

Paranormal Investigators

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Playing the Game

Paranormal Investigators is a RPG intended to allow for deep investigations into paranormal mysteries. What differentiates this RPG from others is the mechanical emphasis placed on the investigation. More often than not, RPGs in this genre turn into combat focused games. While combat rules do exist in Paranormal Investigators, and combat is a relatively frequent part of the game it is not intended to be the focus of the game, or even a large portion. This is a game that rewards investigation with mechanical incentives. The better and more thoroughly our Investigators research, the easier combats will become. Scaling from almost impossible, to easily manageable.

This game uses a dice pool system similar to the one found in many d6 dice pool games, but has been heavily modified for speed of play.

Phases of the Plot

Each of these episodes features Scooby and the four teenaged members of Mystery, Inc., Fred, Shaggy, Daphne and Velma, arriving at a location in the "Mystery Machine", a van painted with psychedelic colors and flower power imagery. Encountering a ghost, monster, or other supernatural creature who is terrorizing the local populace, they decide to investigate. The kids split up to look for clues and suspects while being chased at turns by the monster. Eventually, the kids come to realize the ghost and other paranormal activity is actually an elaborate hoax, and—often with the help of a Rube Goldberg-like trap designed by Fred—they capture the villain and unmask him. Revealed as a flesh and blood crook trying to cover up crimes by using the ghost story and costume, the criminal is arrested and taken to jail, often repeating

something nearly identical to "... and I would have gotten away with it, too, if it hadn't been for you meddling kids!" <http://en.wikipedia.org/wiki/Scooby-Doo>

Most Paranormal Investigator games have plots that follow a similar outline. This can be useful for the GM when designing the adventure.

1 – Trouble is afoot – Something bad is happening and the Investigators have stumbled onto it. Maybe they bump into the mystery by random. Maybe they are hired by someone seeking help, or they actively patrol looking for threats. Whatever it is, this is the first encounter with the mystery, and they are unprepared for the encounter.

2 – What could it be? – The Investigator regroup and do research on what sort of mystery they have found. Maybe they look into shipping logs or property purchases. Maybe they look into occult monsters matching that description, or consult with mystic sages. Whatever the method, this where the PCs learn about the Mystery and prepare.

3a – Final Confrontation – If the research is good, the investigators use their research to deal with and eliminate the threat. Maybe they kill a monster, maybe they stop the thieves, and maybe they save the world. For multi-session mysteries, this step may not be so final. The villains get away to come back at a future date, or it could tie into a larger conspiracy.

3b – Chance Encounter – If the research was bad, the Investigator encounter their foes, but may not be able to truly defeat them. Maybe they get beaten up, or captured. Maybe they just investigate the wrong place or person. Either way, after this step they return to the research phase (with a mechanical bonus)

Tiers of Play

Meddling Kids

Scooby Doo, Hardy Boys, Nancy Drew, Johnny Quest

Most of your threats are mundane, occasionally you investigate something that seems like it could be supernatural. These are usually what is known to Investigator as "Rubber Masks".

Sample Adventures

1. A new construction site is being haunted... By the previous owner, Mr. Jenkins, who wants his land back.
2. Someone broke into the local museum and stole the Eye of Osiris.
3. The Case of the ___ ing _____. (Missing Mummy, Disappearing Doctor, Vanishing Vault)

Investigators

Indiana Jones, Scully and Mulder, Warehouse 13,

The truth is out there. The Investigator have realized that not everything is what it seems. They are aware of the supernatural, and most likely full time investigators. More often than not though, their threats are actually mundane with a hint of the supernatural.

Sample Adventures:

1. Local teen was bitten by a wolf. He seems to be having nightly adventures, and now pets are turning up dead.
2. Popular teens at a school are turning up murdered in a ritual manner.
3. A cult claims to be close to the resurrection of their mummy lord.

Hunters

Sam and Dean Winchester, Van Helsing, Buffy the Vampire Slayer, John Constantine, Hellboy and the BPRD, the Ghostbusters, the League of Extraordinary Gentlemen

Many of the cast themselves are outright supernatural. The debate has been settled. At this point in their career, characters are full time professional monster hunters.

Sample Adventures:

1. A Cabal of Vampires are taking over a major cities government.
2. An overly religious zealot has wrested control of an Army of Demons.
3. A werewolf fight club has been aggressively recruiting new members.

Guardians

The Order of the Triad, Dr. Strange, Ghost Rider, Dr Fate,

Once Investigator reach this stage, they are fully aware of the wide variety of supernatural threats to this world. They are solely focused on world ending threats.

Sample Adventures:

1. A Great Old One has been awoken.
2. Shadowy Cabals are secretly running a major nations government with unknown goals.
3. The nightmare king has taken control of the sleep realm, outlawing pleasant dreams.

Handling Threats

As a group of private investigators, your job, whether paid or not, is to investigate mysteries and solve them. Often time's two simple solutions arise. **Call the Police**, and **Use a Gun**.

Why not just call the police? Shaggy suggests this in at least half the episodes, and generally it's not the worst idea around. Right? The GM and Players should consider the following before doing so.

1. The police in these games are not happy to see private investigators. They contaminate crime scenes, and make the job that much harder. Even worse if they are ranting about ghosts and ghouls.
2. The characters have most likely done something questionably legal thus far in the adventure. Even if they haven't, can they prove it? The police have a habit of questioning everyone at the scene of a crime, and it's hard to justify "The family thought their uncle had come back as a zombie, so I was here to dispatch it, but it turns out it was just a guy in a zombie costume" as a reason the police shouldn't detain them.
3. Depending on the crime, the police may be in on it. An international cabal of vampires is sure to have a couple of cops on their payroll.
4. If the police come to solve a crime for you, don't expect the client to pay you.

5. If the supernatural is real, the police might not believe it. Good luck explaining that you need to cut off this man's head with a ceremonial dagger.
6. Making a habit of involving the police puts you on their radar. You never know if they decide you have too much to do with the various crimes, and should open an investigation into your activities.

With this in mind, its best to catch the thief red handed, with evidence, tie them up, and hand them directly to the police without assistance. If it turns out the thief is a supernatural threat, well then it's probably best to handle that yourself without them.

So Why not blast everything with a gun? If we shouldn't call the cops, we should at least just start investigation by shooting the monster right? If we see it and blast away on first sight, we are bound to take it by surprise.

1. The main challenge with this approach are rubber masks. No one wants to accidentally shoot a man for pretending to haunt his niece's bed and breakfast so she sells and he gets the real estate cheaper.
2. Many (but not all) of the supernatural threats encountered are unaffected, or at least not slain, by gunfire. This completely eliminates the element of surprise and lets the threat know that you are onto them, and you are dangerous.
3. If the mystery is "Someone stole my diamonds, return them". Opening with a hail of gunfire might very well kill the only person who knows where they are. This leads to scenarios where the "bad guys are dead" but you've lost the case.

At the end of the day if the players want to solve every mystery with gunfire and then ask the cops to clean up the mess, that's a perfectly valid, if unusual playstyle. The group may have more fun with a system like Shadowrun that encourages the shoot first, gun slinging playstyle, but no one will stop you from playing this. It's simply important for the GM to know how the world reacts to some common ideas that greatly alter the mood of the game.

Mechanics

Definition of Terms

Scene – A short, roughly 10 minute, interval in which stuff in game takes place. These may take more or less time out of game to play out a given Scene. *Research Scenes take much longer in game.

On Screen – A term used to describe any Character involved in a given scene. Characters who are Off Screen are not involved in a given scene. Having things occur Off Screen, but in front of players is a good way to keep everyone in the loop or to do some GM exposition providing key information.

Episode – The time from when you sit down to when you leave the table. (Probably multiple scenes)

Mystery – The time from when the Investigator hear about a thing, until they investigate and resolve it. (Potentially, but not always multiple Episodes.)

Campaign – The time from when you decide to form a group of friends and play this game to when you decide the current game is over. (Potentially but not always multiple Mysteries).

