

COURT OF TAROT ERRATA

A source document by [Scott Zaboem](#) for *Beyond the Supernatural*TM, 2nd edition by [Palladium Books](#).

I was pleased with the Court of Tarot article, but it left out a lot to make the article a more appealing size. All of these materials were edited out by me to save space. After seeing it in print, I decided that at least some of the cut pieces should be made available again. Two particular characters, the Memory Broker and Master Eternal Smoke, do not appear in this errata because they are included in other article submissions to Rifter which are still pending. This errata does include (in this order), one new occupation, new rules for funding and bribery, four new classes including a ghost which is available as a player character class (with gamemaster approval of course), six new psi-devices, two new spells, monsters, several non-player characters and more information on the Saint Augustine setting. All of the pictures in this document are from the public domain. These pictures are either illustrations and photographs from the 1902 era or else they are photographs taken by personally.



HOTEL PONCE DE LEON—VIEW OF MAIN COURT.

For any readers not yet familiar with the Court, here is a very brief recap. The Court of Tarot is a rival organization to the Lazlo Agency. The Court was founded in the later 1800s, by Ida Alice Flagler, at that time the richest woman in the world. The widow Flagler used her wealth to create a community of spiritualists, mystics, and paranormal researchers around herself in Saint Augustine, Florida. The Court was always elitist, but it became a more secretive society as the decades passed. Current members include many of the wealthiest families in the world, so the Court controls as much as ten percent of the world's wealth at any given time. Other members include psychic mediums, mercenaries and paranormal researchers who prefer power to altruism. Each member is assigned a rank based upon the cards of a Tarot Deck with two Minor Arcanas and one Major Arcana. Most members are of selfish alignment. The current matriarch of the Court is Lady Teapot, an enchanted doll with a Machiavellian sense for politics.

New Occupation

Business Person. This occupation is based upon the Capital Entrepreneur O.C.C. from *Mystic China*TM which offers much more detail about the character's wealth and businesses. I am re-writing this occupation out of memory from more than a year ago, and my copy of *Mystic China*TM loaned out, so bare with me. Small business owners should use the Antiquities Dealer Occupation, but the Business Person occupation is more suited for high finance careers or old money families.

The character owns and runs a major business or several small businesses. No matter how successful the business may be, the character does not usually have unlimited funds at his or her disposal. The vast majority of the character's wealth is tied in businesses or investments, and most of the profits are reinvested. Only a small portion of the fortune is available for easy access at any given time.

Occupational Skills: Entrepreneurship *or* Business & Finance (+20%), Research (+5%), Public Speaking, Wardrobe & Grooming, Technical Writing, Mathematics: Advanced.

Elective Skills: Select ten from the standard available categories.

Secondary Skills Available: Select ten from the standard available categories.

Special Bonus: Add a +10% bonus to a single Science or Technical skill which is most closely related to the character's business.

Advantages: The character is independently wealthy. The character is also relatively free to travel and pursue his or her own interests.

Disadvantages: Running a financial empire requires a lot of time. Any or all of this work can be delegated away, but the trade-off is that the character must trust his or her managers to run the business properly. Even a hands-off owner will be expected to show up at the office for meetings and contract signings a few time each month. Furthermore, the character is well known, and there are many people who may recognize the character from the same industry or from the same socio-economic tier. A business person has a 5 + experience level% chance of being recognized anywhere in the character's home country or a flat 5% chance of being recognized anywhere in the world. If the character is in disguise or using a false identity, the chance is halved (round down).

Pay: The character's total worth may be huge, but the available funds for spending are a different matter. The character will pay himself or herself a living salary of \$100,000 per year.

Optional Financing Rules

Money is not only a resource to the Court, it is a way a life. Money is used to bribe for favors, build alliances, acquire relics, and makes new research possible. Some members of the Court are dependent on wealthier members for living expenses and funding. Even the wealthiest of people don't like paying any more than is needed, so negotiations are never easy. Many gamemasters will want to handle such matters through roleplaying. For groups who prefer a dice mechanic to resolve such matters, here are some optional rules.

Bribing Formula: M.A.+10 +Attribute Modifier +(5x wealth units) +situation vs. D100.

In order to bribe an NPC, use this formula. The formula takes the monthly pay from the NPC's occupation as a unit of measurement called a "wealth unit." Thus, characters who regularly earn more money will be more expensive to bribe.

First, add 10 to your Mental Affinity attribute. This represents the base chance of successfully bribing an NPC with one wealth unit (which equals one month of income from the NPC's occupation).

Second, add bonuses or penalties to the base chance depending upon the alignment of the NPC. If the NPC is diabolic, miscreant, anarchist or unprincipled, add 10 because these characters tend to be easier to bribe. If the NPC is scrupulous, unprincipled, or aberrant, subtract 10. If the NPC is Principled, the NPC can not be bribed. (or else he wasn't really principled, now was he?)

Third, offer extra wealth and add bonuses to the base chance. For each additional unit of wealth, add 5 to the base chance.

Fourth, the game master may apply a bonus or penalty of 0 to 50 depending on circumstances in the game. In some situations, bribery simply will not be possible at the time. Maybe the NPC is being watched or doesn't value money. After all bonuses or penalties are applied, the resulting number is the modified chance.

Fourth, roll percentile dice or a D100. If the number on the dice is equal to or less than the modified chance, the bribe succeeds. If the number on the dice is greater than the modified chance, the bribe fails.

Additional bribes may be attempted if the first bribe fails. If three bribery rolls all fail, the NPC will stop negotiating out of frustration or fear of being exposed. The third attempt is the last attempt.

Funding Formula: M.A. -NPC's M.A. +D100 +situation/alignment = #of wealth units.

Acquiring money for a research project or investigation requires the same type of negotiations that occur in bribery. This optional formula may be used to determine the amount of funding made available by one character to another. We will assume that an NPC benefactor is giving money to a player character. The formula uses the monthly pay from the player character's occupation as a unit of wealth.

First, take the player character's Mental Affinity attribute. From that number, subtract the NPC's Mental Affinity. This result represents how much more (or less) influential the player character can be compared to the NPC.

Second, roll a set of percentile dice or a D100. Add the number on the dice to the number you already calculated in the first step.

Third, apply situational bonuses or penalties. If the player character is desperate or has been turned down before, the NPC will guess that the player character will settle for less money. If the player character is promising great results or if the NPC is desperate, the NPC will be likely to offer more wealth. The gamemaster can determine what if any bonuses or penalties apply, usually ranging from 0 to 20.

Fourth, if both characters have the exact same attribute, the NPC may recognize the player character as a kindred spirit. In the case of identical attributes, apply an additional attribute modifier equal to the player character's M.A.

Fifth, the final sum is the number of wealth units which the player character will receive after negotiation. Multiply the number of wealth units by the monthly pay of the player character to determine the total value in dollars, euros, yen, etc.



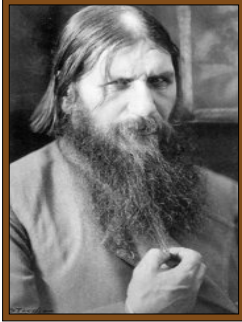
New Classes

The Minor Psychic for BtS is a P.C.C. which I created for this article and referenced the character of Ravenbilt as having, but I cut it for space. I included it again in a subsequent Rifter submission which is still pending.

The Priest of Vice P.C.C. was a pain to write, to be honest about it. Of all the data which I lost during my computer failure last summer, this class was the one thing I can not easily re-create. I may or may not rewrite it now.

Priest of Vice P.C.C.

Writer's Note: Kevin currently has a non-official policy about contemporary religions. He won't touch them. The Priests of Vice are not specifically representative of any particular religion, but their guiding philosophy and origin are tied to Christianity. As such, they don't pass Kevin's new policy. I will probably never submit the Priests of Vice to Palladium Books, but I think they fit quite well here at Nexus Nine.



The Priests of Vice are a sect of monks who acknowledge Rasputin as the founder and guiding philosopher of their order. Grigori Rasputin is known to many as the Mad Monk of Russia. His abilities as a mystic to heal the ill and infirm were well known during his own life. As a young man, Rasputin joined a sect of Christian Monks who believed that acceptance to Heaven could only happen after habitual confession and forgiveness – therefore, sin was a requirement for salvation. Rasputin took this concept to an extreme application by dedicating himself to a daily regiment of sin and confession. He was particularly fond of the Seven Deadly Sins. According to legend, Rasputin eventually died in Russia when conspirators killed him. He was poisoned with enough cyanide to kill five men, stabbed, shot three times, beaten, frozen and drowned. His super-human resilience is a direct result of the years he spent abusing his body and mind followed by periods of strict sobriety, prayer and meditation.

A Priest of Vice will follow Rasputin's example, systematically indulging in vices and then subjecting himself to periods of strict abstinence and virtue. As a Priest of Vice advances in experience, he gains vices. These vices may be any addictive or self-destructive indulgences. A priest may enter a period of vice by using alcohol, any particular drug, sexual activity or even temper-tantrums. A vice could be something as basic as sugary treats (a favorite of Rasputin) or exotic as a specific and rare as Aztec hot chocolate. It is the act of surrendering to desire which is important – not the specific form of each vice. While engaging in any vice, the priest gains access to certain bonuses and psychic powers. Of course, a priest can engage in as many indulgences as he wants, but the number of vices from which he gain benefits is limited by his experience level.

The Priest of Vice gains his first vice at Level 1. This vice, like all subsequent vices, must be specific. It could be “cigarettes” or “gambling” but not “bad behavior.” The Priest of Vice may gain one more vice at each experience level. Some Priests of Vice are content with just their original vice and never choose any others.

Bonuses during Periods of Vice

+1D6 temporary Hit Points per vice.

+1 per vice to every saving throw. That means +1% per vice to save vs coma/death also.

Impervious to poisons and toxins, but not drugs.

Suffers no combat penalties and only half the normal skill penalties while under the influence of alcohol and drugs.

Immune to knock-out.

If the Priest of Vice makes a successful roll to save vs magic, he suffers no bad effects from magic spells and curses.

Psychic powers: Resist Pain (self only, 6), Summon Inner Strength (4), Impervious to Cold (2) and Stop Bleeding (self only, 4).

Extra powers available when in the presence of supernatural evil: immune to mind control, Mind Block (4), Resist Fatigue (4), Leindenfrost Effect (2), and automatically successful in all attempts to roll with impacts.

When a Priest of Vice is not in a period of vice, he is in a period of virtue. He is either in one or the other state at all times. To enter a period of virtue, all effects of drugs or alcohol must be faded so that

the Priest of Vice is completely sober. During these virtuous times, the Priest of Vice becomes a charismatic and skilled healer.

Bonuses during Periods of Virtue

+5 to M.A. (minimum 20).

+10% to all Medical Skills, Psychology Skill, and Philosophy Skill.

Immune to Possession.

Psychic Powers: Meditation (0), Psychic Diagnosis (4) and Attack Disease (12).

Gains one healing power of choice upon gaining a 5th vice, and again with the 10th and 15th vices.

Extra powers gained in the presence of supernatural evil: Stop Bleeding (others, 4), Exorcism (10), Healing Touch (6), Deaden Pain (4) and Bio-Regeneration: self (0). Notice how the Priest can heal himself through Bio-Regeneration which works like Bio-Feedback but costs him no I.S.P. and does not require dropping into a trance.

Why I love being a Priest of Vice: Priests of Vice are not the strongest psychic, but they are among the toughest to kill. Furthermore, their unusual combination of physical and healing powers make them one of the more diverse psychic classes. Keeping two character sheets, one for each group of powers and bonuses, might make using such a character easier.

New Alignment: Vice & Virtue (Selfish)

This type of character swings between extremes of good and evil like a schizophrenic lunatic, but the character is not insane. The character is purposefully exploiting different sides of morality so to gain a deeper understanding of both. The ultimate goal is to build a deeper connection with a Higher Power. Over time, the character will slowly lean more towards good or evil, but balance is preferred. Special attention is given to the Seven Deadly Sins and Seven Virtues. The seven sins are Envy, Greed, Gluttony, Lust, Pride, Sloth and Wrath. The seven virtues are Charity, Chastity, Faith, Fortitude, Hope, Love and Patience.

A Vice and Virtue aligned character will:

Take dirty money (Greed) and then give it away (Charity).

Will keep his word, but only to people who he respects.

Will not torture, because it serves none of the seven and seven.

Will not steal, unless it is something he particularly enough to make him jealous (Envy).

Will kill, but only if he is very angry (Wrath).

Requirements: There are no attribute bonuses. There are no known women who have been trained as Priests of Vice, but it would be possible for a woman to develop these abilities.

Alignment: Vice & Virtue.

P.P.E.: 1D4.

I.S.P.: 1D8+3 (x2, x3, x4, x5), +1 per each experience level beginning at the second level.

P.C.C. Bonuses: Needs a 12 or higher to save vs psionic attacks, +10 S.D.C.

P.C.C. Limitations & Penalties: Closed to the Supernatural as per the Psychic Healer P.C.C.

Standard Equipment, Housing, Pay, & Money: as per the Latent Psychic.

Experience: Uses the Nega-Psychic chart on Page 146.

Specialized Knowledge of Religion & the Paranormal: Math: Basic +10%, Language: Native Tongue +4%, Literacy: Native +4%, Language & Literacy: Russian +10%, Language: One other of choice (usually Latin), Public Speaking, 3 Medical Skills of choice, Lore: Religion +20%, One Paranormal Study Skill of choice, Chemistry, Psychology or Philosophy, History, Meditation +20% and one Transportation Skill of choice and Fasting +20%.

Elective Skills: Select 5 from the Elective Skill List on Page 173 [u]or[/u] a Priest of Vice working for

the Court of Tarot will have this skill package: Lore: Cults & Secret Societies +10%, Swimming, Research +10%, and 2 Science Skills of Choice, W.P. Blunt, W.P. Rifles or Handguns, and Hand to Hand: Expert.

Secondary Skills: Select two from the Secondary Skills List, +1 at levels four, eight, & twelve.

The Doll Mistress P.C.C.s

Also known as Puppet Master, Enchanted Doll Collector, Cabbage Patch Slavelord, etc...

"Everywhere I see bliss, from which I am irrevocably excluded."

Mary Shelly, *Frankenstein* (1818)

The Dollmistress is an arcane engineer who focuses the vast power of the supernatural through psuedo-magical constructs disguised as dolls. The origin of the Dollmistress profession is unclear, but their secrets are passed down from mother to daughter through the centuries. The Dollmistresses themselves are part psi-mechanic and part arcanist but with narrowly focused application. The diversity of powers available to these women comes from the diversity of enchanted dolls they can create. The Dollmistresses do not share their secrets techniques, and they never allow their enchanted dolls to be studied by other researchers or skeptics.

The dolls themselves differ greatly in appearance but very similar functionally. All stand about twelve inches tall and look disgustingly cute. Most are intricately dressed. Although their internal construction is complex, all parts are soft. To most people and equipment, the enchanted dolls look like ordinary and harmless toys, but to psychics and wild animals, the doll will seem to be a supernatural creature with an aura identical to that of the energy being trapped inside. Enchanted dolls only follow the commands of their owner who is determined when the doll is created, either the Dollmistress who constructs the doll or a young girl in her family. The enchanted dolls are immune to magic-breaking techniques like a nega-psi-chic aura or an anti-magic cloud, but the powers and effects of the dolls can be nullified.

Writer's Note: This version of the Dollmistress is intended for Beyond the Supernatural®, 2nd Edition. A Dollmistress for most other Palladium games would be considered a mage. Her ISP is equal to ME + 4D6 and increases by 1D4 with every level after the first. She saves vs psionic attacks as a minor psychic. Her P.P.E. base is equal to P.E. + (3D6 x10). This P.P.E. increases by 2D6 every level after the first. A character who has the power to change himself into an energy form like a Nightbane with the Lightning Rider Talent, a Spherian from Robotech®, or a hero with APS: Fire would count as a major energy being for purposes of determining if the character could be trapped inside an Enchanted Doll. A bug from Systems Failure® and most other monsters who can change into energy forms are considered minor energy beings. In a Mega-Hero campaign (or Mega-Villain campaign), the enchanted doll would become indestructible and the owner would receive one megapower or two megapowers with an Achilles' Heel weakness.

Adult Dollmistress P.C.C.

Special P.C.C. Abilities of Adult Dollmistress:

1. Inconspicuous Paranormal Power through Enchanted Dolls: Adult characters might look unusual carrying around dolls but not particularly suspicious. The presence of an enchanted dolls will trigger the psychic response of psychics and animals as a supernatural creature. The dolls will not, however, cause a swelling reaction in the I.S.P. reserve of psychics because the entities are locked inside the doll bodies. If the dolls are destroyed and the entities escape, they will trigger psychic resonance as the entity would normally do.

2. Create Enchanted Dolls: Only an Adult Dollmistress can create Enchanted Dolls, and this is done through a complex process. Whereas a Dollmistress of olden times used magical summoning circles, the modern Dollmistress uses techno-shifting summoning platforms. First, she summons an energy creature from an alien world across the megaverse. While the being is securely held on the summoning platform with complex techno-wizardry, the Dollmistress then undertakes a process through which she transfers the energy being into a specially engineered doll. In game terms, the process is represented as a ritual spell called “Enchant Doll” which costs 150 P.P.E. to cast. Trapped inside the enchanted doll, the energy being is forced to serve the Dollmistress with its power and magic abilities.

3. Control Enchanted Dolls: The diversity of powers available to a Dollmistress comes from the diversity of entities for her to exploit. The number and strength of Enchanted Dolls which she can control increases with experience. Although a dollmistress will typically use an entity, any type of energy being could theoretically be used. Dollmistresses in the past have experimented with elemental beings and had great success.

