncommon
Ghostfighter Glue	0.2 kg	£2	Uncommon
Ghostfighter Coat	1.5 kg	£100	Rare
Goggles (hitech)	n/a	£3	V. common
Goggles (lotech)	0.5 kg	7s	V. common
Grappling Hook	2.0 kg	£2	Common
Lockpick set	0.5 kg	£25	Common
Low-Altitude Parachute (LAP)	5.0 kg	£5000	Scarce
Respirator (hitech)	0.5 kg	£25	Rare
Rope (hitech)	2.0 kg	£5	Rare
Rope (lotech)	3.0 kg	15s	V. common
Rucksack	0.5 kg	5s-£50	V. common
Stealth Shoes	0.5 kg	£50-£150	Rare
Survival Kit (hitech)	0.5 kg	£200	Rare
Utility Knife	0.2 kg	£40-£250	Common
Watch	n/a	£5-£500	Common
Weapon Maintenance Kit (hitech)	0.5 kg	£10	Rare
Weapon Maintenance Kit (lotech)	0.5 kg	£1	V. common

Hand-to-Hand Weapons

	DAM	PEN	RCH	REM	Weight	Cost	Avail.
Billy Club	6	0	+1	+0	2.0 kg	£35	V. rare
Boatman's Hook (2)	8	10/5	+1	+0	1.5 kg	£10	Common
Butcher's Blade (1/2)	6/7	5/15	+0	+0	0.8 kg	£45	Uncommon
Ceramic Blade	5	10/12	+0	+10	0.3 kg	£25	Common
Ceramic Long Knife	7	10/12	+0	+10	0.5 kg	£40	V. rare
Cosh	6	0	+0	+5	1.0 kg	10s	V. common
Discus	6	30	+0	+10	0.4 kg	£900	Scarce
Garrotte (hitech)	5	30	+0	+0	0.1 kg	£300	V. rare
Garrotte (lotech)	2	0	+0	+0	0.1 kg	£1	Common
Hatchet/Axe	6	8	+0	+0	1.5 kg	£5	Common
Life/Llive	6	5/20	+0	+5	1.0 kg	£200	V. rare
Half-Life	5	5/20	+0	+10	0.5 kg	£250	V. rare
Long-Life (1/2)	7/8	5/20	+1	+0	2.0 kg	£400	Scarce
Mudlark's Fist PD	+2	0	+0	-5	0.2 kg	£5	Uncommon
Polearm/Spear (2)	8	12/7	+2	-10	2.0 kg	£20	Uncommon
Razor Gloves PD	+1	5/10	+0	+10	0.2 kg	£50	Rare
Sledge (2)	7	0	+1	+0	2.5 kg	£20	Uncommon
Sword	8	7/8	+1	+0	3.0 kg	£40	Uncommon
Trident (2)	8	12/7	+1	-10	2.0 kg	£50	Uncommon

(2) Two-handed weapon. (1/2) One/Two-Handed use. PD = Punch Damage.

Ranged Weapons

	DAM	PEN	RNG	ROF	REM	Weight	Cost	Avail.
Discus (3)	6	30	STR/10	1	+10	0.4 kg	£900	Scarce
Throwing Axe (2)	6	8	STR/10	1	+0	1.0 kg	£25	Uncommon
Throwing Knife (2)	5	10	STR/10	1	+10	0.3 kg	£20	Uncommon
Trident/Thrown Harpoon (3)	8	12	STR/10	1	-10	2.0 kg	£50	Uncommon

(2) Class 2 weapon, maximum of Long (x4) range. (3) Class 3 weapon, maximum of Extreme (x8) range.

Lifestyle Options

Branding	1s to £30 per brand
Scarification	free (use a knife) to £20 per scar
Tattoos	5s to £100 per tattoo
Training	£50 to £500 per week's training

Food & Drink

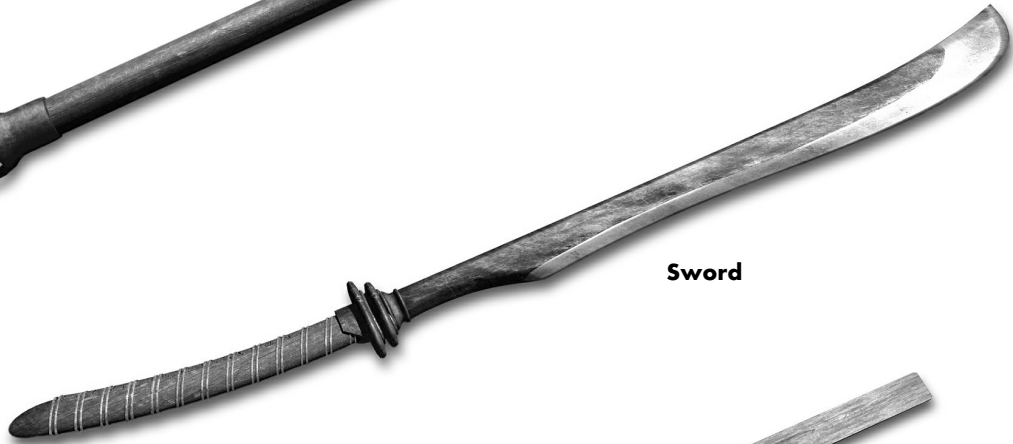
Appfel Wine, 1 litre bottle	10s
Dog (whole)	£1-£10
Dog (leg)	4s to £5
Dog (Steak)	2s to £3
Fish (Poor Quality, Bankside)	1s per fish
Fish (High Quality, Macrocorp)	£2 per fish
Spirits, rough, 1 litre bottle	£1
Spirits, quality, 1 litre bottle	£10



Weapons Comparison



Boatman's Hook



Sword



Long Llife



Llife



Half Llife