Player – The person who controls a single character in the game.

GM – Game Master – The person who plays all NPCs in the game and arbitrates the rules if disputes arise.

PC – Player Character – The in game persona that one of the players is roleplaying.

NPC – Non Player Character – Any and all characters controlled by the GM.

Cast – The entirety of all Characters in the current mystery.

Guest Stars – Guest stars are special PCs that are in some episodes but not the majority. As such, they are always rolled up fresh to whatever BP value the rest of the group happens to be at whenever they are going to appear on screen. They generally have “Other Stuff” going on and can’t be a regular member of the cast, but will stop by from episode to episode. Generally they appear in less than ½ the episodes. This is a great option for a player who cannot attend regularly.

Dice pools

Roll d6, net hits (5 or 6) over net Misses (1s). Your result is the net total of hits to misses. Compare this result to the chart below. If you have more 1’s than Hits, this is considered a critical fumble in which not only do you fail, but something bad happens. Often, something bad, results in your character no longer participating in a scene. Additionally, characters can substitute 4 potential die to be rolled for an auto hit and skip rolling.

Hits - Actions

0 – Unimpressive – Walking.

1 – Mundane – Doing basic things. Driving successfully.

2 – Professional – Someone who is trained in doing things.

3 - Challenging – Professionals need help to do it. Maybe a team.

4 – Hazardous – Professionals don’t even try this. Maybe they have a robot or computer that does it.

5 – Extreme – A very expensive robot or computer can do this.

6 – Impossible – This can’t be done naturally, or if it is it’s a fluke.

Opposed Checks – Some tasks are opposed. It’s not fair to try to outtalk someone without giving them a chance to beat you. In those instances where someone is opposing your action, you roll an opposed check. To do that, both parties simply make a roll using the same skills (unless otherwise noted).

Whoever has more net hits is the winner.

Assisted Checks – Sometimes a character will want to assist another character. To do this, simply have both players roll their dice pools and count cumulative successes and failures. For some things, assisting is impossible.

Building a character.

You get BP. Spend them on stuff. After every Episode, the GM should hand out more BP. Generally 1 per scene during that Episode, with an additional bonus of between 5 and 10 any time a Mystery is solved. Each member of the group should gain BP after each Episode, even if the player is not present for the Episode. The GM should narrate what their character does. This can occur on or off screen.

Alternatively, another player can play their character depending on what the group deems appropriate.

Regardless, all characters in a given Campaign should be at the same BP total. If a player is frequently absent from episodes, the group (including that player) should come to a consensus on whether or not this person is actually going to keep playing as a regular member of the cast or a guest star.

Stats

You get 7 Stat BP to start out for your stats. All stats start at 1, and increasing above that requires 1 BP. During character creation, your stats top out at 6.

Stats – Human max is 6, PCs can go above it, but most humans don't. Monsters don't have the same limit. Human average is 2.

Body – physical stuff. Agility, but also strength and endurance.

Mind – Smarts and stuff. This also governs spells if you learn any. Yes this means hackers probably do know the mechanics of how magic works.

Soul – Your inborn natural essence. This governs social interaction skills as well as sanity.

Derived Stats – these stats are calculated, and BP cannot be spent on them.

Hit Points – Your hit points (HP) are your Body + Mind stats combined. They represent your physical and mental drive to continue to physically moving.

Sanity Points – Your sanity points (SP) are your Mind + Soul stats combined. These represent your general mental wellbeing. If they drop too low, you can be out of the game just as fast as with HP.

Magic Points – Your magic points (MP) are your Body + Soul stats combined. These are used to power your spells. Unlike HP and SP, MP are a resource you can spend to cast spells, or gain un-expected bonuses. Every character can spend a MP to add a die to any die roll. Once a character is out of MP, they must rest for about 10 minutes to recharge. Additionally, MP can be spent at the indicated value to cast a spell.

Exertion – Doing things some takes exertion. Each character has a pool of exertion for each scene. As you do stuff, you spend points, which reduces your total pool. At the end of a scene, your exertion is fully restored after 10 minutes of rest. Exertion is made up of Body + Mind + Soul. In any scene, using a skill takes a point of exertion. If you have no Exertion left to spend in a scene, you can still use skills, but can only count a 6 as a success.

Skills

When using a skill, you roll a number of d6 equal to your ranks in the skill. If you have no ranks, you can roll a single d6, but can only succeed on a 6. There is no max ranks in a skill, but starting characters cannot purchase above 5 ranks in a particular skill. Any BP left over during character creation is lost.

Combat

You get 15 Combat BP to start out

Skills – Cost 1 to increase per rank (starting at 0). Skills can never go higher than your associated stat.

- Fighting (Body) – Fighting people in melee either unarmed or using a weapon. This is opposed by someone else's reaction roll. If you hit, you deal damage as indicated by your style of weapon.
- Shooting (Body) – Shooting things with guns or other projectile weapons. This is opposed by someone else's reaction roll. If you hit, you deal damage as indicated by the style of weapon.
- Grapple (Body) – You can grab onto someone or break free from their grasp. You can make an opposed grapple check, and if successful your opponent is unable to move and must spend one of their actions on their turn grappling with you. Alternatively, you can use this skill to escape a grapple. If you succeed, you can exit a grapple.
- Cover (Mind) – You can take cover as an action. If you do, each net hit grants you a bonus to your Reaction rolls until your next turn.
- Initiative (Mind) – This is used to gain the upper hand, and react quickly. It is mostly used to start a combat and is not an action.
- Reaction (Mind) – This is used to dodge attacks and jump out of the way of "Stuff". It is never an action to use.

- Banter (Soul) – You can distract others with Banter. If you attempt to do so, the enemy must make an opposed banter check. If they fail, they must spend an action next turn only talking with you.
- Perception (Soul) – You can make a perception check opposed by your targets reaction skill. If successful, you can find a clue during combat. This clue can be used immediately. Each successive use of this skill gives your target a flat +2 to their future checks.
- Guile (Soul) – You can try to talk your opponents down. This can apply to a single sentient target, or multiple targets. This is opposed by a Mind check. A successful 1 point of SP damage per Net Hits more than your target you rolled, as you weaken their resolve. Multiple targets roll their checks together, meaning it is very challenging to talk down an army.

Traits – Traits cost the indicated value.

- Rapid Attack – 2 Points – You can make two fighting or shooting rolls in a single action, but both of them take a -2 to their dicepool.
- Martial Arts – 2 Points – When fighting without a weapon, you gain a +2 damage bonus.
- Duck and Cover – 1 Points – You can make cover checks for other creatures within arm’s reach. Those creatures gain the benefits of the cover skill as though they had rolled it themselves.
- Quick to Act – 2 Points – If someone moves into melee range with you, you can immediately make an opposed reaction check. If successful, you can move 10ft away from them without spending an action.
- Comeback King – 1 Points – You can use the Banter skill against multiple opponents. They add their results together.
- Clue Hound – 2 Points – when using perception to find clues successive clues in combat, they only gain a +1 bonus to future checks.

Research

You get 15 Research BP to start out.

Skill – Cost 1 to increase per rank (starting at 0). These are limited by the indicated stat.

- Scouting (Body) – You can scout wilderness or urban area to find clues.
- Tail (Body) – You are adept at following unseen. You can follow someone or something without them knowing. This is opposed by a Mind Check.
- Muscle (Body) you can act as the muscle for a more diplomatic member of the cast. For each success you receive on this role, they can add a die to their Socialize dicepool.
- Computers (Mind) – This skill allows you to do research using a computer.
- Detective (Mind) – This skill is used to scour an area for hidden clues.
- Research (Mind) (Specific at time chosen) – You can do research on a specific topic using more traditional means. You scour libraries, books, and the like for information on a given topic.
- Awareness (Soul) – You can think back to what happened during a previous scene and recall facts with astonishing detail, generating clues. You must be isolated to have the concentration needed for this skill to function.
- Socialize (Soul) – You are adept at pumping others for information. You can go to a location where people are “in the know” and find out what you need, through flattery, coercion, deception, intimidation, or similar methods.
- Support (Soul) – You make others at ease, and ensure they have what they need to do the job. You can assist anyone performing research at a fixed location (computers, research, awareness and socialize at GM discretion). For each success you receive on this role, they can add a die to their research dicepool.