At first to third experience levels, she can control one lesser energy being (one doll) at a time. Constructing a second doll for herself would require splitting her internal energies in too many different directions and she would lose her ability to command either. An example of a lesser energy being would be an Elemental Fragment, a Poltergeist, or most other Entities. At fourth level, she can control two lesser beings as two dolls.

At fifth level, she can control two lesser beings or one minor energy being. A minor energy being would be a Minor Elemental or a Tectonic Entity.

At seventh level, she can control three lesser beings or one minor being and one lesser being -- or she can control a single greater energy being like a Major Elemental. She can control one more lesser entity at every odd numbered experience level after the seventh.

Starting at fifteenth level, she can begin controlling particularly powerful energy beings like Cosmo Knights, Rift Entities and perhaps even gods.

4. Spell Strength: She also gains +1 to ritual magic strength at levels seven and fourteen. This is a saving throw penalty to her opponents when they attempt a roll to save vs magic.

5. Magic Engineering: A Dollmistress never develops the ability to cast spells as incantations. Even if she had spellcasting ability as a child (the Young Dollmistress has some), this has been lost by adulthood as her natural P.P.E. decreased. She does however, need to research and understand several spells. She incorporates these spells as magic engineering theory, into the designs of her summoning and binding equipment. Her initial spell knowledge includes these spells: Globe of Daylight, Summon Entities, Control/Enslave Entities, Constrain Being, Immure Entity, Ensorcel, Domination, Protection Circle: Lesser, Energy Field, Enchant Weapon, Energize Spell, and Summon Lesser Being. New spells may be learned in the normal process of research as an Arcanist. All new spells, however, will still apply only to Dollmistress' technology to summon and bind. For example, incorporating a Charm spell into a doll's construction would aid in appeasing the most dangerous and violent energy beings.

5. Special Equipment: The Adult Dollmistress begins the game owning one Enchanted Doll, powered by a lesser energy being. This is a doll which she constructed herself and will obey only her commands. She has access to a workshop or laboratory with 1D4 Techno-Shifter Summoning Platforms of differing types. Each type of summoning platform is useful for summoning only one specific species of

energy being. Each enchanted doll or summoning platform requires about 2D4 x \$1000 worth of rare metals and gems. She has enough of these materials in her lab to make one more creation, either another enchanted doll or another summoning platform.

6. W.P.: Doll: This special weapons proficiency skills grants a +1 bonus to strike and parry with a doll as a melee weapon. She also gets +1 to strike when throwing a doll (range is equal to P.S. in feet or 1/3 P.S. in meters) and +3 to roll with impact by using the doll to help cushion a rough landing. By themselves, the soft doll bodies perform no damage as melee weapons. If the doll has the ability to shoot some ranged attack, the mistress gains the standard +3 bonus to strike with an aimed shot. These bonuses do not increase with experience, but P.P. Bonuses, the Sharpshooting Skill, and the Quickdraw Skills may be added.

Attributes: Standard 3D6 determination.

Attribute Bonus: +1 to M.A.

Minimal Attribute Requirements: I.Q. 15, M.E. 16, M.A. 12 including the bonus.

Alignment: There are no strict alignment restrictions to this class. Only evil characters will be enslave energy beings against their will for long periods of time. Good aligned characters will only work with entities which do not mind or prefer to live trapped inside of a doll. This is one reason why Haunting Entities are often used; so long as they are feed regularly, the gluttonous Haunting Entities will sometimes be willing participants.

P.C.C. Bonuses: In addition to any attribute bonuses, she needs only roll a 12 or higher to save vs psychic attacks. +1 Save vs. Magic and Mind Control of any sort at levels three, seven, ten, and thirteen. +6 to save versus Horror Factor. Monstrous creatures trapped on a summoning platform, in a summoning circle or inside an enchanted doll effectively have no H.F. against the Dollmistress.

P.C.C. Limitations and Penalties: An Adult Dollmistress is Closed to the Supernatural like a Psi-Mechanic. She may only use magic through her lab equipment or use the magic powers of an energy being inside one of her dolls. Her psychic telepathy is limited to communicating with her dolls, but she can do this for free.

P.P.E. Points: P.E. + (3D6 x10). This P.P.E. increases by 2D6 every level after the first. Please note that this document is being written before the release of *Tome Arcana*TM. These stats may need to be modified for your game.

I.S.P. Points: 2D6 and increases by 1 point with every level after the first. (x2, x3, x4, x5)

Recovering I.S.P. Points: The same as the Psi-Mechanic, 1 point for each hour of sleep or 4 points for each hour of meditation.

Psychic Powers: Total Recall (3), Mind Block (4), Empathy (4), Telepathy (0, limited to communication with the doll only), and Alter Aura (2, can be used twice to control the auras of both the mistress and the doll).

Experience: She uses the Psi-Mechanic's experience level chart.

Occupation: Any, but leans towards careers in antiques, crafts, or scholarly research. She gains the free skills of W.P. Doll, Sewing (+20%), and Wardrobe & Grooming (+20%). Very few Dollmistresses are Psychic Investigators because the work is typically too dangerous for them unless they are supported by the rest of a team. If she learns any of the following skills, she also gains a +20% bonus to each: Appraise Antiques, Art, Electrical Engineer, Lore: Ghosts & Entities, Math: Advanced, Mechanical Engineer, and Read Sensory Equipment. That 20% bonus replaces (not supplements) any percentile bonus which is offered to these same skills from the occupation.

Money in Savings: Without significant sponsorship from a paranormal research faction, she has needed to spend the majority of her savings on her laboratory. She has 1D8 x \$100 in savings left over and 1D4 x \$100 in cash.

Equipment: In addition to her special equipment listed above, She has all of the standard equipment of the Parapsychologist. Lastly, she has a collection of mundane dolls worth 1D6 x \$100.

Young Dollmistress P.C.C.

Special P.C.C. Abilities of Young Dollmistress:

1. Age: Characters who take the Young Dollmistress class are assumed to be ten years old or younger.

2. Inconspicuous Paranormal Power through Enchanted Dolls: Children carrying around dolls do not look suspicious. The presence of an enchanted doll will trigger the psychic response of psychics and animals as a supernatural creature. The dolls will not, however, cause a swelling reaction in the I.S.P. reserve of psychics because the entities are locked inside the doll bodies. If the dolls are destroyed and the entities escape, they will trigger psychic resonance as the entity would normally do.



3. Control Enchanted Dolls: The diversity of powers available to a Dollmistress comes from the diversity of entities for her to exploit. As a child, she can not create enchanted dolls, but she can use them. The number and strength of Enchanted Dolls which she can control increases with experience. Like the Adult Dollmistress, she has control limits, but her limits are less limiting than those of her adult counterparts. At first and second experience levels, she can control one lesser energy being like a Poltergeist Entity (one doll) at a time. Controlling a second doll by herself would require splitting her internal energies in too many different directions and she would lose her ability to command either. At third level, she can control two lesser beings as two dolls. At fourth level, she can control two lesser beings or one minor energy being. A minor energy being would be a minor elemental or a tectonic entity. At sixth level, she can control three lesser beings or one minor being and one lesser being -- or she can control a single greater energy being like a major elemental. She can control one more lesser entity at every odd numbered experience level starting with the seventh. Starting at fifteenth level, she can begin controlling particularly powerful energy beings like Cosmo Knights, Rift Entities, and perhaps even gods.

4. Magic and Spell Strength: Spell casting children typically don't know magic spells other than wishing on a birthday candle. In most games, young Dollmistresses will start knowing none. She does have an almost natural understanding of magic, however, and can cast any spells taught to her within her P.P.E. limits. In Mega-Power games and games with particularly dangerous settings, the child will begin knowing the incantations Energy Field (20) and Globe of Daylight (4). She casts all of her spells by channeling the magic through her doll. The cost of casting magic like this is inefficient spellcasting. The P.P.E. of her spells is twice the normal cost (as reflected in the two spells listed above) and the effect is only half normal (1/2 duration, 1/2 SDC damage, 1/2 range, etc.). She also gains +1 to ritual magic strength at levels seven and fourteen. This is a saving throw penalty to her opponents when they attempt a roll to save vs magic.

5. Special Equipment: The Young Dollmistress begins the game owning one Enchanted Doll, powered by a lesser energy being. This is a doll was given to her by an Adult Dollmistress in her family.

6. W.P.: Doll: This special weapons proficiency skills grants a +1 bonus to strike and parry with a doll as a melee weapon. She also gets +1 to strike when throwing a doll (range is equal to P.S. in feet or 1/3 P.S. in meters) and +3 to roll with impact by using the doll to help cushion a rough landing. By themselves, the soft doll bodies perform no damage as melee weapons. If the doll has the ability to

shoot some ranged attack, the mistress gains the standard +3 bonus to strike with an aimed shot. These bonuses do not increase with experience, but P.P. Bonuses, the Sharpshooting Skill and the Quickdraw Skills may be added.

7. Enchanted Memory: If the Dollmistress hasn't pursued the adult Dollmistress class by the time she reaches adulthood, her abilities and control over the enchanted dolls will become only faint memories. This is because these abilities are anchored to the higher P.P.E. points of children. In environments where the supernatural is hidden or rare (as in most Beyond the Supernatural campaigns), only 20% of former young Dollmistresses will remember the enchanted dolls clearly. The other 80% will believe the experiences to be childhood fantasy. When re-exposed to the supernatural, these 80% will regain their full memories of the dolls but not the ability to control them.

8. Rapid Advancement: The Young Dollmistress is a quick study. She advances using the most generous experience table in the game in which she is used. If a Young Dollmistress does choose to upgrade to an Adult Dollmistress when she ages to adulthood, she must start over again at Experience Level 1. However, while starting over she may keep half of the personal P.P.E. pool she developed as a child and all of her old skills. Only after converting to an adult Dollmistress can she hope to construct new enchanted dolls for herself.

Attributes: 2D6 should be rolled to determine the attributes of child characters. The other 1D6 is added as the child matures into young adulthood. If a character's attributes don't meet the tough attribute requirements, one option for the GM is to allow the character to start with exactly the minimum requirements and restrict those particular attributes from gaining the extra die later.

Attribute Bonus: +1 to M.A.

Minimal Attribute Requirements: I.Q. 10, M.E. 12, M.A. 10 including the bonus.

Alignment: There are no strict alignment restrictions to this class. Only evil characters will be enslave energy beings against their will for long periods of time. Good aligned characters will only work with entities which do not mind or prefer to live trapped inside of a doll. This is one reason why Haunting Entities are often used; so long as they are feed regularly, the gluttonous Haunting Entities will sometimes be willing participants.

P.C.C. Bonuses: In addition to any attribute bonuses, she needs only roll a 12 or higher to save vs psychic attacks. +2 to save vs possession. +1 to save vs. magic and mind control of any sort at levels three, seven, ten, and thirteen. +4 to save vs Horror Factor. Monstrous creatures inside an enchanted doll effectively have no H.F. against the Dollmistress.

P.C.C. Limitations and Penalties: A Young Dollmistress is slightly Open to the the Supernatural as per the rules on Page 67. Her psychic telepathy is limited to communicating with her dolls, but she can do this for free. Instead of the standard method for calculating personal S.D.C., children get only 1D6 +1 point for each experience level after the first.

P.P.E. Points: 4D6+12. Please note that this document is being written before the release of Tome Arcana™. These stats may need to be modified for your game.

I.S.P. Points: 0.

Psychic Powers: Telepathy (free to use but limited to communication with the doll only), Clairvoyant Flash/Insight 30%, Sense Good & Evil 40%, Sixth Sense 60%, and See the Invisible 50%.

Occupation: As a child, she is either a student or a run-away. Instead of gathering skills from an occupation, the Young Dollmistress gains this unique skill package. Basic Math, Sewing, Art, Running, Lore: Demons & Monsters, Lore: Ghosts & Spirits, Streetwise: Weird, and W.P. Doll: (new!). She begins with no hand-to-hand combat training. Choose one other weapons proficiency of choice from the following list: Blunt, Sword (usually practiced with wooden or plastic swords), Targeting/Thrown Objects, Sharpshooting with doll, Shield, or Paired Weapons: Doll and Shield. Also choose any three

secondary skills as areas of personal interest. As a guideline, she is likely to gain one more secondary skill every other level.

Money in Savings: Instead of regular starting money, the young Dollmistress has 1D4 x \$10 worth of tradeable goods (trading cards, pogs, etc.), and probably an allowance of \$10 per week. If the child is employed as an agent by a well funded organization, she may be paid considerably more.

Equipment: In addition to her first enchanted doll, she has a fully stocked sewing kit, a few frilly dresses or appropriate outfits, traveling clothes and collection of mundane dolls worth 1D6 x \$10. Should her own enchanted doll be destroyed, a Young Dollmistress should have access to someone who can build new enchanted dolls for her.

True Ghost R.C.C.

Death is permanent, but it is not always thorough. A rare phenomena is the splintering of a mortal soul. This can happen when a person dies in a sudden or violent manner or when the person's willpower to resolve unfinished work is strong. The True Ghost is an energy life form which has broken off from the main portion of the soul and remains in the mortal world. While fragment remains, the main portion of the soul moves on to an unknown fate. The vast majority of ghost-sightings are linked to the Haunting Entities, but a small percentage of those sightings are exactly what they seem to be, True Ghosts.

True Ghosts are naturally invisible and immaterial. They can pass through solid objects such as walls at will. Passing through the body of a living creature will give the creature a chill but otherwise will have no effect on it. Only characters who can see the invisible or spirits can see True Ghosts. Their appearances vary greatly from one True Ghost to another. They can either be solid and life-like or partly transparent and misty.

It is not the intention of this article to define the existence of an afterlife. That subject is better left to the gamers. Even the True Ghost itself does not know what if anything happens to the rest of the soul after the splintering. Instead, this character class merely creates the option of having ghosts in the game who are closer to the concept of a ghost than the various entities and spirit guides in the main rule book of *Beyond the Supernatural*[™], 2nd Edition.

If a player character dies, the gamemaster may allow the player to continue using that character as a True Ghost. This is not, however, as good of a deal as it may seem. The player-character must restart his or her career as a True Ghost at first level and with no experience. True Ghosts are themselves fragments of a greater whole being, and thus don't have the mental capabilities or the original mortal. Their attributes are lower than average, their long term memories are partially missing, and some skills have vanished altogether. Without a biological brain, their minds are slower to learn and adapt, thus True Ghosts advance using the Nega-Psychic's Experience Level Chart doubled – that means the True Ghost doesn't reach second level until 4,001 experience points, third level until 8,001 experience points, etc.

At the gamemaster's option, a True Ghost may serve as the Spirit Guide of a Psychic Medium.

True Ghost Entity – Haunter (and an optional playable character class).

Also known as Soul Fragment Entity and Actual Dead Dude.

Alignment: Any, the True Ghost usually has the same alignment as it had during life, but there are several reasons why its alignment may have changed.

Attributes: The True Ghost is a mere shadow of its former living self with a partially intact mind and no physical body. Typically I.Q. 5+2D6, M.E. 5+1D6, M.A. 3+2D6, and Spd. of 25 (17 mph/28 kmph). No other attributes are applicable. Attributes are never higher after death than they were before death.

Armor Rating (A.R.): Not applicable as it is an intangible energy form.

Hit Points: See P.P.E. explanation below for Hit Points, no personal S.D.C.

Discorporation: If the True Ghost is killed, it will sound like shattering glass and will disperse as a small cloud of incense-smelling gray smoke.

Threat Level: x4; Haunter or Prankster.

Horror Factor: 10.

Size: averages around 5 ft tall (1.5m) and weighs nothing.

Average Life Span: If a True Ghost does not remain active and motivated, it will fade away within a year. So long as a True Ghost remains active and feeds on P.P.E., it may linger for centuries. It might even be immortal.

P.P.E.: A True Ghost starts with 1D10 points and can hold a maximum of $10 + (1D10 \times \text{level})$. This internal reservoir functions as the Hit Points of the True Ghost. Additionally, it must feed by absorbing P.P.E. from other creatures. A True Ghost requires slightly more P.P.E. than most entities, 10 points per day to feel full and satisfied. Cold spots in the air are a side effect of the True Ghosts' nature as an energy feeder. Any P.P.E. beyond the ten needed for nourishment are held in the True Ghost's internal reservoir. If it does not feed, it will lose Hit Points/P.P.E. at a rate of 2 per day as it breaks apart and fades into nothingness. It can feed on environmental energy from areas like ley lines and places of magic, and this energy is actually most satisfying. Any damage which would result in a loss of Hit Points, depletes the True Ghost's reserve of Hit Points/P.P.E.

Natural Abilities: Invisible and intangible, can fly and hover at about 17 mph (28 kmph), it has no maximum altitude but can find little or no P.P.E. at higher altitudes, can pass through solid matter (but not energy), doesn't tire but can grow moody if it doesn't take quiet breaks from time to time, invulnerable to physical attacks, invulnerable to most energy and fire attacks except when the attack is magical or psychic, invulnerable to toxins and poisons, invulnerable to cold and heat, invulnerable to disease and illness, does not breathe, immune to the Stealing of Psychic Energy attacks of mystics and other entities, can communicate with other spirits, Psychic Mediums, spirit guides, creatures who have the Commune with Spirits power.

Vulnerabilities: All magic and psionic attacks. A True Ghost can not pass a line of salt, dirt, or clay on a floor, not even by hovering over it or passing under it. Any character who knows the living name of the True Ghost can command it unless the True Ghost makes a save vs psychic attack/mind control. Exorcisms and spells which control entities are particularly useful against True Ghosts. Some legends state that a buildings with no two windows alike can confuse ghosts and keep them from returning; that is partly accurate. Asymmetrical artificial structures like a house with all different windows are difficult for a True Ghost to move through due to celestial geometry, so it can only enter or exit such structures on a roll of a natural 20 with no more than one attempt made per hour. The personalities of True Ghosts are as fragmented as their minds, so they are -5 to save vs insanity and many develop full schizophrenia. If using Chi Rules, a True Ghost is considered to be a being of pure, positive chi regardless of its alignment.

R.C.C. Skills: Land Navigation at 80%, Understands and Speaks Native Language (to anyone who can hear it) at 90%, Literate in Native Language at 70%, Mathematics: Basic at 90%, Prowl at 90%, Detect Concealment at 25% and Dowsing at 50%. These skills do not improve. Choose any other five skills, usually those related to the True Ghost's former occupation in life, and these chosen skills advance with experience as normal. Any other skills the True Ghost knew during life simply were not part of the fragment when the soul fragment split from the whole. True Ghosts may learn new skills but no more than one new skill per level of experience beginning at second level. After death, True Ghosts find learning new skills to be a very difficult and slow process.

Equivalent Level of Experience: Most NPC True Ghosts are first level creatures; older True Ghosts have 1D4+2 levels or possibly more.

Attacks per Melee: 2 psionic attacks per melee round, +1 attack at 5th level, 10th level, and 15th level.

Damage: By psionics only.

R.C.C. Bonuses (in addition to attribute bonuses): +1 to Perception Rolls involving areas it knew

when alive, +2 to Dodge, impervious to possession. It has no bonuses to save vs psionic attacks & magic. Without being able to See the Invisible, striking at a True Ghost involves a -10 penalty to Strike. A True Ghost can not parry nor roll with an impact due to its incorporeal nature.

Magic: None at first level, but a True Ghost can learn one spell at a time in place of the single skill per experience level. The maximum level of the spell is the same as the True Ghost's current experience level. Casting magic from its own Hit Points/P.P.E. reserve is very dangerous, so almost no True Ghosts follow the spellcaster's route.

Psionics: Base I.S.P. is 20 + 1D4 per level starting at Level One. A True Ghost does not regenerate I.S.P. naturally, but it may gather I.S.P. from ambient energy of certain places or living creatures (see special attack below). It needs a 12 to higher to save vs psionic attack. It may convert energy at a rate of 4 P.P.E. to 1 I.S.P.

Special: Stealing Life Energy: A True Ghost may draw on the I.S.P. or P.P.E. of an animal, a person, demon, or another entity of a different species. Each attempt is considered a psychic attack, and the intended victim must roll to save vs psionic attack. A successful roll to save means the True Ghost did not receive any energy. A failed save means the Entity can steal up to 20 I.S.P. or 5 P.P.E. from that specific target. The target temporarily loses the energy points as if he had used psionic powers or cast magic himself. A target who willingly offers his or her energy does not roll a save vs psionic attack, and the energy is automatically taken. This is often the case with human allies. Chi energy may not be stolen in this manner if using rules from *Ninjas and Superspies*TM or *Mystic China*TM.

Traditional Psionic Powers: True Ghosts, due to their fragmented nature, have a wider variety of psionic powers available to them. All True Ghosts have the following powers at lessened I.S.P. costs: Mind Block (1), See Aura (1), See the Invisible (no cost), Sense Dimensional Anomaly (no cost), Ectoplasm (no cost for vapor, 6 for a solid limb, or 12 for an entire ectoplasmic body for 4 minutes per experience level) and Commune with Spirits (no cost).

Choose one of the following packages or roll percentile dice:

Healing Spirit [1-10%]: Stop Bleeding (Others; 4), Deaden Pain (4), Healing Touch (6), Attack Disease (12) and the skills Paramedic or Holistic Medicine at 50% each.

Machine Spirit [11-20%]: Telemechanics (10), Open Lock (6), Thoughtography (6), any other two Machine Psionic powers, and the skills Basic Mechanics and Jury Rig at 50%.

Pyrokenetic Spirit [21-30%]: Impervious to Fire (6), Burnt Message (4-8), Alter Air Temperature (8), Create Fire (6), Draw Fire (8), Part Fire (8), Throw Fire (7), and Extinguish Fire (5). and the Firefighting skill at 40%.

Hydrokenetic Spirit [31-40%]: Alter Air Temperature (8), Hydrokinesis (varies), Dessication Touch (20; requires forming an ectoplasmic limb to use) and the skill Dowsing at 20%.

Electrokenetic Spirit [41-50%]: Telemechanics but limited to only electronic and electrical devices (10), Charge Battery (6), Energy Conduit (10), Electrokinesis (varies), and the skill Basic Electronics at 30%.

Illusionary Spirit [51-60%]: Alter Aura (2), Ectoplasmic Disguise (12; requires forming a full ectoplasmic body first), Mask I.S.P. and Psionics (5), Mask P.P.E. (4), Deaden Senses (4) and the skills Art and Impersonation at 16% each.

Telekinetic Spirit [61-70%]: Telekinesis (varies), Rope Trick (4), Telekinetic Push (4) and Telekinetic Punch (6).

Mentalist Spirit [71-80%]: Thought-Reading (10), Total Recall (3), Telepathy (4), Hypnotic Suggestion (6) and Mind Wipe (varies).

Tracking Spirit [81-90%]: Sense Evil (2), any two Sensitive Psionic powers except Dispel Spirits, and the skills Tracking (people) and Track & Trap Animals at 20% each.

Entity-Hunting Spirit [91-100%]: Sense Evil (2) and either Demon Punch (6) or Mind Bolt (varies).

Additional Psionic Powers: A True Ghost may develop one new psychic power (not a package of powers) from the packages every experience level beginning at 3rd level.

Enemies: Other P.P.E. predators consider a True Ghost to be a rival and will seek to drive it out of their territories.

Allies: Psychics, especially Psychic Mediums, of similar alignments and similar goals.

Habitat: True Ghosts first appear where they died, and they tend to remain in that area until they grow accustomed to their undead status. Afterward, they may travel anywhere.

Psi-Devices

Several new psi-devices were cut from the final article submission for space. Some were referenced in the article but the pocket watch was not mentioned. Some of these devices use psychic powers which are not listed in the abilities that can be duplicated in the Psi-Mechanic character class. The brilliance of Thomas Edison and extensive research performed during the century following his work have made these new powers accessible to the Court as psi-devices.

Ectophones: These large and strange machines are considered by some to be Thomas Edison's greatest but most secret inventions. Each ectophone fills a large room and requires its own electrical generator with enough power to run a small city. Only two ectophones exist anywhere in the world, and they are both under the direct control of the Court of Tarot. The first ectophone, based loosely on his phonograph designs, took Edison and a large team of researchers years to develop. Once built, however, it permitted them direct communication with otherworldly spirits. By questioning the spirits, the Court has made numerous other breakthroughs in both psi-engineering and paranormal research. The original ectophone is in fact the basis of almost all of the Court's advances over the last hundred years. The original ectophone was completed in Edison Park, but Edison himself decided that he wanted a second unit for his own personal research. He built the second and slightly smaller unit, his ectograph, in his own house.

The largest part of the machine is a huge holding tank of psionically-charged fluid similar to ectoplasm and a series of speakers. Spirits are summoned by the machine and drawn inside of the tank, but typically they may leave at any time they wish. The fluid gives the spirit inside temporary visibility and a medium through which to transfer sound. Very rarely, a spirit will become trapped by accident inside the ectofluid tank.

Psi-powers used: Commune with Spirits (6), See the Invisible (4) and Thoughtography (6).

Cost to create: 6 P.P.E. for the original and 3 P.P.E. for the duplicate. The researchers at Edison Park carry on Mr. Edison's work by maintaining the equipment and the P.P.E. investment needed to make it all work.

Usage: Only the psi-mechanics at Edison Park have direct access to the original ectophone. The ectograph in Edison's house is a secret which the queen of the Court keeps to herself. Major Arcana members have access to the ectophone, and they may grant limited access for other members. Of course, not everyone has the ability to use a psi-device even if access is attained. A user must pay 8 I.S.P. for each session, and each session lasts about one hour or less. Contacting a second spirit requires paying the I.S.P. price again. Finding a spirit who is willing to talk is easy, but find the right spirit and getting an answer is tricky. Getting the answer to a question requires a roll against the user's Research Skill or Interrogation Skill with a -10% penalty. If the user doesn't have either skill, the base percentage chance is 10% +5% per level beginning at first level. The machine can be used to channel spirits of a specific species with another -10% penalty to the Research skill check. The machine can even be used to channel a particular individual spirit instead but at a -25% penalty to the Research skill check.

Psi-optics: Psionic Energy Sensitive Aura Perceiving Optics, or "psi-optics" for short, are small psi-devices which allow a user to perceive the auras around living creatures. The effect is very much like a Kirlian photograph but even more low tech. These devices come in a variety of models. Monocles are popular among guards because they interfere very little with normal vision. Binoculars and goggles

have also been built with the same effect. Psi-optics are suitable for finding invisible life forms because even invisible creatures project auras. These devices are good for identifying aura etchings, determining the presence of magic or psychic abilities, and determining aberrant states of health such as possession, illness, or insanity. These devices are not complex enough to judge the relative experience or P.P.E. levels, but a single charge will last a long time.

Psi-power used: See Aura (6)

Cost to create: 2 P.P.E. for an original and 1 P.P.E. for each copy.

Usage: A user charges the device with 3 I.S.P. Then that character can perceive auras through the device for up to one hour.

Zappers: These non-lethal weapons similar to stun guns are issued to many guards and agents of the Court. Each arc of electricity follows a copper thread or a laser beam from the weapon to its target. The stunning bolts are effective against humans, demons, and even non-corporeal creatures. This versatility compensates for low damage potential. The psi-mechanics at Edison Park have produced many different models of zappers over the decades, from zappers hidden inside umbrellas to laser sight-equipped modern weapons. The range varies with model from touch to 20 feet (6m) away.

Psi-power used: Electrokinetics (8)

Cost to create: 2 P.P.E. for an original design and 1 P.P.E. for each copy.

Usage: Channeling 4 I.S.P. into the zapper will fully charge the internal battery. The battery can hold that charge for up to ten minutes. A fully charged battery will produce four to ten electric bolts depending on the model. When used against humans and animals, each bolt inflicts 1 point of S.D.C. damage and stuns the target through forced muscle contractions (Save vs. Psionics or suffer -10 to all combat rolls for 1D6 minutes). Supernatural creatures instead take 2D6 damage, but only creatures with nervous systems like most demons will be possibly stunned.

Sleep batons: These non-lethal weapons are standard issue for guards of the Court and often used in their ceremonies. In the hand of a non-psychic, this device functions like an overly-complex club. When used by a psychic who can utilize psi-devices, this weapon provides an extra power. When activated with I.S.P., the baton will ooze with a glowing blue energy field. Like the zappers, sleep batons are appreciated for their versatility against different types of opponents.

Psi-power used: Induce Sleep (4)

Cost to create: 2 P.P.E. for an original and 1 P.P.E. for each copy.

Usage: The baton inflicts 1D4 damage with or without the sleep effect. Charging the baton with 2 I.S.P. will trigger the sleep effect for one minute. Even non-corporeal creatures like entities are subject to the sleep effect, producing a state of suspended animation. Victims must save versus psionics or fall asleep for 1D4 melee rounds. The victim gains a +5 bonus to save unless the user strikes a blow directly against the victim's head (which requires a called shot).

Psi-Defibrillator: Harold Dean created the prototype of this strange device when he was still a working as a paramedic and had not yet realized he was a psi-mechanic. According to his own theory, the prototype could activate latent healing energy... It doesn't really matter, because his theory was crackpot-nonsense anyway. What he actually did was stumble upon a way to channel multiple psychic powers from the healing and physical categories through a single psi-device. The original psi-defibrillator is the size of a large pick-up truck and has to be towed to where it can be used. Mercenaries in the employ of the Court have used it, but it is far too impractical for most missions. This near-success brought the young inventor to the attention of Lady Whitney Bell of the Court of Tarot. She took him in as her own student and ordered her engineers to begin reverse-engineering the psi-defibrillator. In a year's time, they managed to miniaturize the design to the form of a 50 pound (22.7 kg) back-pack with shock pads which may be carried and used by a single medic. The goal is to

miniaturize it the size to five pounds (2.3 kg) or less.

Psi-powers used: Stop Bleeding (Others; 4), Deaden Pain (4), Healing Touch (6), and Summon Inner Strength (4)

Cost to create: 2 P.P.E. for an original design and 1 P.P.E. for each copy. Dean's prototype is an original design.

Usage: The user must allow the machine to charge for one melee round before using, but that is far less time than the two minute length of preparation that a healing psychic before using just the Deaden Pain power. The user then touches the shock pads on the device to the victim of an injury. The device delivers psychically guided electric pulses into the body of a wounded victim. If the victim is not wounded or poisoned, the device will have no effect. The device automatically channels 9 I.S.P. from the user to produce multiple effects. The victim will be released from all pain for one hour, stop bleeding for four minutes, instantly regain 2D4 Hits Points or 2D6 personal S.D.C., gain +2 to save versus poisons and toxins, and gain +5% to save versus coma/death.

Thomas Edison's special pocket watch: Mister Edison's favorite psi-device was his self-correcting pocket watch. This watch would pull I.S.P. from him while he slept and reset itself for the correct time every morning. It even would reset itself automatically if Edison were to carry it from one time zone to another.

Psi-power used: Sense Time (2)

Cost to create: 2 P.P.E. for an original design and 1 P.P.E. for each copy.

Usage: So long as it can gather one point of I.S.P. from it user, the watch will continue to wind itself and keep perfect time.

New Spells

Etch Aura

Range: touch

Duration: Permanent

Saving Throw: If the target chooses to resist, a saving throw vs magic spell is allowed with a +2 bonus P.P.E. 10

Level: 3rd level spell

This simple spell allows the caster to mold a portion of another living creature's aura as desired. The amount of detail is limited and colors will remain unchanged, like pressing a stamp into wet clay. The information provided by the See Aura power will not change, but new information may be added through this spell. The change is permanent, but additional castings may be used to add more detail later. The Court of Tarot uses this technique to designate rank among its members and brand traitors with a mark of dishonor.

Enchant Doll

Range: one doll by touch

Duration: Permanent – or until the doll is destroyed.

Saving Throw: None, the entity gets no saving throw against this spell specifically because the entity needs to be subdued before the ritual begins.

P.P.E.: 150.

Level: 8th level spell

This spell is a ritual used to bind an entity into a doll. This method is derived from a lost pseudo-science called “Techno-Shifting” (See Rifter #13 for full details). Like the Create Mummy spell, this ritual is as much methodical construction and craftsmanship as magic casting.

A considerable amount of preparation must be done before the ritual is cast to be successful. First, a special doll must be constructed, designed to contain and exploit a specific species of entity.

Then, the entity must be found or summoned to the enchanter. Then that entity must be captured through magic or psychic methods. Hostile entities will require more work and energy to prepare for the binding process. Only after the entity has been secured, can the magic ritual begin.

When the hour-long ritual is complete, the entity will be bonded with the doll. So long as the entity is feed regularly, it will not object to the confinement as most entities care more about their next meal than freedom. The doll will be able to use the entity's full range of psychic powers, so the enchanter will be able to exploit these abilities. If the doll is destroyed, the entity will escape. Most entities will simply leave the area after being freed, but a few might lash out violently.

The enchanter can verbally command the doll, and the entity inside will magically understand the command regardless of the language used. There is a limit to the power of the entity which the doll enchanter can control. At first level, the doll enchanter can control a Haunting Entity (psychic powers and can steal energy). At third level, the doll enchanter can control a Poltergeist Entity instead (psychic powers including empathic receiver at no cost). At sixth level, she can control a Siphon Entity (psychic powers, telepathy at no cost with the enchanter, and can steal energy). At tenth level, she can control a Possessing Entity (considerable psychic powers and can speak all languages). At thirteenth level, she can control a Tectonic Entity (psychic powers and can cause the doll to move on its own). At fifteenth level, she can control legendary creatures like the Doppelganger Entity from *Boxed Nightmares*TM (psychic powers and can create a false reality environment) and other god-like creatures.

This ritual is not the same method that was used to create Lady Teapot. She was an experiment which was made with a variety of magics including a more advanced version of this spell.

Side note for errata readers: I do have a Dollmistress O.C.C. which specializes in the creation of enchanted dolls. She can also create dolls which are empowered by other energy creatures like Spherians, elemental beings, and Systems Failure bugs. These options are not available to other spellcasters. No, I'm not placing that class here because it's too darn long.

New Monsters

Swamp Apes

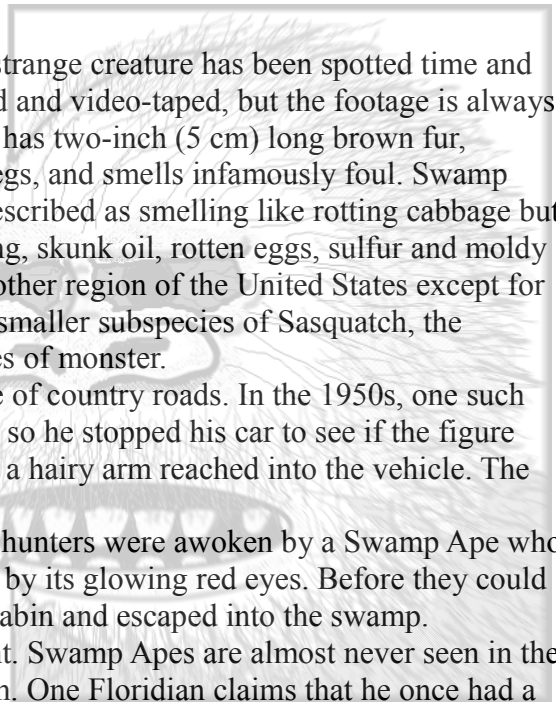
In the deep wilderness of the Florida Everglades, a strange creature has been spotted time and again over last two hundred years. It has been photographed and video-taped, but the footage is always blurry and unimpressive. It appears to be a great ape which has two-inch (5 cm) long brown fur, sometimes has whitish hair around its eyes, walks on two legs, and smells infamously foul. Swamp Apes, just as commonly called "Skunk Apes," have been described as smelling like rotting cabbage but other witnesses describe the smell in a variety of terms: dung, skunk oil, rotten eggs, sulfur and moldy cheese. More Big Foot sightings occur in Florida than any other region of the United States except for the forests of the Pacific Northwest. Although seemingly a smaller subspecies of Sasquatch, the Floridian Swamp Ape is actually an entirely separate species of monster.