Traits – Traits cost the indicated value

- Eagle Eyed – 1 BP – You can tail from a greater distance than normal. This lowers your chance to be seen, giving any who attempt to spot you a -1 to their mind dicepool.
- Explorer – 1 BP – You can survive indefinitely and unseen in an urban or wilderness environment with few tools. You can hunt or trap, and can generally camp. Each instance of Explorer purchased allows you to survive for 1 week without resupplying.
- Speed Reader – 2 BP – You can read twice as fast as a normal person. You take half as long to use the Computers and Research skill to research, and can thus find two clues in the time it normally takes to find one.
- Bilingual – 1 BP – You can take this trait multiple times. Each time adds an additional language to your characters knowledge. They can speak and write fluently in this language.
- Lady Killer (Black Widow) – 2 BP – You treat beings attracted to your sex as though your ranks in soul skills were 2 points higher.
- First Impression – 1 BP – You gain +2 to your dicepool whenever you attempt a Socialize or Muscle skill during the first time you meet someone.

Extra Traits

You do not get BP to spend on these starting out. They can be increased after a game has started at the indicated cost.

- Animal Empathy – 4BP – you can speak with animals, and all animals generally regard you as a friend (both you and the animal speak as normal, but can understand one another).
- Magic Resistant – 4BP – you gain a + 5 Bonus to mental defenses vs magic attacks.
- Jaded – 4BP – You gain +5 sanity points. This can be taken multiple times.
- Rugged – 4BP – You gain +5 hit points. This can be taken multiple times.
- Ghost Friend – 4BP - You have a ghostly friend who can make checks and assist you as needed. They are controlled by the GM, but generally helpful. They have a Body 0, Mind 2, and Soul 3. They have 5 BP to spend on skills as you choose. They cannot manifest physically, and cannot be noticed by other PCs. You can take this trait multiple times for multiple ghosts.
- Monstrous Trait – 5BP – You gain or reveal a monstrous trait. This can be taken multiple times, and should be used for monstrous PCs.

Other Skills

Anything that cannot be covered by a skill above should be handled as an Other Skill. Players should feel free to give their character ranks in Other Skills, but should work with the GM to determine the appropriate stat for the skill, and its use. Generally this should be done on a limited basis, instead players should attempt to tie things into existing skills.

Starting at a higher level

To start past the Meddling Kids phase, simply increase the number of BP each character is given. 50 BP is appropriate for Investigators, 100 for Hunters and 200 for Guardians. For higher level games, once that initial 15 is spent on Combat/Investigation the lines are blurred and characters can spend their BP as they see fit. Characters that are starting with more than the standard BP can purchase extra traits and skills.

Research Scenes

Research is usually done over a period of days in game. Investigator should generally have an idea of what they want to research, Jewel Thieves, the Hand of Osiris, Shape changers, etc. From there, each player should conduct research. "I'm going to scout around where it was last seen" "I'd like to go to the library and look up old legends" etc. Mysteries involve various clues needing to be found. For each success during the research phase the Investigator uncovers a single clue. That clue should provide a significant advantage for the remainder of the mystery and the GM should have a variety prepared ahead of time. With this in mind, each success on a research check will also require a single day's work. If a group of 4 Investigator have only a single specialist who does research, they will find clues no faster than 1/day assuming he is the only one participating. If each of the characters splits up and investigates on their own, each character can get a clue per day. Finding the right balance of "Lets Split Up" and sticking together for survival is key. Characters can end the research phase early without any successes, but can only find a single clue per character before needing to re-encounter the main mystery. (Generally a combat or social scene directly involving the subject of research). Failed research may result in no clues, a critically failed check usually results in a social or combat scene that the players were not ready for. A split group may find these challenging to overcome.

On A Lead – Characters with many successes on their research check will find many clues over many days. This is called being "on a lead". A character who fails their check (no successes) will end their research after the first day. This character can choose to assist a character who is on a lead. If they do this, they can gain an extra clue on the final day of this research. EX: Velma is nose deep into a book on the occult, and it seems to tie directly to the monster they are chasing. Her first day of research, she get 3 successes. She can choose to put that book down and do something else the next day, rolling another check, or can choose to Follow the Lead. If she Follow's the Lead, she can continue with the same book, and same result for an additional day, for a guaranteed clue. Because she scored 3 successes, she can do this for 3 days in a row. On the first day, Shaggy returns from investigating the last place the monster was seen having rolled no successes. He hears about Velma's book, and volunteers to keep her supplied for Coffee for the duration of her Lead. Shaggy doesn't make any more checks, but at the end of the 3 days, he manages to find another clue, for 4 in total.

Social Scenes

Social scenes occur whenever a PC and NPC interact. These should be largely freeform scenes of characters talking between one another. That said, many skills can be used in social, making these opportune times to gain clues or information. If a social scene becomes a combat scene, roll initiative (as described below). This scene has transformed into a combat scene, but for all intents and purposes is one single scene.

Combat Scenes

Combat starts with initiative. Everyone rolls initiative (Mind) and whoever gets most hits goes first. And so on and so on. Once everyone has gone, we cycle through the round again. Each person has two actions they can take. Moving 30ft is a single action. As is using any skill. If you have 0 or less HP remaining, you are knocked unconscious. If left alone Investigator will naturally reawaken within 24 hours. NPCs and Guest Stars are not knocked out, but rather destroyed. A Reminder, each use of a skill requires 1 point of exertion.

Combat generally results in damage to hit points or sanity points, and ends when one side is either unconscious, dead, or more commonly, has fled.

Physical Attacks – Any shooting or fighting skill that hits damages HP.

Net Hits of fighting or shooting + Weapon modifier is called your physical attack modifier. Each characters Body score + Armor score is called their physical defense. Damage is calculated like so.

Physical Attack – Physical Defense = HP Damage taken (minimum of 1)

Mental Attacks – Any skill or spell that specifically says it does sanity point damage. Net hits of skill + Magic modifier (if any) is considered their mental attack modifier. Their mind score is their mental defense.

Mental Attack – Mental Attack – Mental Defense = SP Damage Taken (minimum of 0)

Clues

What Are Clues

Clues are an important part of Paranormal Investigators. Clues are how the mystery is solved, the jewels are found, and the bad guy is taken care of. Clues are found at the end of a research phase and guide the players towards workable solutions. If your threat happens to be supernatural, your clues will also let you know more about the threat.

Clues vs clues

A Clue in Paranormal Investigators is a mechanical tool that provides a hint to the characters in game, and gives the players out of game knowledge to solve the puzzle. These Clues should be considered 100% accurate at all times, and smart players will write them down exactly. Smart players will start to put solutions to mysteries together without formal Clues. They notice a twirl of a characters mustache, sinister looks, and hairless cat, and logically assume “thief found”. Hints, educated guesses, and implications should be taken as less than 100% accurate. While they may be true, the characters may have just discovered an unfriendly weirdo with a naked cat. Without proof, found in Clues, the players will find it challenging to make their case. In order to make themselves seem more devious than they really are, GMs should occasionally change around prewritten plot points so that these clues seem like they were actually false leads and plants by a devious villain. Even if they weren't. This shouldn't be done every time, or the players will be reluctant to share information publically with the GM, but once per mystery is a good rule of thumb. GMs should never invalidate a Clue.

Example Clues

Clues should provide a secret that moves the plot forward. These Clues should reveal plot points, or in the case of paranormal threats, explanations of abilities.