Swamp Apes are usually seen at night along the side of country roads. In the 1950s, one such traveler saw a dark figure while driving through the woods, so he stopped his car to see if the figure was a lost man. The driver soon noticed a terrible odor, and a hairy arm reached into the vehicle. The driver was able to escape by flooring his accelerator.

Some encounters have been even closer. A group of hunters were awoken by a Swamp Ape who fell through the roof of their cabin. The hunters could see it by its glowing red eyes. Before they could find and load their rifles, the ape tore a window out of the cabin and escaped into the swamp.

These creatures are notoriously difficult to document. Swamp Apes are almost never seen in the actual swamps and forests by hunters who are tracking them. One Floridian claims that he once had a hair sample from a Swamp Ape, but men in black broke into his house one night and confiscated it.

Swamp Apes (at least in the world of *Beyond the Supernatural*®) are supernatural scavengers of



a sort. Although not true demons, Swamp Apes are evil and can still be very dangerous. Instead of being summoned to Earth, Swamp Apes almost always arrive on their own in the wilderness through ley line nexuses during eclipses, equinoxes, and hurricanes. They are transdimensional thieves who come to Earth to find exotic free meals.

Their diet on Earth consists mostly of cabbage palmetto and other swamp plants. These creatures will also steal from small gardens or dumpsters for vegetables. They will raid campsites for food. Everglade hunters are fond of leaving out pots of lima beans to stew, and this seems to be the creature's favorite food. Swamp Apes, however, are omnivores who have developed a taste for liver. They have been known to trap large alligators, tear their bellies open, eat the livers, and leave the rest. Trappers sometimes use lima beans or livers to tempt the creatures, but the Swamp Apes will not fall for these traps.

In the wild, Swamp Apes live alone. Usually, they make their homes in the abandoned dens of alligators. These small caves offer the creatures shelter, excellent hiding during the day, and access to fresh water from the Florida aquifers. By swimming through the aquifers, Swamp Apes can appear without warning almost anywhere in Florida.

These dens also allow Swamp Apes to hoard whatever they have stolen. In addition to hoarded food, Swamp Apes instinctively gather items of power. These include magic relics and artifacts. The creatures have little interest in technology, but they will steal psi-devices from careless investigators.

Many people assume that Swamp Apes are harmless and gentle creatures because they do not hunt humans. This is a misperception. Swamp Apes do not hunt humans because the creatures are cowards and will avoid even human children if they can. If attacked, trapped or cornered, Swamp Apes can and will fight back. When the fight-or-flight response turns from flight to fight, the creature transforms slightly into a powerful and aggressive brawler. It instantly gains height and weight, and its eyes begin to glow red, thus revealing its identity as a creature not of this world.

In addition to being dangerous in a fight, Skunk Apes are scheming monsters. In order to clear humans out of an area, a Skunk Ape will attempt to cause trouble that drive them away. In the past, Skunk Apes have purposefully set wildfires, spread diseases, caused car wrecks, and sabotaged electrical lines. All of this chaos makes the job of looting from humans easier.

Swamp Ape – Supernatural Predator/Thief.

Also known as the *Skunk Ape*, *Swaawanoki* and *Southeastern Big Foot*.

Alignment: Miscreant, not particularly violent or sadistic but greedy and prone to causing trouble.

Attributes: I.Q. 1D6+3, M.A. 1D6, M.E. 4D6, P.S. 2D6 normally (+18 when frenzied), P.P. 3D6+3, P.E. 1D6+14, P.B. 1D6, Spd. 3D6.

Armor Rating (A.R.): 9, so a roll to strike less than 10 does no damage.

Hit Points: 1D6 x 10, **Personal S.D.C.:** 1D4 x 10 normally, +1D6 x 10 when frenzied.

Discorporation: When killed, a Swamp Ape will collapse into a large pile of hair. Analysis of the hair will reveal it to be rotting hair follicles from a variety of mundane animals like deer, coyote, and raccoons.

Threat Level: x4 Supernatural Predator. **Horror Factor:** 10 normally or 12 when frenzied.

Size: normally 5 to 6 feet (1.5 to 1.8m), but 7 feet (2.1m) or more when frenzied.

Weight: about 200 pounds (90 kg), or 300 pounds (135 kg) when frenzied.

Average Life Span: Unknown, possibly immortal.

P.P.E.: 2D4 x15.

Natural Abilities: This clever creature has a high intelligence somewhat smarter in many ways than animals. It avoids traps with instinctual ease and psychic awareness. It also sets its own simple traps for catching intruders or smaller animals. These ape-built traps, mostly log traps and pits, immobilize prey and cause no more than 1D4 damage due to a lack of sophistication. Swamp Apes can not talk or read but they do understand intentions through a type of instinctual empathy.

The creature's body is powerful, supernaturally strong and tough. The Swamp Ape has a natural

armor rating due mostly to its supernatural nature but also to its thick hair. Its smell is due to its filth and a natural stink gland much like a skunk. Most humans and even animals only smell the creature when it is within 50' (15.2m), but Psychic Mediums can detect the distinctive smell a half-mile (.8 km) away. Surprisingly, the smell does not make the creature any easier to track. The Swamp Ape has excellent night vision but can not see in complete darkness.

The creature has no Inner Strength Points, but it does have a few special abilities which are psionic in nature. Swamp Apes heal four times as quickly as humans and can recover completely from debilitating wounds. They have a type of limited clairvoyance which tells them when and where traps and ambushes are located. They are naturally empathetic. They can magically light small fires similarly to the Firewalker's power of Create Fire. They can see the invisible like an animal.

Magnet for Disaster: The primary danger of this creature is its deeper connection to misfortune as a cosmic force. Even without trying, the Swamp Ape tends to attract bad luck. Natural disasters such as floods, forest fires, tornadoes, lightning strikes, and mud slides are 25% more likely to occur if a Swamp Ape is within a twenty mile (32.2 km) radius. The disaster never strikes the Swamp Ape directly. The power is always active, and the Swamp Ape can not turn it off even if wanted. This interference in the natural cycle of elements is very clear to Diviners but not to other psychics. A Swamp Ape can choose to intensify this effect by spending 10 P.P.E. and for a 10 minute duration. The effect is the same as the spell Luck Curse (no combat bonuses, no critical strikes or death blows, -40% penalty to skills, standard saving throw to ignore) on every creature (including itself) within 30 feet (9.1 m).

Aura of Cloaking: The Swamp Ape is not easily photographed or video-taped. Only the creature's smell is obvious.

Frenzy: The Swamp Ape can grow larger and stronger when it has to fight. The law of the conservation of matter isn't a concern to a frenzying supernatural predator. Its eyes glow red, and it develops the psionic power of nightvision. This change is reflected by the second set of numbers listed in Physical Strength, Size, Weight, and Combat.

Vulnerabilities: The Swamp Ape is a cowardly creature which avoids confrontation if possible. The creature also has a paranoid fear of music. Melodies from musical instrument have the affect of Horror Factor 16 against the monster, sending the beast fleeing if it fails its saving roll. Banjos work best. Recorded music has merely a Horror Factor 10, and singing doesn't affect the beast at all.

Skill Equivalents: Track by smell 60%, Climb 70%, Land Navigation at 80%, Mathematics: Basic at 20%, Prowl 40%, Track & Trap Animals 20%, Swim 98%, and Wrestling.

Attacks per Melee Round: 2 normally or 4 when frenzied.

Damage: 1D6 by bite or wrestling attack normally or 4D6 when fighting. Also see Disease Touch.

Bonuses (in addition to attribute bonuses): +1 to strike, +3 to parry and dodge, +2 to save vs psionics and other forms of mind control, +5 to save vs magic, +5 to Perception Rolls, impervious to possession.

Enemies: Swamp Apes trap alligators and other large wild animals, but it will rarely hunt a free (and thus more dangerous) animal. Swamp Apes have a love-hate relationship with humans. They love to steal a variety of tasty food and other goods from the humans, but they hate the humans themselves. If possible, it will try to drive away the humans by creating a distraction, fire, or some other disaster, and then raid the humans' possessions. Similarly, Swamp Apes don't get along with any other supernatural predators. If another monster gets too close, it will try to drive the intruder away through traps and sabotage, but it will not pick a fight directly. If anyone corners or injures a Swamp Ape, it will lash out violently.

Allies: None, even summoners and other mages don't call upon these creatures because they can't communicate and are unreliable.

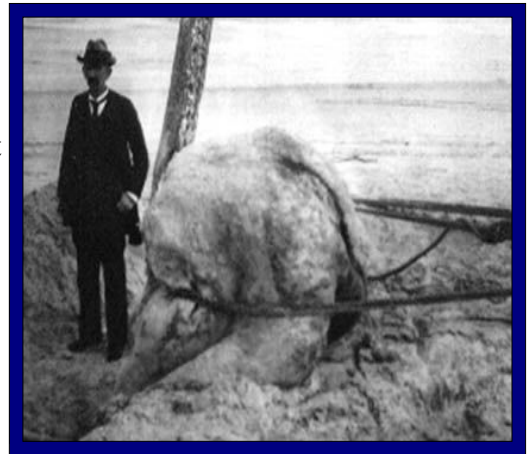
Habitat: Swamp Apes visit the wilderness of the Florida Everglades and remain there for a few months at a time. They are more nomadic than territorial, so they are also seen frequently in the lowlands of

Georgia, Alabama, and Mississippi. A single Swamp Ape will stay in a particular den for one or two weeks at a time and then venture into another area. They could, however, show up in any warm and swampy area around the world.

Lusca

A hurricane rolled over Saint Augustine during a cold night in late November of 1896. Days after the storm passed, many residents went across Matanzas Bay to Anatasia Island on the other side. There, they searched the beaches to see what oddities the storm had dredged from the sea floor and left for them in the sand. They did not find any Spanish gold, but they weren't disappointed. Two boys playing on the beach found something very odd.

It was the body of a monster. Residents measured the body as being seventeen feet long, not yet stretched flat. The flesh was brown and rubbery in texture. It had stubs where tentacles had been torn off. One of these tentacles stubs stretched twenty-four feet.



Immediately, an argument of what to do with the thing. Fishermen wanted to cut it apart and use it for bait. Some business owners wanted to put it on display or sell it in pieces. Luckily for science, Mister DeWitt Webb was there. DeWitt Webb was the founder and president of the Saint Augustine Historic and Scientific Society. He convinced the people to give him a chance to study the body.

Webb undertook a quick but thorough examination. He dug the body out of the sand. He measured it and took tissue samples. He even posed in front of it for photographs.

Webb thought at first he had found the body of a giant squid. That caused many fishermen to scratch their beards because they had never heard of a giant squid. That was a species only recently discovered by science. He searched for a cartilaginous pen, an anatomical feature common to all squids. He found none, so he concluded that his body was not exactly a giant squid but a similar species of giant octopus – never before seen by science. He calculated that if his body were in proportion to normal species of octopi and if it were still intact, it would have easily stretched from head to tentacle, seventy feet. With tentacles spread side to side, it could have spanned one hundred-twenty feet. He named his body, Octopus Giganteus.

The newspapers called it “The Saint Augustine Monster.” The Saint Augustine Monster made headlines around the world. As did the critics who called Mr. Webb a crackpot. They argued that the Saint Augustine Monster had to have been either a squid -- or more likely a piece of whale blubber which became separated from the rest of the whale in the storm. Many Saint Augustine residents to this day insist that the creature was a freakishly large jelly fish.

The creature was largely forgotten until generations later, a crypzoologist at the Smithsonian archives found Mr. Webb's tissue sample still in its original jar. The researcher studied it under a microscope and concluded two things. Firstly, this was clearly not whale blubber. Secondly, the cellular structure was more similar to octopus than squid. This evidence supported Mr. Webb theory of Octopus Gigantius. It still, however, could not be proven. No live Octopus Giganteus has ever been captured nor photographed. No bodies have been recovered intact enough for clear identification.

Other bodies in even worse states of decay have washed ashore on other beaches. Always after a great storm, on the beaches of Bermuda, New Zealand, Australia, Ireland, Iceland, Chile, and in August of 2005 in China. The Australian newspapers have named these bodies, “globoids.” Biologists still argue about the identity of the globoids to this day.

Where science leaves a gap, perhaps folklore can help us fill that gap. The natives of Andros

Island in the Bahamas speak of a species of huge octopi they call “Lusca.” The Lusca dwell in the deep pits of blue water near the island in an area that the US Navy calls the “tongue of the ocean.” According to this legend, the Lusca only leave their pits when hurricanes pass overhead. They come to feed.

Lusca – Natural Predator

Also known as Octopus Giganteus Veril, Globoid.

Alignment: Similar to Miscreant; these creatures are likely to be docile animals living far removed from humans most of the time. If their habitat is disturbed by a storm, however, their instincts will change to that of a frenzied predator. They will travel to the surface of the water and grab whatever easy meals they can find, gorging themselves on large fish, dolphins and even sailors.

Attributes: High animal intelligence because cephalopoda have surprisingly advanced brains, P.B. 1D4, Spd. 20 in water or 4 crawling across land of the deck of a ship, all other physical attributes are 20.

Armor Rating (A.R.): none.

Hit Points: 100 standard; or by gamemaster's option, 50 H.P. for each armed opponent who is fighting the creature.

S.D.C.: 50 standard; or by gamemaster's option, 10 for each 10' (3m) of length. Attacking a specific tentacle requires a called shot and inflicting 15 S.D.C. to hurt it or 25 S.D.C. to cut through the entire tentacle.

Discorporation: The creature isn't supernatural, so it doesn't discorporate immediately if killed. Its body, however, is developed for survival under the extreme pressure of the ocean's floor. A surface level, the body will quickly decay and become unrecognizable within days unless it is kept frozen. Ghouls enjoy rotten Lusca meat almost as much a human flesh.

Threat Level: x2 at most, although the Lusca is dangerous, it is not a supernatural creature and as such does not cause a resonance effect in psychics.

Horror Factor: 16.

Size: 75' (23m) standard from head to the tip of its longest tentacle; or by gamemaster's option, 1D10 x10' (3m).

Weight: Varies, often around 2 tons.

Average Life Span: Unknown, but cephalopods like squids tend to have very short lifespans in the range of one or two years regardless of size.

P.P.E.: 2D6.

Natural Abilities: These monsters can breath underwater indefinitely, and can survive at the surface for up to an hour at a time. They can probably survive high pressure and freezing conditions at any ocean depth. They have 2D6 tentacles each. They nest off the coast of Andros Island, but they can travel with deep sea currents all over the seven oceans. They can swim tirelessly at 10 miles per hour (16 kmph) or in short bursts of 400 yards or meters per melee. Lusca have no eyes, so they navigate and hunt by sensing vibrations in the water. As a side effect, they are immune to blinding effects. 50% of Lusca can change their color like a chameleon which grants them a chance to sneak up on victims despite their incredible size: 20% Prowl Skill in the water, or -2 to Perception Rolls of victims (or -4 in a hurricane). The other 50% can spray streams of ink which affectively creates a cloud of blindness against opponents in the water.

Vulnerabilities: These monsters are not supernatural creatures, so any hit point damage they suffer is slow to heal. Unless trapped, they will break off attacks when their own personal S.D.C. is depleted along with half of their Hit Points. They will not fight to the death if they can avoid it. If encountered during a hurricane, the creature can already be injured by the storm, -10% to Hit Points.

R.C.C. Skills or Equivalents: 20% Prowl in the water, Swim 100%, Detect Ambush or Trap 50%, Track Animals 20% and Navigation 50%.

Equivalent Level of Experience: 1st.

Attacks per Melee: 4 attacks; or by gamemaster's option, 2 attacks for each armed opponent.

Damage: Tentacle slaps inflict only 1D6, but an entangling attack is particularly deadly. Lusca have both hooks and suction cups on their tentacles. Victims of an entangling strike suffer an initial 3D6+5 damage followed by 2D6 damage from crushing and 1D6 damage from drowning per additional melee until they break free. Freeing a human-sized or smaller character from this grip requires an opposed grappling roll (D20 +P.S. versus the Lusca's D20 +20) or inflicting at least 15 points of damage to that tentacle. When the victim stops struggling (or when the gamemaster wants to make an example of some poor character), the Lusca can bite with its beak for 4D6 damage. P.S. bonuses have already been added.

R.C.C. Bonuses (including attribute bonuses): +1 per tentacle to Strike, no Initiative bonus, +3 to Dodge in the water if swimming away, will never dodge if in a feeding frenzy, never parries, +5 to Save vs. Horror Factors normally or immune during a feeding frenzy, +3 to Save vs. poisons, magic, drugs and toxins.

Magic and Psionics: none.

Enemies: Whales are a natural enemy of the Lusca and the only creature which feeds on them. When a Sperm Whale attacks a Lusca, there is only a 50% chance that the Lusca will win.

Allies: None, Lusca are lone hunters. An evil psychic or arcanist could possibly manipulate these creatures into attacking a specific target, but the evil human would first have to find a Lusca within the range of his mystic powers. A Lusca which died in a storm, if it is found within one day and still mostly intact, can be manipulated by magic such as the Animate & Control Dead Spell or by certain creatures like Tectonic Entities. A re-animated Lusca corpse will have 200 S.D.C., no Hit Points and has the same powers as a zombie. If the actual Creature Zombie ritual is used on the Lusca Corpse, the resulting super-zombie will have 500 S.D.C. and no Hit Points.

Habitat: They can travel anywhere in the ocean, but they nest in the it is most likely to be found within a power triad like the Bermuda Triangle. Following the flow of large storms, their bodies can be found washed up anywhere around the world.

Giant Alligator

Fossil records demonstrate that crocodillians have changed little since the Permian Age, 265 million years ago. Some grew to be forty feet (12.2 m) long. The Saint Augustine Alligator Farm is the current home of Gomek, a stuffed twenty foot long crocodile. Those are the *naturally* occurring monsters. Unnaturally large alligators can be found for a number of reasons. A rift or ley line storm can pull a creature out of the distant past and drop it into a swamp in the modern

age. Sometimes, when an alligator is exposed to a supernatural force such as a Possessing Entity or a demon, it can mutate after the supernatural influence has left. The affected alligator can revert back to form of one of its many massive ancestors. These mutant creatures are considered supernatural predators due to their cursed auras and power even though they were once natural creatures.

Giant Alligator – Supernatural Predator (based upon Erick Wujcik's Giant Crocodile).

Also known as Proto-Crocodile, Dire Lizard.

Alignment: Effectively Miscreant.

Attributes: Low animal intelligence, P.S. 20, 10 for all other physical attributes.



Armor Rating (A.R.): typically 11; or at gamemaster's option, 10 +1 per armed opponent.

Hit Points: typically 70; or at gamemaster's option, 50 +1 per foot of length.

S.D.C.: 100.

Discorporation: It will not vanish. If supernaturally large, however, it will lose mass after being killed until it shrinks to a mere ten feet (3m) long.

Threat Level: x4 Supernatural Predator like a Hell Hound.

Horror Factor: 12.

Size: 20 feet (6.1m) to 40 feet (12.2m) long. The upper limit for a naturally occurring alligator in the wild will be 20'. A supernaturally enlarged creature can be as long as 20' + 5' per armed opponent up to 40'.

Weight: 1 to 2 tons.

Average Life Span: 50 years at average, up to two hundred years.

P.P.E.: 2D6.

Natural Abilities: Amphibious, a scavenger and ambush predator who will hide at the water's edge and wait for prey to come within 10' (3m) where it can attack. It can remain motionless waiting for prey for months at a time. An ambush attack will be equivalent to a Prowl Skill of 50% or -5 penalty to a Perception Roll.

Vulnerabilities: Soft underbelly has no armor rating protection. Although it is capable of crawling across land at a good rate of speed, an alligator will simply never chase prey across land. It will fight to the death only if cornered.

R.C.C. Skills or Equivalents: Prowl 50% and Swim 90%.

Equivalent Level of Experience: 5th.

Attacks per Melee: 2 attacks, one by bite and a second by tail strike.

Damage (including attribute bonuses): tail strike for 1D6 +5 damage, bite for 3D10 +10 damage. A bite attack will also entangle a victim, preventing escape. While in the jaws of a giant alligator, the victim will take another 1D6 from crushing jaws and 1D6 from drowning damage per melee.

R.C.C. Bonuses (including attribute bonuses): +1 to Perception Rolls, +4 to Strike, no initiative nor defensive bonuses.

Magic and Psionics: None.

Enemies: Swamp Apes have been known to hunt alligators for their livers. In the natural world, alligators sometimes cross paths with sharks in brackish water.

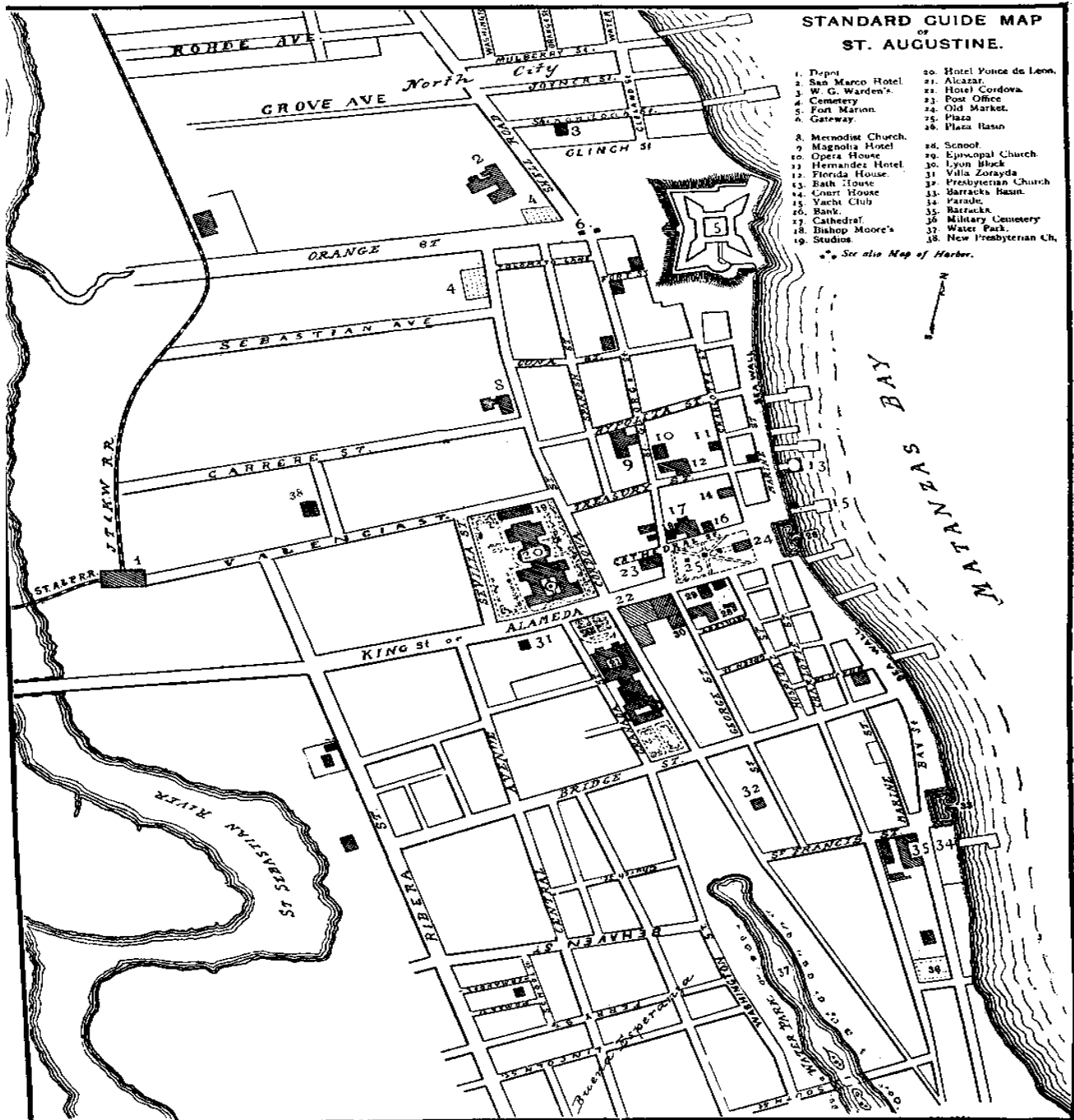
Allies: None, alligators are lone hunters. An evil psychic or arcanist could possibly manipulate these creatures into attacking a specific target, but the evil human would first have to find an alligator within the range of his mystic powers. An alligator which is already dead can be manipulated by magic such as the Animate & Control Dead Spell or by certain creatures like Tectonic Entities. A re-animated alligator corpse will have 100 +1 per foot of length S.D.C., no Hit Points and has the same powers as a zombie. If the actual Creature Zombie ritual is used on the alligator corpse, the resulting super-zombie will have 300 S.D.C. and no Hit Points.

Habitat: Alligators and crocodiles are native to warm swamps and rivers around the globe.

New Locations

Saint Augustine Historic District

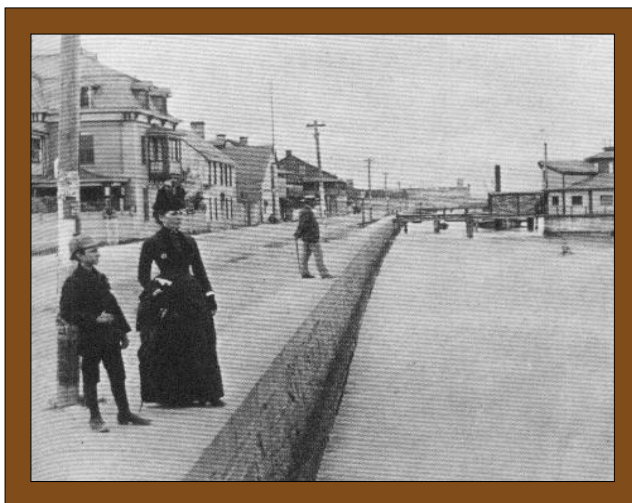
The old town of Saint Augustine, Florida, remains the nexus of influence for the Court of Tarot more than a century after the group's founding. The town itself has flown many different flags since it was founded in 1565; Spanish, British, Confederate and American at different times. A ley line runs



east to west through the town while another runs north to south following the underground river called the Saint Augustine Aquifer. These ley lines meet in a minor nexus at the Saint Augustine Lighthouse just east of the old town on a barrier island called Anastasia Island.

Saint Augustine itself is a good town for paranormal research. For one thing, the abundance of history and presence of two known ley lines result in a much higher rate of supernatural activity than in most other parts of the American Southeast. There is even a Soul Tree in the town's oldest graveyard. Second, the abundance of historical reenactors provides good cover for secretive investigations and monster hunts. For example, Anna can carry ancient-style weaponry like maces (1D8) and chain mail (A.R. 13) without gathering much notice. In almost any other town, the police would have stopped her for questioning.

Pictured below is a photograph of Edwardian-era Saint Augustine. Specifically, this is a picture of the sea wall adjacent to Matanzas Bay. A public bath house is the round building on the right hand side of the photo. In the distance, the Castillo de San Marcos can be seen. Many of these houses along the bay front still stand in 2009, mostly as bed & breakfasts.



Abbot Mansion

There is at least one sight of strong supernatural activity in the town which is typically ignored by tourists and ghost story tours. The Abbot Mansion is located on Joiner Street, a residential lane just north of the Ripley's Believe It or Not Museum and just barely outside of the historic district. Lucy Abbot was a spinster from a wealthy Savannah family. She moved to Saint Augustine shortly before the American Civil War and avoided the most of the destruction of war. She purchased a large section of land outside the old city walls and paid to have the land developed into streets and houses. Her timing couldn't have been better. When the Flagler family settled in Saint Augustine and began inviting their wealthy friends from New York, Lucy had plots of land ready to sell to those friends a tremendous profit. She had a mansion built for herself, and she remained there until her death.

The Abbot Mansion has been an apartment building, a restaurant and currently a bed and breakfast. Reports of supernatural activity in the house are common. At least two different ghosts have been seen inside. On the third floor, a man dressed as a sea captain is witnessed wandering the halls. On the second floor, an old woman who is believed to be Lucy wanders the halls and stairs. She has been photographed in the second floor windows.

Supernatural Encounters: When I was working a ghost tour guide, I was the only guide who took groups to the Abbot Mansion. The face in the second story window was photographed during my tour. The second floor ghost can be a violent apparition. If she takes offense at a particular resident, she will try to drive that person out. She has been known to move victims' luggage onto the front steps outside. She has pushed victims down the stairs, and she once pushed a victim out of the second floor window.

In the fictional world of *Beyond the Supernatural*[™], the Abbot Mansion is a gathering place for True Ghosts. Miss Abbot has left behind a fractured splinter of her soul in the form of a True Ghost. This Lucy is an aberrant lady. She keeps room available in her house for guests, courtiers and visitors from out of town. She will not allow entities like Haunting Entities and Poltergeists in her home as she considers them to be lower class. She is on speaking terms with Saint Augustine's Soul Tree, so she will accept entities sent as messengers into her home temporarily.

Miss Lucy Abbot – Haunter NPC.

R.C.C.: 10th level True Ghost.

Alignment: Aberrant.

Attributes: The True Ghost is a mere shadow of its former living self with a partially intact mind and no physical body. I.Q. 13, M.E. 10, M.A. 11, and Spd. of 25 (17 mph/28 kmph).

Armor Rating (A.R.): Not applicable as it is an intangible energy form.

Hit Points: Uses P.P.E. in place of Hit Points, no personal S.D.C.

Discorporation: If the True Ghost is killed, it will sound like shattering glass and will disperse as a small cloud of incense-smelling gray smoke.

Threat Level: x4; Haunter or Prankster.

Horror Factor: 10.

Size: 5 ft tall (1.5m) and weighs nothing.

P.P.E.: 8, but can hold a maximum of 60.

Natural Abilities: Invisible and intangible, can fly and hover at about 17 mph (28 kmph), it has no maximum altitude, can pass through solid matter (but not energy), doesn't tire but can grow moody if she doesn't take quiet breaks from time to time, invulnerable to physical attacks, invulnerable to most energy and fire attacks except when the attack is magical or psychic, invulnerable to toxins and poisons, invulnerable to cold and heat, invulnerable to disease and illness, does not breathe, immune to the Stealing of Psychic Energy attacks of mystics and other entities, can communicate with other spirits, Psychic Mediums, spirit guides, creatures who have the Commune with Spirits power.

Vulnerabilities: All magic and psionic attacks. A True Ghost can not pass a line of salt, dirt, or clay on a floor, not even by hovering over it or passing under it. Any character who knows the living name of the True Ghost can command it unless the True Ghost makes a save vs psychic attack/mind control. Exorcisms and spells which control entities are particularly useful against True Ghosts. Some legends state that a buildings with no two windows alike can confuse ghosts and keep them from returning; that is partly accurate. Asymmetrical artificial structures like a house with all different windows are difficult for a True Ghost to move through due to celestial geometry, so it can only enter or exit such structures on a roll of a natural 20 with no more than one attempt made per hour. The personalities of True Ghosts are as fragmented as their minds, so they are -5 to save vs insanity and many develop full schizophrenia. If using Chi Rules, a True Ghost is considered to be a being of pure, positive chi regardless of its alignment.

Skills of Note: Land Navigation at 80%, Understands and Speaks English with a strong southern accent (to anyone who can hear it) at 90%, Literate in English at 70%, Mathematics: Basic at 90%, Prowl at 90%, Detect Concealment at 25% and Dowsing at 50%. These skills do not improve.

Attacks per Melee: 4 psionic attacks per melee round.

Damage: By psionics only.

R.C.C. Bonuses: +1 to Perception Rolls involving areas she knew when alive, +2 to Dodge, impervious to possession. She has no bonuses to save vs psionic attacks & magic. Without being able to See the Invisible, striking at a True Ghost involves a -10 penalty to Strike. A True Ghost can not parry nor roll with an impact due to its incorporeal nature.

Magic: Lucy dabbles in magic. She knows the spells Befuddle (3), Fear (5) and Mystic Alarm (4).

Psionics: 24 I.S.P. A True Ghost does not regenerate I.S.P. naturally, but she may gather I.S.P. from ambient energy of certain places or living creatures (see special attack below). She needs a 12 to higher to save vs psionic attack. She may convert energy at a rate of 4 P.P.E. to 1 I.S.P.

Special: Stealing Life Energy: A successful roll to save means the True Ghost did not receive any energy. A failed save means the Entity can steal up to 20 I.S.P. or 5 P.P.E. from that specific target. Chi energy may not be stolen in this manner if using rules from *Ninjas and Superspies*TM or *Mystic China*TM.

Traditional Psionic Powers: All True Ghosts have the following powers at lessened I.S.P. costs: Mind Block (1), See Aura (1), See the Invisible (no cost), Sense Dimensional Anomaly (no cost), Ectoplasm (no cost for vapor, 6 for a solid limb, or 12 for an entire ectoplasmic body for 4 minutes per experience level) and Commune with Spirits (no cost). As a Telekinetic Spirit, Lucy has Telekinesis (varies), Rope

Trick (4), Telekinetic Push (4), Telekinetic Punch (6), Telepathy (4) and Mind Bolt (varies).

Allies: Lucy is a prominent member of Saint Augustine's spirit community. If threatened, many other spirits would rally to her aid. Often, 1D6 other True Ghosts are close enough to respond immediately. The Saint Augustine Soul Tree will also rally to her aid, sending 1D6 entities within 10 minutes.

Wealth and Equipment: Lucy still considers herself to be the owner of her mansion, but she has learned to tolerate new residents who maintain the structure for her. She charges P.P.E. from other ghostly renters in order to feed her own needs for energy. She also quietly takes P.P.E. from the human visitors who sleep in her house. If she has no renters at any particular time, she can always travel to the Saint Augustine ley line for a recharge. She prefers to remain at home and entertain, allowing other spirits to bring the nourishing P.P.E. to her.

Tolomato Cemetery

This graveyard was described in more detail in the original Court of Tarot article. Mention is made here because of this photograph.



Castillo de San Marcos

a.k.a. Fort Marion

This stone fort was described in more detail in the original Court of Tarot article. Mention is made here because of the illustration.



Saint Francis Inn

The single most active haunted location in Saint Augustine is the Saint Francis Inn. This small bed and breakfast sits on Saint Francis Street, at the southern edge of the town's historic district. The house is occupied by a particularly active entity called Lilly. There are many variations of the story of how Lilly came to haunt this house, but the variations are similar enough.

Lilly was, according to local legend, a slave girl during the American Civil War. There was a young man in the owner's family who became infatuated with her. The young man of the house and Lilly conspired to have a secret romance. When the family discovered this affair, they sent the young man away to war so that they could avoid scandal. Lilly died shortly afterward, perhaps hanging herself in her small bedroom.