A prepared GM will have 10 or so unused Clues written up prior to each episode that can be randomly handed out when the players discover a Clue. Improvising Clues can be a very bad tactic, as Clues are supposed to be both helpful and 100% accurate. When Improvising Clues, a GM may find themselves forcing a story down a path they did not intend or providing useless Clues.

Here are some examples:

1. The shipping logs for this warehouse appear to be blank. They always have cars parked out front, but you don't think they actually ship or receive any goods. (Hint telling players something is up with the warehouse and/or business run there).
2. You find a shoeless footprint in the mud behind the moonshine still. It looks too large to be a woman's, and it is easily cast. (Hint telling players the villain is probably a man, and wears no shoes, which is unusual. They can also get a cast of his footprint if they want to check it against others)
3. One of your sources saw an extraordinary well-dressed woman go into Pappy's Gun'n Pawn with an oversized duffle bag. This is not his normal clientele. (Hint to the players the villain may be a woman, and they should go talk to Pappy).
4. What does a ghost need with old bedsheets? You find a 5 of them all cut with eye holes hidden in the laundry room. (Hint instead of ghosts, they should be looking for 5 pranksters)
5. After research, you discover the amusement park was built on a Native American burial site. (Hint the players should go talk to the Native American's or someone who knows about them)
6. While looking over the site of the shadowy monsters in the fog, you notice a hidden flap in the wall of the outhouse. You open it, and see a small movie projector. (Hint explaining that the monster may not be real)
7. You stop for coffee on your way back from the crime scene disappointed that you found nothing. While waiting for your drink, you spot the community bulletin section. "Usually an easy couple of bucks here" you think to yourself, when you see it. The Jewels of the Egyptian Pharaohs collection is in the local museum this week only. That must be what the Osiris cultist meant when he said something big was coming. Whatever they are planning, it probably ties to that... (Hint directing the players to the museum and the jewels).
8. You think back on the fight with the monster. One thing stood out to you as weird. It chased you right up to the Italian restaurant, and surely would have killed you all, only for him to stop suddenly and leave. Something at that restaurant must have scared him off. (Hint go investigate the restaurant and see if there is something unusual you can use as a weapon)
9. You didn't want to, but he gave you no choice. No man should have been able to live through that, a shotgun to the chest stops pretty much even the strongest guy. He was knocked down alright, but stood right back up, and you swear you heard a laugh as he ran off into the night. (Hint guns won't work this time. Monster is immune to bullets).
10. Luckily for you the chanting from the ritual was in Latin. You remember some from your high school class, but you only took a year or so. After a late night practicing and trying, you think you've got the gist. It sounded like they were doing something in regards to reversing Asb'el. (Hint looking into that topic might tell them more. Potentially revealing a monster, spell or ritual)
11. No man can hold his breath that long. He is either dead, or something more. And you don't think he is dead. (Hint this monster can breathe water).
12. You knew it looked familiar, and after a night of searching the library, you've found it. A Chupacabra, or goat sucker. Now this is an old children's book, but it claims they suck the blood out of goats. That desiccated child is about the same size, and this would explain it. If you can prove it. (Hint the name of the monster, and one of its traits)

Things

Lifestyle

Lifestyles and starting items are purchased during character creation for BP. All characters start with 5 BP for these purposes. Characters created at higher levels can spend additional BP as desired, and lifestyles can be increased or items bought for straight BP earned from play. Purchasing in this manner is generally not recommended, but sometimes required to get an item. BP cannot be spent directly on items, but rather is spent for a pool of 5FM (fake money) per BP spent in this manner.

A PCs lifestyle represents how they afford their day to day expenses. Lunch out, a cab ride, admission to art exhibit, or maybe a gun.

The game allows for the following lifestyles

- Homeless – 0BP – Your character has no home, income, or lifestyle. They generally cannot make purchases unless they come across money in a scene. They have a purchasing power of +0
- Poor – 2BP – Your character does not have much, but can make basic purchases. They can assume to generally have food, and occasionally eat out at a fast food place every now and again. They always have a place to live, even if it's not always the same one. They have a purchasing power of +1
- Middle Class – 4BP – Your character generally lives a comfortable life. They have a place to stay, probably a car or vehicle, and can afford to go out to a nice place every now and again. They can buy some luxury items a couple times a year. They may even have room for a friend to crash here now and again. They have a purchasing power of +3
- Well Off – 6BP – Your character has a nice job, and can afford to enjoy life. They probably have a couple of vehicles, and a nice place to stay. They can go out as desired, and make a couple of luxury purchases a month. In general they can afford whatever they want, if they plan for it. They may even have a second home. They have a purchasing power of +5
- 1% - 8BP – As part of the 1% your character is has lots of investments in various businesses, granting a very luxurious lifestyle. They can make luxury purchases as desired, and probably have a couple of homes. There is a good chance they have a personal assistant of some sort. +7
- .1% - 10BP – Your character is part of the ultra-rich. They most likely own a couple of awe inspiring mansions, a fleet of luxury cars, and access to a private jet as need. You can generally make any purchase needed. +9
- Etc... - .01, .001, .0001 - +2BP, +2 PP.

*A Note about Teens – Teens are assumed to have parents who provide for them (except for some homeless teens). With that in mind, a lifestyle for a teen costs half as much, but all purchases must run through a parental figure. This figure may cause complications when you are asking for money to buy a gun to go hunt a vampire with your friends. A teen who is independently responsible for themselves, or wants to be latch key, can pay full BP.

**A note about wealthy players. Some GMs may want wealthier PCs. If this is the case, they should adjust the starting BP for lifestyle before the campaign begins.

Purchasing Power

Purchasing power represents your characters ability to make a purchase right now. The check is needed at the time of the transaction. Roll the amount of die, and if you have more success than failures, the purchase can be afforded. This check can generally only be repeated once per mystery per item. The difficulty for this check is equal to the FM value indicated.

It's not uncommon for characters to find a briefcase of money, antique gold coins, or other lump sums of cash during the course of a mystery. If this happens, the GM should award a temporary increase in purchasing power. This increase can be used as a bonus to a specific purchase check during the current episode. If this check still fails, the increase is retained and can be used again. If the player does not use it during the episode, the character is considered to have spent it on non-material items, or a short off screen lifestyle boost for a few days.

Temp Rewards	Cash Value
+1	1,000 USD
+2	10,000 USD
+3	100,000 USD
+4	1 Million USD
+5	+ 100 Million USD

Even though characters are buying a lifestyle, and not tracking incidentals, characters cannot just buy anything they want. For each item purchased with a total BP less than or equal to half the PP provided by their lifestyle, the character gains a -1 penalty to their PP for the duration of the current mystery. Characters can never purchase an item with an FM Cost greater than their current PP. A character can attempt to purchase an item once per mystery. If they fail, they are unable to afford the item, or do not know where/how to obtain it.

At the start of the campaign, a player will want to use their lifestyle to make some purchases. This should be allowed as the players flesh out their characters. The -1 penalty is applied as normal.

Research Tools

More expensive and better versions of most items can be purchased, but provide minimal mechanical benefits. General stock items described below should give +1 per FM to skills used with them. Paying more grants better versions, which grant a bigger bonus.

Name	FM Cost	Description
Laptop	2FM	A basic laptop with the ability to browse the internet.
Internet Connection	2FM	A basic speed internet connection tied to a fixed location.
Personal Library	3 FM	A personal library of books on a specific subject. The books are less expensive than their storage.
Binoculars	1FM	And up to 50X enhancement, or 1,000 ft. range
Military Grade Binoculars	2FM	Binoculars with night vision, heat vision, and up to 120X enhancement, or 1 mile range
Camping Gear	1FM	Allows for a rough but mobile place to live. Tent, sleeping bag, cook set.

Fingerprinting Set	2FM	Set to take fingerprints from a crime scene
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Weapons

Name	FM Cost	Weapon Modifier	Description
Sports Equipment	0FM	+1	Baseball bat, lacrosse stick, hockey stick
Small Blade	1FM	+2	Pocket Knife, Hatchet
Big Blade	2FM	+4	Swords, Battleaxes
Handgun	4FM	+5	Small handgun, range 30ft
Rifle	4FM	+5	Bolt action hunting rifle. Range 120ft.
Shotgun	5FM	+7	Various gauges. Range 30ft
Automatic Rifle	8FM	+10	Semi or Full. Range 120ft.
Bow and Arrow	1FM	+1	Traditional or modern. Range 80ft.
Illegal	+1FM	Any weapon purchased illegally is unregistered. This item has a +1FM to the cost, but is not added to any databases and requires no background check or waiting period.	
Other	Talk to the GM and find an existing, or use this as a guideline.		

Name	FM Cost	Armor Score	Description
Leather Jacket	1FM	+1	Black, Sweet
Sports Pads	0FM	+2	Football, Hockey
Motorsport Pads	2FM	+4	Motorcycle pads and helmet
Bulletproof Vest	5FM	+6	Concealable
Tactical Assault	8FM	+10	SWAT, Military
Plate mail	4FM	+3	Knights, modern or antique
Other	Talk to the GM and find an existing, or use this as a guideline.		

Useful Items

Name	FM Cost	Description
Burner Phone	1FM	A basic flip phone with 500 minutes of call time prepaid.
Smart Phone	2FM	A smart phone with valid contract.
Most Meals	0FM	
Museum Entry	0FM	
Pop Concert	1FM	A big name band is in town for a show.
Beater Car	3FM	A 4 door sedan with dents or rust spots.
Nice Car	5FM	A new, or nice car. Typically for under 50,000 USD new.
Pickup Truck	4FM	A basic model pickup truck in good condition.
Van	4FM	A passenger van with either glass or metal windows
Motorcycle	2FM	
Drone	3FM	A basic quadcopter drone with a carrying capacity of 5lbs.
Nice Motorcycle	3FM	
Luxury Car	8FM	An expensive luxury car.

Temp Lifestyle increase	NA	A temporary lifestyle increase for a period of 1 week can be bought with a FM value of half the normal BP bonus required for that lifestyle.
Other	Talk to the GM using the lifestyles section as a guideline	

Contacts

Contacts can be purchased using FM or gained through gameplay. Contacts purchased through FM are generally obligated or reliable whereas contacts gained organically are at the GMs discretion.

A contact purchased in this way has the following stats – Knowledge, Influence, and Wealth. Knowledge indicates what they know, and can be rolled instead of performing research, giving all clues up front. Influence can be used to convince others to take actions through an opposed Influence v Mind check, and wealth can be used to purchase items for the group without making a purchasing check. Using a contact in this manner can be done once per mystery.

A contact costs 1 + (1FM per point of K, I, or W they have), to a minimum of 0. The player should work with the GM to create a contact that is appropriate for the game.

Example contacts

Sal - Pawn Broker: Sal recognizes the value of having contacts in the PCs line of work, and will always give them a good deal. He also keeps his eyes out and will let the PCs know if anything... suspicious... comes in stock. K 0, I 1, W 3.

Miss Betler – Librarian: Miss Betler is the new librarian in town and has noticed the PCs coming to her library a lot. She thinks they are good kids, and wants to encourage reading. K 3, I 1, W 0.

Dr. Grant – Scientific Researcher: Dr. Grant is a foremost expert in Wetland biology and has been sent to the town to investigate some strangeness in the swamp by The Government. The town doesn't take too kindly to him, but he recognizes the PCs as potential allies. K4, I 0, W 2

Big Mike – Leader of the Demon Dogs: Big Mike is the leader of the Demon Dogs, a biker gang who frequent the same bar as the PCs. The PCs occasionally need assistance in that legally gray area, and he will help them out, for a price. K0, I5, W 3.

Kal Chul't – Demon Prince: Kal Chul't is a demon prince of Hell that the PCs accidentally helped free from a gem. After 4 thousand years locked in a gem by his father (Satan), he is very appreciative of the PCs, and generally keeps out of trouble. As far as the PCs know. K5, I3, W8

Magic Items

Magical items are appropriate for a variety of uses in Paranormal Investigators. They can serve as a quest reward from powerful NPCs, they can serve as a quest object to be protected from villains, or they can serve as useful tools to the PCs. Magic items should not be sold to characters who are not at least investigators, and a magic item shop should not be accessible to anyone who isn't at least a hunter.

Magic Item Types

Magic item's come in 3 types. Lesser, Major, and Unique. Lesser items generally consist of things like an enchanted laptop that gives +2 die to the computer skill, or other +1 or +2 bonuses to die rolls. Major

items often have a special property, like a sword with a blade made of fire. Unique items are named items that have unique statistics, often times multiple abilities, and do not fall into the other two categories.

Buying Magic Items

Magic items can be purchased, generally, their salesmen prefer alternative means of payment. This may take the form of favors, trades, or knowledge. If directly purchasing an item, the FM cost a magic item is 5X its BP cost. GMs should adjust this multiplier based on how prevalent magic item sales are in their game. Other unique items or Tomes have prices at the GM discretion and are usually not for sale.

Creating Magic Items

Creation of any magic item requires the infusion of life essence, or in a mechanical sense, BP. BP Spent in this manner is spent just like any other BP, and cannot be regained, even if the item is lost or destroyed.

Lesser

Lesser magic items require a character to be at least an investigator to create. The investigator then spends BP according to the chart below. It also indicates the infusion time required to create the item. At the completion of the ritual, a successful Soul check is required with a DC equal to the amount of BP infused. If this check fails, the BP is still expended. These skill bonuses do allow a character to exceed their associated statistic in that skill. Multiple magic items granting a bonus to a skill override one another.

Skill Bonus	BP Cost	Creation Duration
+1 to one skill	1	8 hours
+1 to 2 skills	2	24 hours
+2 to one skill	3	72 hours
+2 to 2 skills	5	1 week

Major

Major magic items require a character to be at least a hunter to create. The hunter then spends BP according to the chart below. It also indicates the infusion time required to create the item. At the completion of the ritual, a successful Soul check is required with a DC equal to the amount of BP infused. If this check fails, the BP is still expended.

Item Name	BP Cost	Creation Duration	Bonus Description
Flaming Weapon	7	7 weeks	All damage dealt by this weapon is fire damage instead of normal.
Glowing	5	1 week	The item glows on command
_____ Resistant Armor	7	7 weeks	Whenever you would take damage of the indicated type, instead take half.
_____ of invisibility	9	41 weeks	When worn, this item makes you invisible.
_____ of health	5	1 week	When worn, this items provides nourishment as though you had eaten for a full day.

___ of water breathing	6	3 weeks	When worn, this item negates the need to breath.
___ of Stat Increase	10	99 weeks	When work, this item increases the indicated attribute by +1
Cape of Flight	8	17 weeks	When worn, this cape grants flight.

Starting with Magic Items

Players of characters with higher than standard starting BP will often want to assume their character created some magic items prior to the first mystery. Others times you will assume some long periods of downtime between mysteries (for example the losers club from Stephen King's IT have over 20 years). These characters should be assumed to create any items they wish, provided they spend BP as normal, and can craft the items using the auto success rule on rolls (transfer 4 potential rolls into auto hits).

Spell Tomes

Spell Tomes are unique items that can be used to cast, or learn a spell by the untrained character. Each tome generally has one spell per 10 pages, of text. Many tomes include notes about completion of the ritual, tips for performing it, and other assorted potentially useful information. As such, most tomes consist of a single spell, with the exception of someone like a wizard who may want to consolidate his knowledge into a single location for ease of transportation.

Casting from a Tome

To cast from a tome, a character spends MP as normal, but ability checks can be delegated to characters who are On Screen. Unlike spells, characters can even assist with the checks if desired. Because of these two traits, spells are much easier to cast from a tome.