Supernatural Encounters: Despite the tragic nature of the story, the ghost of Lilly is anything but depressive. She is widely recognized as a happy and mischievous ghost. She is infamous for playing in the makeup of female guests and pranking the men by hiding their belongings while they sleep. She is also shrewd, never falling for a trap when some investigator tries to lure her into appearing.

As an amateur historian and a ghost story tour guide for several years, let me tell you something. I have never seen a ghost. The closest that I ever came to seeing a ghost was at the Saint Francis Inn. I spent one night there on my birthday, years ago. The night was a birthday present from my mother. Before going to bed, I set the radio alarm clock to the local National Public Radio station. While trying to fall asleep, I began worrying about how much my mother had paid. I kept asking the question over and over again in my head. Just before I fell asleep, I realized that the voice in my head was not my own but distinctly female. The next morning, I woke up to the sound of the radio alarm clock playing heavy metal from a local hard rock station.

In the fictional world of *Beyond the Supernatural*[™], the ghost in the Saint Francis Inn is a Haunting Entity. The real Lilly had left an emotional imprint on the house, a mixture of young love and mischievous secrecy. This optimism was so distinctive and strong that it drowned out the tragedy and fear that ended the life of the real Lilly. The entity who wandered into the house had never experienced happiness before. It copied Lilly's persona and held onto the feeling with a desperate grip.

Lilly – Haunter.

R.C.C.: 5^h level Haunting Entity.

Alignment: Anarchist currently.

Attributes: I.Q. 10, M.E. 3, and Spd. of 30 (20 mph/32 kmph).

Armor Rating (A.R.): Not applicable as it is an intangible energy being.

Hit Points: 30, no personal S.D.C.

Discorporation: If killed, she will simply vanish in a tiny wisp of smoke.

Threat Level: x4; Haunter and Prankster.

Horror Factor: 14.

Size: 5 ft 6 in tall (1.7m) and weighs nothing.

P.P.E.: 6.

Natural Abilities: Invisible and intangible, can become visible if she chooses for up to 3D4 minutes, can fly and hover, can pass through solid matter (but not energy), doesn't tire, invulnerable to physical attacks, invulnerable to most energy and fire attacks except when the attack is magical or psychic, invulnerable to toxins and poisons, invulnerable to cold and heat, invulnerable to disease and illness, does not breathe, immune to the Stealing of Psychic Energy attacks of mystics and other entities, can communicate with other spirits, Psychic Mediums, spirit guides, creatures who have the Commune with Spirits power or by Telepathy.

Vulnerabilities: All magic and psionic attacks.

Skills of Note: Understands and Speaks English at 70% but is not literate.

Attacks per Melee: 3 psionic attacks per melee round.

Damage: By psionics only.

R.C.C. Bonuses: +1 to Dodge, impervious to possession, +3 to save vs. magic and +2 to save vs psychic attack. Without being able to See the Invisible, striking at an invisible entity involves a -10 penalty to Strike. She can not parry nor roll with an impact due to her incorporeal nature.

Psionics: 30 I.S.P. She may gather I.S.P. from ambient energy of certain places or living creatures (see special attack below). She needs a 10 or higher to save vs psionic attack (bonus already added). She may convert energy at a rate of 4 P.P.E. to 1 I.S.P.

Special: Stealing Life Energy: A successful roll to save means Lilly did not receive any energy. A failed save means she can steal up to 20 I.S.P. or 5 P.P.E. from that specific target. Chi energy may not be stolen in this manner if using rules from *Ninjas and Superspies*TM or *Mystic China*TM.

Limited Psionic Powers: Empathy (4), Empathic Transmission (varies), Mind Block (4), Presence Sense (4), See the Invisible (4), Total Recall (4), Telepathy (3), Telekinesis (varies) and Ectoplasm (6 for vapor or 12 for a solid limb).

Allies: Poltergeists normally snub Haunting Entities, but Lilly's personality corresponds closely with their own sense of human. If threatened, other haunters would rally to her aid. Often, 1D4 Poltergeists are close enough to respond immediately.

Wealth and Equipment: none.

Casa Monica Hotel **a.k.a. Cordova Hotel**

This hotel was already described in more detail in the original Court of Tarot article. It is mentioned here because of this photograph. This picture was taken from one of the windows of the rival Ponce de Leon Hotel. The garden on the right-hand side of the photo is the lawn in front of the Alcazar Hotel.



St. Augustine Beach

A series of barrier islands shield Saint Augustine from the full fury of the Atlantic Ocean. Somewhere on Anastasia Island, a mass execution occurred in 1565. Admiral Pedro Menendez de Aviles arrived came to the New World with orders to destroy the French settlement of Fort Caroline. A fleet of French ships races Menendez' fleet across the ocean in hopes of reaching Fort Caroline first. The French ships won the race, but they ran directly into a hurricane. They were shipwrecked on Anastasia Island when Menendez found them. Even though Menendez was outnumbered, he tricked the French soldiers into surrendering by pretending that he add the numerical advantage. Menendez gave the Frenchmen the option of converting and joining his army or execution. Every French soldier to the man chose death. The bay waters turned red with the blood of hundreds of Frenchmen. Menendez spared one musician because he none of his own. Since that time, the Bay of Dolphins has been better known as the Spanish term for slaughter, "Matanzas."

The settlement of Anastasia Island was typically limited shipwrecked pirates, the lighthouse keeper and hunting parties for centuries. At several points, pirates and invaders used the island as a staging ground for attacks against Saint Augustine. One such pirate was Sir Francis Drake, favorite privateer of Queen Elizabeth the First. Drake was preparing his attack when he heard a flute being played in Mantanzas Bay. His men were prepared to kill what they thought was a sentry, but Drake recognized the tune as being a French melody. His men traced the noise to a rowboat and picked up the French bard, spared by Menendez decades earlier. The Frenchman offered detailed information about the defenses in exchange for a ride home. Drake's attack was devastating, burning most of the town and destroying a crop of orange trees. Drake's raid is re-enacted every summer in downtown Saint Augustine. After Drake, several other British pirates and even invading armies from the thirteen colonies used the island as a platform for attacking the city, but none were as successful a Drake.

A land developer named Jesse Fish built a successful orange plantation on the island, but after his death the plantation was abandoned. A family of squatters moved into what was left of the Fish Plantation, but the parents were both killed in a freak lightning strike. The children flagged down a

fishing boat several days later and were rescued.

In 1896, a Thanksgiving Day hurricane blew the body of a Lusca onto the beach, about ten miles south of the lighthouse. Although excavated, the cadaver proved too large to move. In January, another storm blew the body back out to sea, and it was never seen again.

Henry Flagler built a trolley bridge across the bay. The trolley carried tourists to the Saint Augustine Alligator Farm, lighthouse and sandy beaches. This was the beginning of lasting development. The town of Saint Augustine Beach was officially incorporated in 1969. Today, it has a greater population than the actual city of Saint Augustine.

UFO sightings over the island are common to this day, and they have been since at least the nineteen fifties.

Supernatural Encounters: The Lusca was a predator which came too close to the city and was killed by the Hurricane Lady statue. A pack of Ghouls had settled into the Fish family crypt until Buzzard Hastings, Anna Anderson and her team cleaned them out. The French soldiers are still somewhere under the sand dunes. They are waiting to be activated either as imprints for Haunting Entities or as raw material for animated dead. Either way, this is an army ready to attack the town and avenge itself.

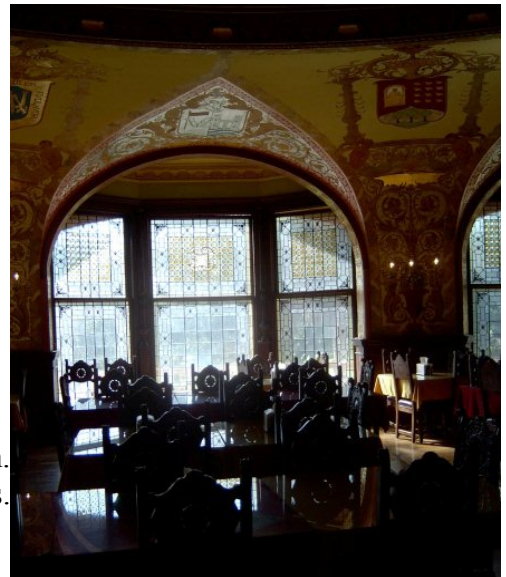
Ponce de Leon Hotel

a.k.a. Flagler College

This location was described in more detail in the original Court of Tarot article. Mention is made here because of these illustrations.



This white room is the hotel's tea room.



This dark brown room is the Court's ball room.
During the day, it is the lunch room of the college students.

Jacksonville

Somewhere underneath the City of Jacksonville, Florida, lies the ruins of Fort Caroline. The fort was destroyed by Menendez and his soldiers after they executed the French reinforcements on the beach. Only after eliminating the French presence, Menendez turned his attention to founding the settlement of San Augustin. Not all of the French died immediately, however, as several escaped and carried on a secret war of attrition against the Spanish for years afterward.

Jacksonville was named after Andrew Jackson, the first governor of the U.S. territory of Florida. As it was the largest port city along the southern Atlantic Coast (at least until Henry Flagler built Miami), Jacksonville enjoyed many years as a prominent port of call. It grew quickly and was considered a resort destination before Saint Augustine was renovated by the Flaglers.

In 1901, a fire destroyed downtown Jacksonville. 147 city blocks including more than 2000 buildings were entirely destroyed. The heat was so intense that it created its own weather, including a

waterspout which capsized sailboats in the nearby river. Pages from a book depository fell like leaves in the woods twenty miles away. The paper was still burning as it floated to the ground.

During World War II, a tunnel was constructed for submarines of the U.S. Navy to travel miles beneath the streets of Jacksonville. The destination was a secret dock inside a warehouse where the boats could be serviced and resupplied.

German submarines would park off the coast at night and send spies to search for this dock. Children who lived on Anastasia Island knew the place on the shore where they could go and hear the voices of the German crew, carried over the water, as the sailors talked and smoked on the deck of their submarine. The uniforms of two German S.S. officers were found years later in the nest of an alligator. Inside the pockets were ticket stubs from a movie that they had seen in Jacksonville.

Supernatural Encounters: See “Elemental Invasion” in the original Court of Tarot article for my suggestion of how to use the Great Jacksonville Fire of 1901. The German spies were perhaps not searching for the submarine dock after all. Maybe they were agents of the Thule Society who were sent to investigate the Court of Tarot. Two spies died in an alligator's pond, but how many others were sent?

Cassadaga

About one hour's drive south of Saint Augustine is the tiny community of Cassadaga, the self-described “Psychic Capital of the World.” In 1875, George P. Colby was a traveling Psychic Medium. This was during the height of the American Spiritualism Movement of the nineteenth century. During a séance in Iowa, he was contacted by the spirit who would come to be his guide, a Native American called Seneca. Colby saw a place in the wilderness during his trance, and Seneca told him to travel south to find this place. Colby did locate the spot, and he named it “Cassadaga” after another Spiritualist camp in New York. Colby founded his own community for psychics in this location in 1895.

Today, the Cassadaga Spiritualist Camp Association remains a small and close-knit community. The community is built around two significant buildings, the Cassadaga Hotel and the Colby Memorial Temple. Services offered by the community include educational classes, psychic healing and divination. Once per year, the community comes together for the Cassadaga Masquerade Ball.

Supernatural Encounters: This community is not located on a ley line, but it is the location of a regularly occurring Rip of Magic (as fully described on Page 135 of *Beyond the Supernatural*TM, First Edition). This rip appears in the center of Cassadaga every year with dependability of Old Faithful. The effects during this period of a few hours are identical to the effects of standing in a ley line. The residents celebrate this release of energy with their annual masquerade ball.

The rest of the year, Cassadaga is a vital resource of psychic aid. Although some of the founding members of the community had membership in the original Court of Tarot also, the two groups have grown socially distant in subsequent generations. There is no formal affiliation between the two. If player characters have made enemies in the Court, Cassadaga is a place where they can go for clairvoyant counseling or psychic surgery at reasonable prices.

Coral Castle

In Homestead, Florida, right along the side of Highway U.S. 1, is a remarkable structure. Coral Castle is a partially-built palace made of coral stone. These blocks are huge slabs of coral and oolitic limestone, averaging a weight of fifteen tons each. One of these slabs weighs about thirty tons. All of these slabs were all cut, quarried and assembled by a 100 pound (45 kg) man with no formal education. Using machines no more powerful or advanced than ropes and pulleys, Edward Leedskalnin built the structure himself over the period of a twenty-eight years. Coral Castle also contains stone furniture, a two story tower in which Edward lives and a carved staircase which leads down into an underground bathing pool – all of it carved from native coral. The architect used to cook hot dogs for visiting school

groups in his own pressure cooker, years before the pressure cooker was supposedly invented. Edward never revealed exactly how he built the structure, and no one ever saw him working, but he did claim on several occasions that he had figured out the secrets of Egyptian pyramid builders. What information he did share is in his self-published book, but that is mostly his rules for proper etiquette and the story of his doomed romance as a young man in Estonia. You are welcome to read it; I did, and I can't make sense of any of it.



Supernatural Encounters: Ley lines flow south from Saint Augustine along Florida's Atlantic Coast, disappearing and reappearing like one great dotted line. The final line terminates in a nexus of ley lines at Homestead. That line follows the same underground river which flows through the porous coral rock and feeds the bathing pool beneath the castle. A second ley line flows from a nexus at Florida City. Florida City is the southernmost tip of Florida and Edward Leedskalnin's original work site. Unlike most ley lines which flow over the ground, these two lines both run under the ground. They meet directly below Coral Castle with a third line that runs out along the ocean floor.

Because the surface is shielded by a hard layer of earth, the nexus doesn't cause the usual problems. There are no headaches for psychics, monsters attracted to the energy rifts opening to dangerous realms. The castle allows psychics and anarchists to access the power of the nexus from a safe distance.

The underground can be accessed through the underground river. By following the flow of the water, an explorer can find the other secret of this site. It connects to an underground castle of carved coral, thousands of years older.

Edward's surface castle, however, is incomplete. As weather and pollution decompose the structure, the entire system wavers on the edge of collapse. No living person has the knowledge to fix it.

Who carved the underground castle? It may have been Masons to hide the treasures of King Solomon. It could have been ancient Atlantian Stonemasters before the structure was buried by their disaster. It might have been aliens stonecutters from the asteroid belt above. It might have been a colony of Asguardian Dwarves who were building a transdimensional back door into Valhalla.

The underground castle could be the current home of any number of supernatural critters and relics. It could be a nest of Brain Burrowers (a little trouble). Or it could be a royal couple of Goqua and their dozens of Gargoyle minions (a lot of trouble). Even Ponce de Leon's fountain of youth could be down there.

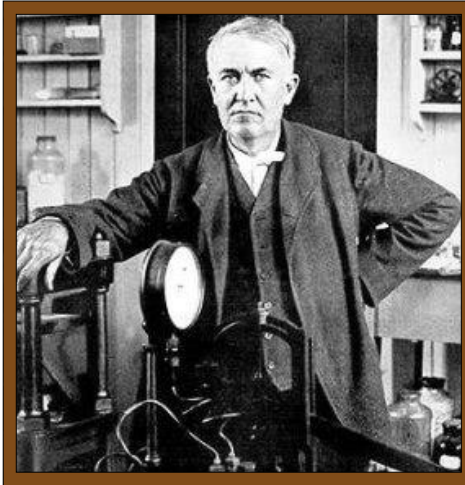
The location of the ley line nexus on the surface, however, is well known. Why exactly has the Court of Tarot never investigated this site? Could it be that the queen already knows what is there?

NPCs

Thomas Edison Prince of Cups

Arguably the greatest inventor of all time, Edison dominated the early field of electrical engineering. He and his research team developed one thousand U.S. patents including such innovations as the light bulb, chemical battery, audio recording, the motion picture and his ectophone. His greatest achievement was never patented, the development of the world's first industrial research facility. Even Edison himself did not understand until he joined the Court the role that his latent psychic abilities played in a role in his creation process. Working from his new research facility, Edison Park in Saint

Augustine, he developed not only the Court's greatest single break through in the form of the ectophones, but he also developed his own talents into full psychic powers. During his professional rivalry with Nikoli Tesla, a former pupil, Edison demonstrated his shrewd business sense and his capacity for ruthless business practices.



Alignment: Scrupulous, Edison is usually a generous and charitable person, patriotic even. In matters of business and science, however, he can be jaded and willing to overlook unethical practices in order to achieve certain goals. These ethical blinders, demonstrated most clearly during the Currency Wars against Nicoli Tesla, ultimately blemished his otherwise stellar status as a living icon of innovation work ethic.

Attributes: I.Q. 20, M.E. 14, M.A. 12, P.S. 8, P.P. 9, P.E. 11, P.B. 11 and Spd 10.

Experience Level: 10th Level Psi-Mechanic.

Occupation: Communications Engineer.

Hit Points: 63. **S.D.C.:** 16.

Disposition: Edison was already one of the most prolific inventors in history before being recruited by Ida Alice Flagler.

His motto was, "Invention is one percent inspiration, ninety-nine percent perspiration."

Description: Edison is tall and broad man with thin white hair.

Skills of Note: Mechanical Engineer 98%, Electrical Engineer 98%, Electricity Generation 86% (46% when dealing with psi-mechanical devices), Locksmith 91%, Lore: Superstitions 81%, Botany 81%, Chemistry 98%, Jury-Rig 81%, Languages: English 99% & Morse Code 95%, W.P. Rifles (only +1 to Strike) and no other combat skills.

Psychic Powers: Closed to the Supernatural, Requires a 12 or higher to save vs. psychic attacks, Build Psi-Devices and use them at half the normal I.S.P. cost for the same powers, all Machine Psionics except Telekinetic Bullets. **I.S.P.:** 19 (x2, x4, x6, x10).

Magic Knowledge: None, magic does not interest him. **P.P.E.:** 3.

Bonuses: 3 attacks per melee round, 3 non-combat actions per melee round, +1 to dodge, +2 to Perception Rolls or +4 involving perception of machines and traps, +2 to save vs. Horror Factor, +1 to save vs. magic and curses, +3 to save vs. possession, +2 to save vs. bio-manipulation, +1 to save vs. all mind control, illusions, and telepathic or empathic probes.

Weapons and Equipment: Edison carries his special psi-device pocket watch wherever he travels. For protection, he carries a zapper he designed inside a walking stick. His facilities at Menlo Park and Edison Park are full of state-of-the-art equipment for 1902, engineers and assistants. He has also purchased a house in Saint Augustine at 27 Grant Street, a block west of his Edison Park facility. This house still stands in the same location in 2009. Edison has built a second Ectophone in a hidden room at Grant Street for his own research and kept it secret from the other members of the Court of Tarot. This photograph is of the clock which Edison made for the Ponce de Leon Hotel.



Rasputin

Prince of Swords

Real Name: Grigori Yefimovich Rasputin.

Age: Unknown.

Alignment: Vice & Virtue with leanings toward Anarchist.

Attributes: I.Q. 15, M.E. 11, M.A. 12, P.S. 9, P.P. 9, P.E. 16, P.B. 7, SPD. 9.

Appearance: Ghastly man with ill kept hair and beard.

Experience Levels: 10th level Priest of Vice.

Occupation: Professional Psychic.

Hit Points: 36, **S.D.C.:** 27, **I.S.P.:** 16 (x2, x3, x4, x5), **PPE:** 4.

Skills of Note: Fluent and literate in Languages of Russian, Latin & English, Public Speaking, Brewing: Medicinal 70%/75%, Holistic Medicine 75%/65%, Toxicology 85%, Lore: Religion 98%, Lore: Cults & Secret Societies 75%, Philosophy 85%, Meditation 95%, Fasting 87%, Research 95%, Parapsychology 80% and no combat skills.

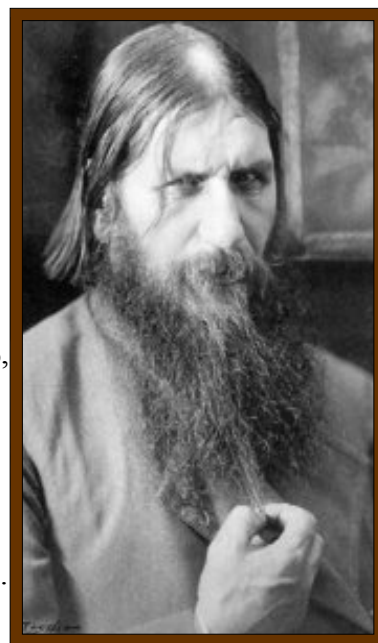
Special Abilities: +2 to save vs. Magic, Poison, and Toxins (or more). +1 to Perception rolls. As a Priest of Vice, he gains several immunities while in a state of orgy. Whenever drunk or engaging in other various forms of sinful decadence, he becomes completely immune to other drugs, toxins, poisons, pain, and Horror Factors; and he gains extra SDC.

Bonuses: 3 attacks per melee round, 3 non-combat actions per melee round and +1 to dodge.

P.C.C. Limitations & Penalties: Closed to the Supernatural as per the Psychic Healer P.C.C.

Vices: Alcohol (especially vodka), sexual affairs and sugary deserts.

Psychic Powers: Needs a 12 or higher to save vs psionic attacks, Resist Pain (self only, 6), Summon Inner Strength (4), Impervious to Cold (2) and Stop Bleeding (self only, 4).



Bonuses during Periods of Vice

+3D6 temporary Hit Points.

+3 per vice to every saving throw. That means +3% to save vs coma/death also.

Impervious to poisons and toxins, but not drugs.

Suffers no combat penalties and only half the normal skill penalties while under the influence of alcohol and drugs.

Immune to knock-out.

If Rasputin makes a successful roll to save vs. magic, he suffers no bad effects from magic spells and curses.

Extra powers available when in the presence of supernatural evil: immune to mind control, Mind Block (4), Resist Fatigue (4), Leidenfrost Effect (2), and automatically successful in all attempts to roll with impacts.

Bonuses during Periods of Virtue

M.A. becomes 17 (45% bonus to trust/intimidate).

+10% to all Medical Skills and Philosophy Skill.

Immune to Possession.

Psychic Powers: Meditation (0), Psychic Diagnosis (4), Attack Disease (12), Psychic Purification (8) and Psychic Surgery (7+).

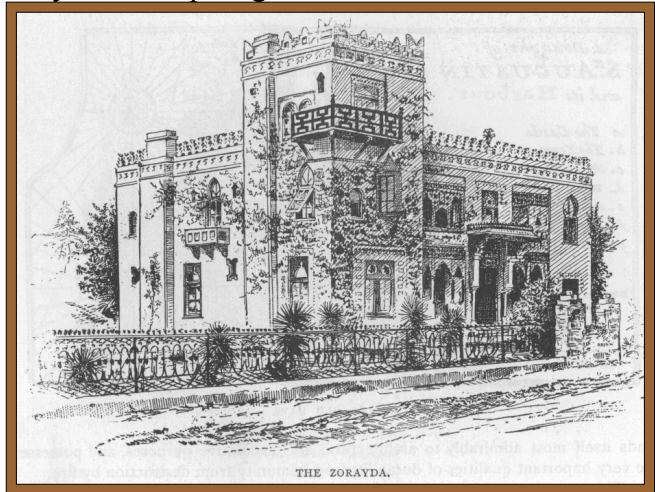
Extra powers gained in the presence of supernatural evil: Stop Bleeding (others, 4), Exorcism (10), Healing Touch (6), Deaden Pain (4) and Bio-Regeneration: self (0). Notice how the Priest can heal himself through Bio-Regeneration which works like Bio-Feedback but costs him no I.S.P. and does not require dropping into a trance.

Vehicles: As a member of the court, he has free access to the horse-drawn carriages on the Ponce de Leon Resort and the trains of the Flagler East Coast Railway. He has also borrowed the queen's private yacht on more than one occasion.

Special Equipment: As a court member, he has special access to all psi-devices created by researchers on the Edison Park campus. His only weapon is a curved dagger which he retrieved from the Holy Land during a pilgrimage. He claims that it belonged to the leader of the Cult of Assassins. Any psychic probing of the item will reveal a confusing assortment of contradictory images. It is considered a magic weapon capable of inflicting harm against entities. His skill with the blade is limited, so he tends to rely upon his psychic powers instead and uses the dagger only for a coup de grace.

Finances: Nothing, he owns nothing of his own and lives extravagantly off the sponsorship of Queen Flagler and other wealthy members of the court. He lives in Villa Zorayda across the street from the Ponce de Leon. The villa was a gift to him by the queen.

Background: Although it is unclear exactly where or when Rasputin was born, he grew up in the late nineteenth century near Tunguska. He studied briefly with holy men both in and outside of the Russian Orthodox Church. This included study with the secretive order of monks called the Starets. He journeyed the orient and the holy land before answering the general invitation of Queen Flagler to



all mystics and para-scientists. Rasputin arrived in Florida in the year 1900. He impressed the queen with both his knowledge of the occult and his mental powers. He quickly gained the queen's favor with his radical theories of the supernatural. She chose him as her favorite adviser and offered him unlimited access to her facilities. He greedily accepted.

Although Rasputin was never a true monk, others have called him “the Mad Monk,” and he has never corrected them. His reputation of madness is part of his mystique. It is a mystique that he puts to good use. As influenced by Russian Orthodox beliefs that only through sin can one attain humility, Rasputin has taken this concept to new levels of debauchery. He has taken to training young men as his apprentices, the Rasputic Monks, in a show of arrogance. He has also taken several ladies of the aristocracy into his cult of sin. He has become infamous for hosting orgy parties and abuse of drugs and alcohol. He cycles his narcotics continually to avoid addiction while at the same time building his own resistance to them. Queen Flagler excuses his profane lifestyle because #1, she values his insight, and #2, he is Russian. The queen is fascinated with all things Russian.

Indeed, the Czarist regime knows about the court and Rasputin. The queen has sent Czar Nicolas II gifts which astound even a man of his considerable wealth. He attentions toward him have garnered her the scorn of the czarina and the fear of the czar. Russian spies are said to be all over Saint Augustine following the movements of Queen Flagler and Rasputin. A one-time friend and fellow holy man in Saint Petersburg has reported that Rasputin is in league with otherworldly influences called “the Greens.”

During the New Years party on December 31, 1900, a group of assassins believed to be Russian spies attempted to kill Rasputin. First, they treated him to copious amounts of wine and cakes containing enough arsenic to kill four men. Rasputin shrugged off the effects of the poison as if it were no more harmful than sugar. Then they shot him twice in the chest. When he attempted to escape, he was beaten and stabbed. Still not dead but dazed, he was tied and dropped in the into Matanzas Bay. The other members of a court, pushed into action by a prophetic vision of Rasputin's murder, came to his rescue. He was pulled out of the cold water still alive. Within a week, he had made a full recovery.

His assassins have not yet been found to be brought to justice.

Jack Davis

Jack is a gruff veteran of wars against both humans and war with the supernatural. Jack was born in New York City where he was raised in an orphanage. Jack is severely dyslexic, so he never stood much of a chance of benefiting from education even if he could get it. When the Spanish-American War broke out, he signed up with the Rough Riders and went off to find fortune and glory. What he found in Cuba was death and battlefield horrors.

It was during the war that his psychic powers manifested and he met his Spirit Guide. She was a young Cuban girl who he accidentally killed during battle. While overcome with grief and guilt, she came to him as a spirit who only he could see and hear. He thought he had gone mad, but he soon decided that he needed to deal with the situation best as he could, mad or sane.

After the war, Jack chose to travel instead of returning home. He experienced several adventures while treasure hunting through Latin America. He also worked as a mercenary from time to time and earned a reputation as a trustworthy if somewhat grim soldier for hire. Although he did uncover a fair amount of treasure, the big prizes he wanted always alluded him.

Alignment: Scrupulous.

Titles and Ranks:

Level of Experience: 5th Level Psychic Medium, **Occupation:** Survivalist/Militia.

Attributes: I.Q. 13, M.E. 17, M.A. 7, P.S. 13, P.E. 19, P.P. 9, P.B. 9, Spd. 11.

Age: 30 in 1902.

Appearance: Jack is a short, broad, tanned man with brown hair and blue eyes.

Disposition: grumpy and serious.

Hit Points: 29, **Personal S.D.C.:** 30.

P.P.E.: 5, **I.S.P.:** 16 (x2, x4, x6, x8)

Psionics: See and Communicate with his own Spirit Guide, See Other Spirit Guides, See and Communicate with Other Spirits, Spirit Channeling (5 I.S.P., 75%), Auditory Reading (4), Olfactory Symbols and Omens (3 to purposefully use or 0 as a warning), Spirit Strike (10, 2D6+5 damage to Hit Points), Hear Death Rattles at 50 ft/15.2m, Object Read the Dead (5), Never Completely Closed to the Supernatural.

Other Bonuses: Needs to roll a 9 or higher to save vs psychic attacks (that includes the Mental Endurance bonus), 6 attacks per melee, +1 to initiative, +2 to strike and disarm, +5 to parry and dodge, +3 to pull punch and roll with impact, k.o. on a natural 20, +1 to save vs insanity, +3 to save vs magic and toxins, +8% to save vs coma/death, +3 to save vs illusions, +1 to save vs mind control, +4 to save vs Horror Factor or +8 vs the Horror Factor of spirits, and impervious to possession.

Skills of Note: Boxing, Detect Ambush 60%, First Aid 65%, Forced March, Hand to Hand: Expert, Horsemanship: General 56%/36%, Intelligence 58%, Land Navigation 62%, Languages: English 96% and Spanish 60% but not literate in either, Lore: Mythology 55%, Prowl 50%, Tracking (people, 60%), W.P. Knife (+2 to strike and parry), W.P. Handguns (+2 to strike), W.P. Heavy Military (this means cannons and mortars for Jack, +2 to strike), W.P. Rifles (+3 to strike), and Wilderness Survival 70%.

Money: Jackson has a mere \$200 in U.S. currency, but he also has a small trunk of antique Spanish coins. These gold coins he found during his treasure-hunting are worth at least \$900 in trade. This means he is independently wealthy for 1902.

Equipment: 1899 Smith & Wesson .38 Revolver (uses W.P. Handgun, 120 ft/36.6m range, 6 bullets, 3D6 damage), Arkansas Toothpick hunting knife (2D6), and a collection of small statues and trinkets which he has gathered from various tombs, lost cities, and other places.

Isabella, Spirit Guide

Isabella is the young girl whom Jack accidentally killed during the war. Jack tries to keep her as happy as possible. She is most helpful when reading for him. Isabella and Jack had recently made a deal in which she would help him during one last treasure hunt. Afterward, Jack was to take her traveling so she could see the world. The reappearance of an old enemy has delayed this trip, and Isabella is not happy about it.

Alignment: Unprincipled.

Level of Experience: 2nd Level Spirit Guide.

Attributes: I.Q. 12, M.A. 8, P.B. 12, and others are not applicable.

Age: 10 when she died, has not aged since that time.

Appearance: 4 ft (1.2m) tall, Spanish girl with dark brown eyes and long wavy black hair.

Disposition: Positive and curious but also bossy.

Hit Points: 14, **Personal S.D.C.:** none.

P.P.E.: 7, **I.S.P.:** none.

Skills of Note: Speaks and reads fluent Spanish and English.

Missy Dean

Missy Dean the Voodoo Queen, Queen Flagler the Second, Empress of the Major Arcana

Missy was born in New Orleans to a family of former slaves. Her family taught her their beliefs and mystic practices. Missy learned these lessons well, but she was not so strong in magic that she could compete with the other magicians selling their services in New Orleans. She moved to Florida during a time in which Hollywood was making Vodũ spiritualism infamous through a series of inaccurate and scary movies about “voodoo magic.” Settling in Saint Augustine, Missy embraced the voodoo stereotype and used it for her own profit. She marketed herself as “Missy Dean, Voodoo Queen of New Orleans.” Actually knowing some spells and having developed enough power to use them, she became popular with the wealthy citizens. She was often hired as a magic investigator-for-hire by the Court. Queen Ida Alice Flagler was so impressed with this detective, she bequeathed to Missy her rank as Empress of the Court.

Alignment: Anarchist.

Attributes: I.Q. 15, M.E. 13, M.A. 14, P.S. 10, P.E. 10, P.P. 12, P.B. 6, Spd. 9.

Experience: 8th Level Arcane Detective (from *Between the Shadows*TM, Page 125) at the time when she accepts the throne.

Disposition: Missy is shrewd, but she is also perplexing. She enjoys being mysterious and difficult to second-guess, so she frequently acts in eccentric ways and sends members of the Court out on fools errands just to keep them confused.

Description: 5 ft (1.5m) tall woman with very dark skin, braided hair, and an intense stare. She often wears expensive and elaborate robes covered with cheap bone jewelry. She speaks with a deliberately emphasized Cajun-French accent. Her age is unclear, but she appears to be around fifty years old in 1930.

Hit Points: 34, **S.D.C.:** 19.

Skills of Note: Business & Finance 70%, Hand to Hand: Basic, Languages: Creole 98% which allows her to speak and write in both English & French at 80%, Interrogation 65%, Lore: Demons & Monsters 75%, Lore: Entities & Ghosts 65%, Research 85%, Streetwise 64%, W.P. Blunt (+3 to strike & parry).

Bonuses: Needs to roll a 15 or higher to save vs psionics, +2 to Perception, +4 to save vs Horror Factor, +2 to save vs magic, +2 to save vs possession, +2 spell strength (a penalty to the saving throws of targets), 5 attacks per melee round, +1 to initiative, +1 to strike & disarm, +2 to damage, +2 to parry and dodge, +2 to pull punch, +2 to roll with impact, critical strike on a natural 19 or 20.

Psionics: none.

P.P.E.: 90, **Magic:** Missy primarily knows spells which focus primarily on seeing or sensing and secondarily on summoning or controlling. Sense Evil (2), Manipulate Objects (2+), See the Invisible (4), Observe Dream (4, from *Between the Shadows*TM), Mystic Alarm (5), Turn Dead (6), See Aura (6), Detect Concealment (6), Eyes of Thoth (8), Dream Senses (8, from *Between the Shadows*TM), Astral Projection (10), Constrain Being (20), Second Sight (25), Commune with Spirits (25), Metamorphosis: Animal (25), Witch Bottle (28), Exorcism (30), Negate Magic (30), Locate (30), Love Charm (40), Summon & Control Canine (50), Summon & Control Rodents (70), Control & Enslave Entity (80), and Summon & Control Astral Being: Minor (80, from *Between the Shadows*TM). As the queen of the Court, Missy also has full access to the Court's arcane library which she may use to uncover more enchantments and rituals.

Money: Missy inherited the bulk of personal fortune of the previous queen, many millions of dollars worth. For her own time, her funds are effectively unlimited.

Equipment: As queen, Missy owns all which belongs to the Court. This includes her secret apartment in Flagler College, the arcane library across the street, the Edison Park research facility, a fleet of horse-drawn carriages, a private rail road car, and a sailing yacht. She carries a wooden snake-shaped cane through which she channels most of her non-ritual spells.