Learning from a Tome

Characters can use tomes to learn a spell. After successfully casting it at least once, they can invest 1 BP per DC of the Mind check required to cast it. After doing so, the player should copy the details of the spell down, and keep on hand for future reference. The character can then cast the spell as desired. This process requires at least 1 week of study and practice.

Unique Items

Three unique items can be seen below. As you can tell, they are almost entirely GM fiat, and should generally not be available outside of quest rewards.

Devil's Fiddle

This fiddle made from solid gold sounds much better than you'd expect for such a heavy instrument. Whosoever plays upon it is granted a recording contract within the next 6 days, and a +5 die benefit to mind checks made to perform. If the record actually goes platinum on the national recording charts, the wielder becomes ageless. If the record does not go platinum, the devil (or a devil depending on the game) reveals himself, reclaims his fiddle, and takes the character to hell.

Excalibur

This mighty sword blinds any who gaze upon it, aside from its wielder (unless they pass a body DC 3 check). Additionally, whoever holds it cannot die from physical wounds and in fact does not seem to suffer the effects of wounds or bleed at all (immune to HP damage). Lastly, if they can prove the sword's identity, and that they are its rightful wielder, the owner can lay claim to England.

Magnifying Glass of the Great Detective

This ordinary magnifying glass seems relatively nondescript, if not even a bit underwhelming for what it claims to be. When used to perform research with the Detective skill, you always receive one additional clue above what you would have rolled.

Magic Spells

Magic Spells are incantations and rituals that allow characters to spend their MP for supernatural and impossible effects. These spells require learning from a Tome, described in the items section, but grant an array of special powers.

Spells are presented in the following manner.

Name of Spell

Brief description.

M: Mind DC to remember the details correctly – failure to do this means the spell can't be attempted

S: Soul DC to power the spell – failure to do this means the spell is weak.

B: Body DC to channel the spell – failure to do this means something bad happens.

MP Cost: the MP required to attempt the spell. Spent regardless of success.

Casting Time: Duration of the spell ritual.

Mechanical effects of the spell, including the results of failure to channel

Casting Spells

To cast a spell there are a series of steps the player's must follow. These steps are followed in order every time.

1. Make an appropriate Mind Check. If this fails, the spell cannot be attempted.
2. Spending the indicated MP. If there is no MP, the spell cannot function.
3. Perform the ritual aspects, and wait the duration of the casting time.
4. Make all decisions about targets, destinations and et. Cetera.
5. Make a Soul check to determine the power of the spell. If this fails, the spell will have a lesser effect.
6. Make a Body check to determine the characters ability to channel the spell through themselves.
7. Execute the Mechanical Effects of the spell based on results.

By performing the steps in this order, the player and GM can lock in choice, and ensure the elements of surprise and risk are maintained.

Spells

This is by no means a complete list, and GMs should feel encouraged to expand it for their games.

Alter Weather

With lit incense, and whirling fumes, you thrust your hands skyward. At first nothing, but slowly the weather begins to change.

M: 1

S: 2

B: 2

MP Cost: 5

Casting Time: 1 hour

This ritual must be performed outdoors with clear access to the sky. You can alter the current weather around you to meet your needs. This cannot alter the weather in any non-natural way (Rain of frogs) but it can alter the weather in a way that is unusual for the region (Snow in the desert). This spell functions in a 1 mile radius from where it is cast and lasts for 1 day. Failing to power the spell reduces the radius to 100ft. Failing to channel it results in a bolt of lightning launching backwards from your body into the sky. This deals 2d6 HP damage and is obviously visible.

Augur

You close your eyes and whisper in a long forgotten tongue. With a jolt you are awakened, you know your answer.

M: 4

S: 3

B: 1

MP Cost: 5

Casting Time: 8 Hours.

You commune with the spirit world and gain insight into the world around you. You are immediately granted a clue. Failing to power the spell results in a cryptic riddle that may or may not be helpful.

Failing to channel it has minimal risks, and results in an additional 5 by being expended, leaving you with a minimum of 0 MP.

Baneful Dust of Div'en

You bring forth a lump of earth or clay, cupping it in both hands. As you open them again, you reveal a pile of dust. Bringing it towards your mouth, you exhale quickly.

M: 2

S: 2

B: 4

MP Cost: 2

Casting Time: 1 Action

This spell blinds a creature within 15 feet of you (body check DC 4 to resist). Failure to power it means the blindness is temporary and wears off at the end of the current scene. Failure to channel it means instead, you are blinded.

Banishment of Belphegorre

With a brief shout in an ancient tongue, the target forgets.

M: 4

S: 3

B: 1

MP 4

Casting Time: 1 Action

One creature targeted forgets the last 5 minutes (Soul check DC 3 negates). Failure to power this spell results in failure, and failure to channel means time slows around you. The world moves slower, and you are unable to take actions for the next minute.

Blessings of Bune

You take on a regal countenance. Your looks improve considerably, your voice drops to a deep rumble.

M: 3

S: 3

B: 3

MP Cost: 3

Casting Time: 1 minute

For the current scene, you gain +3 dice to the socialize skill. Failure to power this spell results only a single die modifier. Failure to channel it means your face becomes doglike, with an overly large tongue while your voice raises. You take a -1 die, or -3 die penalty to socialize.

Bind Enemy

You mime a grasping motion with your fists, squeezing tightly. Your target finds themselves unable to move.

M: 2

S: 2

B: 4

MP 3

Casting Time: 1 Action

One creature within line of sight finds itself unable to move (Body check DC 4 negates). This effect lasts for so long as you continue to sustain it by spending an action. Failure to properly power the spell means it cannot be sustained. Failure to channel it means you are instead bound. If you powered the spell, you are bound for 1 minute, if not for one round.

Call the Power of Charun

Your eyes lock with that of your victim. They see the cause of their demise, and suddenly it is made real.

M: 7

S: 5

B: 3

MP Cost: 10

Casting Time: 1 Action

One creature that you can see, and can see you immediately sees the cause of its demise. It makes a soul check DC 5 or is slain outright. Failure to power this spell instead means the creature is given a flash of divine insight, granting it a reroll on any dice pool roll that it can use at its discretion. Failure to channel the spell means you are slain outright (unless you can pass a body check DC 3).

Cast out the Devil

With ritual chanting, burning of incense, the presence of holy objects, you are able to drive out evil, possessive forces.

M: 3

S: 5

B: 2

MP Cost: 5

Casting Time: 1 Hour

At the completion of this ritual, you can force a creature that is possessing a body out. The creature must make a soul check DC 5 or be driven from its host and forbidden from returning. If you fail to power the ritual, instead there is a chance of slaying the host due to the incomplete attempt. The host makes a body check DC 2 or is slain. If you fail to channel the ritual, the host evacuates their stomach, bowel, and any other internal orifices completely instead.

Chasm to Hell

Through incantations, and elaborate arcane markings drawn in chalk, you are able to open a portal to Hell.

M: 8

S: 5

B: 1

MP Cost: 10

Casting Time: 16 Hours

This spell creates a 10ft diameter two way portal to hell. The portal lasts for 1 day per net success on the channeling result before closing but it can be closed early by its creator with a touch. Failure to power the portal results in a portal that goes... somewhere? Randomly determined by the GM but generally not habitable. Failure to channel it results in an unstable portal. This portal is opened, but will suck in a random object within 100ft of the portal once created.

Cloud Memory

With a wave of your hand, you can prevent someone from recalling a certain bit of vital information.

M: 4

S: 2

B: 2

MP Cost: 4

Casting Time: 1 Action

One creature you can see is unable to gain the benefits of a clue found during research. A Soul check DC 4 negates this. They find the clue as normal, but when returning to notify their associates, have forgotten it and will need to research again. They know they had a clue, but not what it was. Failure to power the spell means they forget some other unimportant detail that has no mechanical impact. Failure to channel it means they you can't help your subconscious as it actually guides them to a clue. The creature is now guaranteed to find at least 1 clue during research.

Dreamland Voyage

You place your hands on either side of the subject's temples, and begin to meditate.

M: 3

S: 2

B: 4

MP Cost: the MP required to attempt the spell. Spent regardless of success.

Casting Time: 8 Hours

You enter a willing subjects dreams while they sleep. While there, you can help them recall their day and sort out their memories. Mechanically, this allows you to reroll a research check they failed with a combined skill check gaining clues as normal. If you are on a run, you can continue for multiple days within their dreams. In reality only 8 hours ever passes. If you fail to power this spell, you instead grant them nightmares. They awaken ill rested, and having only a single MP for the day. If you fail to channel this spell, the subject enters your dreams and can learn your thoughts or past experiences. If you also failed to power the spell, they enter your nightmares.

Ebon Mark

With a quill and ink, you can inscribe a mark on an object. While visible to everyone, you perceive it on a different level.

M: 1

S: 1

B: 1

MP Cost: 2 MP

Casting Time: 5 minutes

You always know the direction (straight line) to an object with your ebon mark on it. If the mark is removed, this spell ends immediately. If you fail to power the spell, it instead glows brightly with a green flash, and then the ink dries and flakes off. If you fail to channel it, you take an additional MP.

Energy Bolt

You thrust both hands forward in a thrusting manner, and a bolt of white energy flies from them.

M: 2

S: 1

B: 2

MP Cost: 1

Casting Time: 1 action

You can fire a bolt of energy at a target within 100ft that you can see. You make a shooting check, without the need for a weapon and deal magical damage. If you fail to power the spell its range is only 20ft, and if you fail to channel it you take 1 HP damage.

Enjoin the Sign of Eligos

With a wave of your hand, you can conjure magical weapons and armor from the air itself.

M: 2

S: 1

B: 2

MP Cost: 5

Casting Time: 1 action

You can conjure 1 magical sword and 1 magical suit of plate armor per net soul success for this spell. These arms and armor are made of a mystical green energy as hard as steel, and last for 24 hours.

Incantation of the Eleventh Ipos

You begin to sing in a haunting falsetto which provides an odd comfort to your companions.

M: 4

S: 1

B: 3

MP Cost: 2 + 1 per round of singing.

Casting Time: 1 Action

While you are singing, your allies that can hear you can reroll combat skill checks. This spell has no effect once you stop singing. Failure to power the spell means it cannot be sustained, and failure to channel it means the sound of your voice is so shrill it is distracting, and all combatants (allies and enemies) take a -1 on all dice pools until you stop.

Lavender Aura of Abbadon, The

You quickly douse yourself with tonics and oils giving yourself a lavender hue.

M: 4

S: 1

B: 5

MP Cost: 5

Mechanical effects of the spell, including the results of failure to channel

Casting Time: 1 minute

For the next 30 minutes, any creature that touches you gains a disease of your choice (excluding yourself). This disease is chosen while the oils are applied. They can make a Body DC 3 check to negate. If you fail to power this spell, you do not grant diseases and only become slick and lavender. If you fail to channel this spell properly you gain a disease chosen randomly at the GM discretion (tending towards once you have used with this spell in the past). *Special – you can apply the oils and tonics to another giving them this benefit, if they are willing.

Mask of Flesh

You push and pull your face until it no longer resembles its normal form.

M: 2

S: 1

B: 2

MP Cost: 5

Casting Time: 1 Hour

You can alter your physical appearance for the remainder of the day. Once altered, the appearance sets, and it cannot be changed unless this ability is dismissed, whereupon it returns to normal. If you fail to power this ability you disfigure yourself in such a way that you find it challenging to speak, and only 50% of the words you say can be understood. If you fail to channel it, your face remains as you sculpted it until you can pass a DC 4 Body check.

Orange Curse, The

Mystical Orange flames dance from your fingertips as you reach out and touch your target.

M: 5

S: 4

B: 3

MP Cost: 7

Casting Time: 1 Action

Target creature touched must make a mind check DC 5 or be stricken with a new crippling phobia. If you fail to power the spell, they instead take 1 MP damage. If you fail to channel the spell, instead the effects are applied to you.

Reversed Angles of Asb'el

With intricate drawings and runes, you've mapped a path that shorten the distance traveled quite a bit.

With a grin you hold out your hand, and walk your partner through the floor appearing quickly in Spain.

M: 8

S: 3

B: 3

MP Cost: 5 per thousand miles

Casting Time: 1 Hour per thousand miles

You draw a doorway through the realm of shadows (3rd realm, minds eye, dreamscape, or whatever as GM dictated) and shorten the distance traveled immensely. You can step into the door way, and

immediately step out anywhere within the radius indicated. Failing to power this spell cuts the distance down to 100 miles per MP and hour, while failing to channel it results in travel to a random destination.

Seal of Sthenno

You etch runes of protection into a door, window, lid, or similar object.

M: 2

S: 1

B: 2

MP Cost: 3

Casting Time: 5 Minutes

While the runes are etched, the door is incredibly hard to open. Doing so requires a Body DC 4 check in addition to whatever mundane means are blocking it. If the runes are defaced, the door can be opened normally. If you fail to power this spell, it has no effect, while failing to channel it can actually damage the door making it incredibly brittle.

Monsters

Monsters for a game of Paranormal Investigators should be crafted fresh for each Campaign by the GM. They don't all have to be crafted at the start, but previous incarnations shouldn't be used. This adds a layer of mystery to the game for repeat players, and helps ensure that they don't use common movie tropes to solve mysteries avoiding the game. "Everyone knows Vampires sparkle in the sun, we should just invite the town to a baseball tournament, and we've got our villain". Instead, draw on the classic tropes of monsters, but encourage the idea that sometimes the movies get it wrong.

Vampires for Example.

- In the Twilight Books, vampires have the following traits. They sparkle in the sun, have super strength and speed, super senses, don't age, drink blood, have a paralytic poison, and each have a unique special power. Vampires in twilight can sire others. These vampires are notably attractive.
- In the book Dracula, vampires have quite a few traits and special powers. They also have lots of special restrictions and habits. They gain power from a deal with the Devil. They have super strength and agility, have no shadow or reflection, blades pass through them at night, can fly and cling to walls. They command rats, owls, bats, moths, foxes, wolves, and the weather. They have an array of hypnotic, telepathic, and illusory abilities and can teleport so long as they "know the path". They can also shapeshift by growing or shrinking, or turning into a bat, wolf, dog, or a mist. Their powers cease to function or get weaker in sunlight, but it isn't fatal. Additionally, they cannot cross running water unless it is low or high tide, and cannot enter a building without invitation. Finally, they are repulsed by garlic, crucifixes, and sacramental bread. They can be destroyed with a stake of mountain ash, or a sacred bullet while in their coffin, which they sleep in. A Wild rose can keep them from exiting their coffin. Vampires in Dracula can sire other, lesser vampires. These vampires are considered fairly attractive, but otherwise indistinguishable from humans.
- In the film Nosferatu, vampires have super strength, and generally overpower their victims. Nosferatu are slain by sunlight, and turn to dust. Vampires in Nosferatu kill their victims instead of siring them and cannot make new vampires. These vampires have disfigured grotesque appearances, and are not generally considered pleasing to look at and are obviously monsters.

- In the Anime Hellsing, vampires are not ageless, but can increase their age and power by drinking blood. In doing so they steal the soul of their victim and gain their memories. They can regenerate from fatal wounds in seconds. They have super human strength and agility, and can pass through walls. They can shapeshift into bats, arthropods, dogs, other humans, and masses of darkness. They are telepathic, and can use hypnotism. These vampires can sire zombie like ghouls or other vampires. These vampires are look human, unless they don't. Sometimes they look like monsters, but this doesn't appear to have a reason. If they run out of harvested souls, they are slain.
- In Chinese Folklore, the Jiangshi, or Hopping Vampire, is a spirit that possesses a corpse. Anyone injured by them slowly transforms into a jiangshi. Their appearance is that of a rotting decaying corpse. Their corpse suffers from rigor mortis, and the vampire cannot bend, instead hopping around. These vampires feed off souls, not blood. Jiangshi are terrified of mirrors, peach tree wood, and a roosters call. They can be slain by inserting the 7 jujube seeds into acupuncture points on its back, or lighting them on fire. Religious iconography stuns them and prevents them from moving.

As you can see, we have some common themes, in that they drink blood, like night time, they are ageless, but a lot of differences too. In your games, you should create vampires that hit the major points, but pick a couple of ideas from each. The idea being that all the stories are close, but this one is true. Changing them around forces players who know "Vampires" because they are into twilight to do some investigation, and allows players who only know the Halloween costume to participate just as much. Building monsters in this manner, and making sure the players are aware this is how it is done, will stave off endless arguments in game. When analyzed, most people have different cultural awareness, and a different expectation on what monsters can do. How smart is Frankenstein's monster? Does a vampire turn to dust in sunlight? How do you kill a werewolf? Instead of deciding one person is right, we use the nature of a mystery game to determine the answer through play.

An example Paranormal Investigators vampire might be super strong, weakened by night, feed on blood, able to sire other vampires by draining all their blood (destroying their soul), and have the powers of hypnotism, flight. When sired, the vampire looks like a version of themselves in peak physical condition, and they don't die of old age, but do continue to age, slowly rotting if not taken care of. They are weakened in sunlight, but not destroyed, and can only be slain by a steak through the heart fashioned from a peach tree. This vampire is instantly recognizable as a vampire, but players who have seen Nosferatu are in for a surprise when they attempt to expose him to sunlight only to find him stunned and weakened, not turned into a pile of dust. Likewise, if they disregard the clue about peach wood, they may find their tactic of steaking him through the heart ineffective.

Making Monsters

When creating a monster, the GM should use BP Equal to the BP given to the players. If the game is starting out, that means 37 BP (7 for stats, 15 for combat skills, and 15 for research skills.) If the players have more BP, start the monster with an equivalent BP amount. If this monster is a boss, or final encounter, you may consider increasing this more, but be aware. This increases monster strength, and can make challenges harder than they should be.

Monsters have the same stats, skill, and trait allowances as players, but GMs should feel free to spend points as desired instead of balancing them evenly, even putting a 0 in some stats. Some monsters, like

say the Jewish Golem, has no need for ranks in the research skills. It may also have a 0 in the mind stat. If a creature has a 0, it can roll no dice.

Monsters also have access to special monster traits and drawbacks as seen below. Drawbacks are special, inverse traits that grant extra BP. Monsters can take 1 per 10 starting BP (excluding other BP gained from drawbacks).

Note – Characters can start taking these traits once they reach the investigator tier, at GM discretion.

Traits

- Acid Blood – 1 BP – Whenever you take HP damage, any creature within 5ft takes 1 point of HP damage as well.
- Ageless – 1 BP – This character does not age, and cannot die from old age.
- Alternate Form – 2BP/5BP – for 2 BP you gain an alternate form that is relatively innocuous. This should be a small animal similar to a bat, cat, or rat. Each form costs 2 BP. For 5 BP your alternative form could be that of a bear, lion, or a hybrid animal state. In this form, you gain +2 to Body, and +2 to the fighting and grappling skills. Each form chosen costs 5BP.
- Amphibious – 2 BP – This creature can swim as fast as it walks on land. In addition, it can breathe water or air.
- Aquatic – 1 BP – This creature lives fully in an aquatic environment and cannot breathe air, but instead requires water.
- Claws – 1 BP – You grow vicious claws at the ends of each of your hands. These grant you a +1 bonus to fighting and +3 weapon modifier.
- Damage resistant – This creature is immune to damage from one of the following sources. For double the cost, the creature is healed instead of damaged. *this can be taken for no more than 3 types.

Source	Cost
Steel/Metal	2BP
Bullets	4BP
Wood	1BP
Fire	2BP
Electricity	1BP
Magic	5BP

- Draining Touch – 4BP – With a touch, you can drain a targets stats. You make a fighting check vs their body check. If successful, one of their statistics is drained by a point, or their age increases by 20 years. You choose which stat, or age, when this ability is purchased and it can be taken multiple times. For 8 BP, you can increase your own stat by the amount drained for a period of 1 hour.
- Fangs – 1 BP – You grow fangs. These fangs can be retractable or not, at your discretion when purchasing this power. They grant a +3 Weapon Modifier.
- Heatvision – 2 BP – You can see at a thermal level registering heat sources.
- Huge – 2 BP – Your character is larger than a normal person. Between 10 and 15ft tall. They gain a +2 to the Body stat. This ability can be taken multiple times, each time doubling the max height (15-30-60-120). The body increases are cumulative.

- Hypnotism – 5 BP – With a sustained gaze, you can make an opposed Mind check with a target. If they fail, so long as they meet your gaze, they must obey your commands. For 10 BP you can keep them hypnotized for 7 days, without the need to maintain your gaze.
- Intangibility – 4 BP – You can go intangible. Only magical objects can touch you, and you can fly. For 2 BP this is a permanent ability and cannot be activated or suppressed.
- Invisibility – 5 BP – You can turn invisible as needed.
- Nightvision – 1 BP – You can see equally as well at night as the day.
- Shapeshifting – look like anyone
- Spells – Special – You can cast any spell as though it were a natural ability. You must take this power once per spell. To cast these spells, you do not need to make a Mind check, Soul, or Body check, but MP is still spent. The BP cost for this ability is the Mind DC required to cast the spell +2. Note, monsters can always learn spells normally.
- Terrifying – 3 BP – Your character is terrifying. You can make a special attack against any creature that sees you as a Guile vs Reaction check. You deal MP equal to your total net hits over theirs.
- Tiny – 2 BP - Your character is smaller than a normal person. Between 1 and 3ft tall. This ability can be taken multiple times, each time halving the minimum height (1ft - 6inches – 3inches – 1.5 inches).
- Wings – 2 BP - Your character has giant leather or feathered wings that can carry them in flight.

Drawbacks

Aversion to – This ability means you have a strong aversion to something. In general when it is in your presence, you can't help but cause a scene as you violently pull away. The GM should use this list and the BP Bonus rates, if they want to create other aversions.

Source	BP Bonus
Wood	5
Iron	5
Silver	3
Specific Food	2
Alcohol	3
Water	4
Sunlight	5
Specific Types of any of the above. Including Blessed/Heated/Other	-1BP

Dependent on – The creature must feed on the indicated source at the indicated frequency.

Source	BP Bonus
People (1)	5
Blood (1liter)	3
Bone (1lb)	4
Precious Metal (1lb)	2
Electricity (1 KW Hour)	1
Sugar (1LB)	1

Frequency	BP Bonus
Daily	3
Weekly	2
Annually	1

Distinct Look – 1 BP – You have a distinct appearance. A thick layer of fur, a strange skin color, or maybe a fin. You have some obvious visual element that does not allow you to pass for human.

Requirement – 4 BP – You are a puzzle monster. If your enemies can expose you to something, you're compelled to do it. For example, counting scattered coins compels you to spend time counting or even collecting them all. This must be common enough that it is attainable and could conceivably come up in a Scene.

Slain by – When struck by an attack made of, or exposed to a substance that you can't make a weapon from, you are slain instantly.

Source	BP Bonus
Wood	10
Iron	10
Silver	6
Specific Food	4
Alcohol	6
Water	8
Sunlight	10
Specific Types of any of the above. Including Blessed/Heated/Other	-2BP
Specific Hit Location	-2 BP

Weakness to – When touching the indicated object, your monster traits cease to function.

Source	BP Bonus
Wood	5
Iron	5
Silver	3
Specific Food	2
Alcohol	3
Water	4
Sunlight	5
Specific Types of any of the above. Including Blessed/Heated/Other	-1BP