Professor Charlette Handler

Puppet Mistress, Queen Flagler the Third, Empress of the Major Arcana

Charlette Handler, unlike the previous two queens, came from an academic background. In fact, her family had been researchers involved in the American Spiritualism movement for three generations prior to Charlette's birth. Charlette claimed that her great grandmother was an immigrant from another world called Tolkeen and that her family carried a legacy summoning and exploiting spirits. The It is well established in Court records that the Handler family was crafting and enchanting dolls since at least 1902. Although her family was only able to maintain a fraction of their reported alien and spirit-based technology, Charlette herself was able to advance their techniques considerably.

Charlette accepted the throne following the death of Queen Missy Dean, and held the position for twenty years. During this time, Charlette controlled the Court with adequate political skill but not as much as the other queens. Where she excelled was in emphasizing research within the Court. Under her direction, the Court undertook dozens of new research projects. One of these projects was the creation of a superior enchanted doll, Lady Teapot.

Alignment: Aberrant.

Attributes: I.Q. 20, M.E. 16, M.A. 15, P.S. 8, P.P. 9, P.E. 9, P.B. 5 and Spd 5.

Hit Points: 15. **S.D.C.:** 18.

Age: 60 when she takes the throne in 1970; **Sex:** Female.

Height: 4 ft (1.2 m).

Disposition: Charlette is a very serious woman, concerned with little else than the welfare of the Court as an organization and her own experiments. She is kind and personable to humans, but she can be outright cruel to spirits. In fact, she has a strong prejudice against all incorporeal creatures.

Description: Very short and frail-looking woman. Her complexion is pale from spending entire too much time in libraries and laboratories. Her voice, however, is light and soft with a certain disarming southern charm.

Skills of Note: No Hand to Hand Combat Training, Business & Finance 46%, Research 51%, Lore: Entities & Ghosts 41%, and W.P. Doll (+1 to strike & parry, +3 to strike with any type of ranged attack using the doll's powers).

Powers: Create Enchanted Dolls, Control Enchanted Dolls (one at a time for her current experience level), she may learn new spells through research and study but she does not cast spells as invocations.

Experience Level: 2nd level Doll Mistress (specialization of Techno-Shifter from *Rifter* #13) at the time when she accepts the throne.

Magic Knowledge: A Dollmistress never develops the ability to cast spells. She does however, need to research and understand several spells. She then incorporates these spells as magic engineering theory, into the designs of her summoning and binding processes. Her primary spell is Enchant Doll (new!).

P.P.E.: 124.

Psionics: I.S.P.: 4 (x2, x3, x4, x5). Total Recall (3), Mind Block (4), Empathy (4), Telepathy (0, limited to communication with the doll only), and Alter Aura (2, can be used twice to control the auras of both the mistress and the doll).

Bonuses: 1 Attack per Melee Round, +6 to save versus Horror Factor. Monstrous creatures trapped on a summoning platform, in a summoning circle or inside an enchanted doll effectively have no HF against the Dollmistress.

Weapons and Equipment: Charlette carries an enchanted fashion doll built to look like Lady Báthory. Lady Báthory contains a trapped Haunting Spirit which is in constant telepathic contact with Queen Charlette. All of the Haunting Entities abilities are available to Charlette by verbal or telepathic command. These powers include understanding all languages at 75%, Empathy (4), Empathic Transmission, Mind Block (4), Presence Sense(4), See the Invisible (4), Total Recall (4), Telekinesis (varies), Ectoplasm (6+), and Stealing Psychic Energy; all equal to a 7th level psychic. Lady Bathory can not move on her own.

As queen, Charlette owns all which belongs to the Court. This includes her secret apartment in Flagler College, the arcane library across the street, the Edison Park research facility, a fleet of horse-drawn carriages, a private rail road car, and a sailing yacht.

Lady Báthory

R.C.C.: Haunting Entity.

O.C.C.: Enchanted Doll.

Height: 11 inches (28 cm).

Weight: 3 pounds (1.4 kg).

Alignment: Anarchist (basically no alignment).

Hit Points: 29.

S.D.C.: 5 as a doll body.

Equivalent Experience Level: 5th.

P.P.E.: 8.

Threat Level: None.

Appearance: Báthory is an elegantly dressed figure, looking much like a fashion doll in period dress. Her long dark brown hair is always worn up. She has several gowns.

Disposition: Glutton for P.P.E. and strong emotions. Her alien mind doesn't understand biological life forms well.

Attributes: I.Q. 6, **M.E.** 3, **M.A.** 3 and all physical attributes including Speed are 0.

Bonuses: 3 psychic attacks per melee round, no physical attacks, +3 to Save vs. Magic, +2 Save vs. Psi Attack and +10 to Save vs. Horror Factor.

Powers: Impervious to Possession, Steal Psychic Energy Attack (up to 20 ISP or 5 PPE per attack, 200' range), Empathy (4), Empathic Transmission, Mind Block (4), Presence Sense (4), See the Invisible (4), Total Recall (4), Telepathy (free with Dollmaster or 3 with others), Telekinesis (varies) and Ectoplasm (6 or 12).

Requirements: Needs to feed on at least 4 PPE per day to remain content.

Lady Teapot

Queen Flagler the Fourth, Empress of the Major Arcana

Lady Teapot is the current matriarch of the Court of Tarot in 2009. She is described in full detail in the original Court of Tarot article. She is mentioned here for the inclusion of this photograph. She is pictured here in a garden with one of her guardian Scurry Taluses. For details on the Talus creature, consult *Rifter*TM #46.



Buzzard Hastings

Lord Hastings, the Five of Swords

Buzzard is an aging and (mostly) respected sword of the Court of Tarot. His ancestors were the founders of the small but profitable farming community of Hastings, Florida, just southwest of Saint Augustine. Buzzard inherited considerable wealth but also his rank within the Court. He has distinguished himself as both a brave agent and one of the best trackers the Court has ever had. The queen tolerates his antics at Court functions to an extent, but she keeps him on a proverbial short leash.

Buzzard has two motivations for investigating the paranormal. First, he feels a responsibility to protect mankind from predatory monsters. Second, he craves the challenge. Hunting monsters or spirits is a thrill to him. For that reason, Buzzard is pleased with his psychic powers, but he doesn't consider them to be a big deal. They are just tools to be used, no more or less important than his gun.

Buzzard's Spirit Guide is Saturiba. He serves as an extra pair of eyes, often noticing things which Buzzard does not. Saturiba has been Buzzard's instructor and confidant for decades. It was Saturiba who taught Buzzard his wilderness skills. As Buzzard has grown older, he has started thinking about passing along these skills to another generation.

Real Name: Jackson Hastings.

Alignment: Anarchist, like most members of the Court, Buzzard believes he is above the law. Even within the internal politics of the Court, he feels that underhanded tactics or violence are fair.

Level of Experience: 5th Level Psychic Medium, **Occupation:** Survivalist.

Attributes: I.Q. 10, M.E. 14, M.A. 10, P.S. 10, P.P. 10, P.E. 11, P.B. 113, Spd. 9.

Age: 50 in 2009.

Appearance: Tall and scruffy every-man.

Disposition: Easy-going but also cautious. He can be kind and mentoring to youths when he sees potential in them, but at the same time, he can be antagonizing to his peers.

Hit Points: 26, **Personal S.D.C.:** 20.

P.P.E.: 3, **I.S.P.:** 24 (x2, x4, x6, x8)

Psionics: See and Communicate with his own Spirit Guide, See Other Spirit Guides, See and Communicate with Other Spirits, Spirit Channeling (5 I.S.P., 75%), Auditory Reading (4), Olfactory Symbols and Omens (3 to purposefully use or 0 as a warning), Spirit Strike (10, 2D6+5 damage to Hit Points), Hear Death Rattles at 50 ft/15.2m, Object Read the Dead (5), Never Completely Closed to the Supernatural.

Other Bonuses: Needs to roll a 10 or higher to save vs psychic attacks, 5 attacks per melee, +1 to initiative, +1 to strike and disarm, +2 to parry and dodge, +2 to pull punch and roll with impact, +2 to perception, +3 to save vs illusions, +1 to save vs all forms of mind control, +2 to save vs Horror Factor or +8 vs the Horror Factor of spirits, and impervious to possession.

Skills of Note: Dance 60%, First Aid 65%, Hand to Hand: Basic, Holistic Medicine 50%/40%, Horsemanship: General 66%/46%, Land Navigation 72%, Language: Timucuan 74%, Lores: American Indians 45%, Cattle and Animals 45%, Cults and Secret Societies 40%, Demons and Monsters 50%,

Entities and Ghosts 50%, Munitions 60%, Outdoorsmanship, Prowl 57%, W.P. Archery (+3 to strike), W.P. Rifles (+3 to strike), Wilderness Survival 55%, and all other Wilderness Skills.

Attitude towards the Lazlo Society: Buzzard has avoided the Society due to the antagonistic relationship which the Court has with Lazlo faction. If her were to meet a member of the Society by chance, he would judge that individual on his or her own merits. He will not tolerate a Lazlo Agent telling him what to do.

Equipment: Buzzard owns a small ranch on the outskirts of the town of Hastings, a few potato farms, and several commercial buildings in the area. At his ranch, he has a stable full of riding horses and a collection of hunting rifles. He makes his own ammunition. When investigating or just hunting, he carries a hunting knife (1D6 damage), a hatchet (2D6), and one of his many rifles (usually 7D6).

Chief Saturiba, Spirit Guide

At one time, Saturiba was the chief of a small Timucuan-speaking village called Selay where Saint Augustine sits now on the Atlantic Coast of Florida. It was Saturiba who greeted the conquistador Pedro Menendez de Aviles when he arrived from Spain. It was Saturiba who gave these Spanish a long wooden building to serve as their first fort while they established the town of San Augustin.

In the centuries since then, Saturiba has watched his tribe fade away into extinction. He doesn't dwell on the dead, because he needs to focus on the living whom he can help. One such person is Buzzard Hastings who Saturiba found as a young man and nurtured into a brave warrior.

Alignment: Principled.

Level of Experience: 9th Level Spirit Guide.

Attributes: I.Q. 11, M.A. 15, P.B. 5, and others are not applicable.

Age: 50 by appearances, but he does not age anymore.

Appearance: Even other spirits find Saturiba disturbing. He stands nearly 7 ft tall (2.13m) and seems even taller with his hair tied into a knot on the top of his head. He is strong despite his wrinkled features and graying hair. He rarely wears clothing except for a few pieces of simple jewelry, but his body is covered in tattoos. He keeps his fingernails sharpened to points, and he carries a long bow even though he never uses it.

Disposition: Patient but demanding, he has very high expectations for his pupil. He is easily confused and frustrated by modern technology.

Hit Points: 13, **Personal S.D.C.:** none.

P.P.E.: 10, **I.S.P.:** none.

Skills of Note: Camouflage 70%, Detect Ambush 80%, Hunting, Land Navigation 68%, Lore: American Indians 65%, Intelligence 74%, Track and Trap Animals 75%/80%, Tracking (people, 75%), W.P. Archery, W.P. Knife, W.P. Spear, and Wilderness Survival 90%.

Anna Anderson

Andrew Anderson was the local orange farmer who introduced the Flaglers to Saint Augustine. A century later, Anna was born into a Florida family which has been serving the Court of Tarot ever since Queen Flagler the first. Then again, Anna didn't know about the Court or her family's legacy. Anna was focused on her studies anyway.

To purposefully avoid the stereotype of a bookworm, Anna has always been moderately athletic. In high school, she excelled in soft ball. When she started college, she switched to aerobics because she prefers less competitive activities.

In early 2009, Anna's school was placed on high alert by a series of killings in the town. The case interested Anna, so she investigated and determined a supernatural angle to murders. She built her own team of investigators from other students she knew and lead them to the hideout of the killers. It was during this adventure that she met Lord Buzzard Hastings. Within hours of meeting him, Anna was

recruited as the newest and youngest member of the Court.

Motivated by dreams of another life, Anna developed an insatiable interest in history and the paranormal. When she ran out of books to read, she decided to become an archaeologist and study the evidence herself. She is currently studying archeology at Flagler College.

Anna is an amateur parapsychologist, but she is also a Transcendent (from *Rifter*TM #1). She believes that she has been reincarnated from a woman who lived hundreds or thousands of years ago in a forgotten civilization. As a transcendent, she is not a traditional psychic with inner strength points and a selection of psionic powers. These memories return to her randomly as dreams. When she desperately needs them, these memories can also return to her in the form of skills that she once knew in her previous life.

Rank: Seven of Swords.

Alignment: Unprincipled.

Attributes: I.Q. 20, M.E. 11, M.A. 14, P.S. 6, P.E. 9, P.P. 8, P.B. 13, Spd. 16.

P.C.C.: Transcendent. **Experience:** 1st Level Parapsychologist.

Appearance: short, fit woman with blond hair and blue eyes. She has a bright smile and projecting voice which she has perfected on tour groups.

Disposition: Anna is a definite A-type personality, quick to give instructions and take decisive action. She is friendly, driven, studious, and very detail oriented – perhaps to a fault.

Hit Points: 15, **S.D.C.:** 24.

Attitude Towards the Lazlo Society: Anna has not had any first hand experience with the Lazlo faction, and she finds other members of the Court hard to believe when they tell exaggerated tales of how Lazlo agents caused them trouble.

Skills of Note: Aerobics Athletics, Bicycling 67%, Chemistry 67%, Dieting (from *Rifter* #7), Holistic Medicine 47/37%, Parapsychology 43%, Psychology 48%, Recognize psychic abilities 63%, Recognize mind control & possession 54%, Recognize and interpret magic 54%, Read magic 36%, W.P. Blunt (+1 to strike & parry), W.P. Shotgun (+1 to strike).

Bonuses: Needs to roll a 15 or higher to save vs psionics, no hand to hand combat training, +1 to Perception, +3 to save vs Horror Factor & hypnosis, +2 to save vs magic, +2 to save vs possession, +1 to save vs poisons & toxins, 1 attack and 2 non-combat actions per melee round, +1 to disarm, +4 to parry and dodge, +1 to pull punch, Sense of balance 37%.

Psionics: Anna can unconsciously draw upon the memories of her past life in Bimini (the legendary magic island, probably not the same place as the modern island of the same name). During these times, she can speak Bimi at 90%, read or write Bimi at 75%, and sing at 70%. At the game master's option, Anna may have additional past lives which become significant and provide their own spells or special abilities.

P.P.E.: 10, **Magic:** Recognize magic and cast spells from books or scrolls at 36% proficiency.

Money: \$100 under her mattress. She makes minimal spending money from her part time job as a college tour guide. For most of her expenses, she lives off her scholarship. Buzzard Hastings has also offered to finance her investigations.

Equipment: Dorm room, flashlight, hand-held computer with custom mapping software. Her only personal vehicle is a bicycle, but as a ranked member of the Court, she may use the Court's horses and carriages. Her weapons are limited to a baseball bat (1D8 damage), 12 gauge shotgun (5D6 for buckshot), and her own special formula of shotgun ammo which uses various herbs and chemicals that cause debilitating pain to supernatural monsters (-1 to all combat rolls, can not bio-regenerate for 2 full melee rounds, & save vs pain or lose next attack).



Girl

The girl is a orphaned and mute child. No one seems to know where she was born or the fate of her parents. Agents of the Court discovered her when she was rescued from the lair of a supernatural predator. Lady Teapot decided to put her to work as lady-in-waiting. The doctors employed by the Court can find nothing wrong with her medically and hypothesize that she has stopped speaking as the result of trauma. The girl seems to understand and read English perfectly, but she will not communicate even by writing, drawing pictures, or telepathic

eavesdropping. The extent of her efforts to communicate are pointing and shaking or nodding her head. Even probing her memories reveals no new information. She never displays any clear emotion, and she has a habit of staring at people which is very unnerving. She has been instructed in piano playing, but her music is as expressionless as demeanor.

Alignment: Aberrant, she simply does everything that Lady Teapot tells her to do without question.

Titles and Ranks: none.

Level of Experience: 1st Level Ordinary Person, **Occupation:** Maid Servant.

Attributes: I.Q. 8, M.E. 4, M.A. 4, P.S. 8, P.E. 6, P.P. 5, P.B. 14, Spd. 10.

Age: She appears to be about 8 years old in 2009.

Appearance: 4 ft (1.2m) tall, pale complexion, long curly blond hair, and green eyes. Only Lady Teapot seems immune to her creepy stare.

Hit Points: 10, **Personal S.D.C.:** 15.

P.P.E.: 23, **I.S.P.:** 0.

Psionics: Like most children, she is latently psychic in that she is sensitive to danger and the presence of supernatural creatures. These powers are not refined well enough to be used on command, not completely reliable, and have not developed an Inner Strength Point reserve. Clairvoyant Flash 30%, Sense Good & Evil 40%, Sixth Sense 60%, and See the Invisible 50%.

Other Bonuses: Needs to roll a 15 or higher to save vs psychic attacks, 1 attack and 2 non-attack actions per melee round, +3 to save vs magic and possession, +1 to Perception, +1 to save vs Horror Factor.

Skills of Note: Housekeeping 45%, Play Piano 35%, Sewing 35%, and Wardrobe & Grooming 60%. She may have other skills and knowledge which the Court simply has not discovered yet.

Note for the Gamemasters: The girl's past is purposeful left blank for you to fill out and use as you need. She may be a spy (sneaky), a dimensional refugee (sneakier), or exactly the traumatized orphan whom she seems to be (very sneaky). When this character appeared in my game, she was eventually revealed to be a Transcendent P.C.C. (from *Rifter #1*). In a previous life, she had been a tenth level specialist mage in a different world. After her memories were restored to her, she mutated into an elven girl. She still did not speak, but she nonetheless became the mentor of a player character. I made the player roleplay through her training sessions with the girl.

Typical Court Guard

Titles and Rank: Only thirteen of the guards are given ranks within the Court of Tarot. These guards take on the identities of the Staff suit of cards in the minor arcana. All staffs answer directly to the Prince or Princess of Staffs, the highest ranking card of their suit.

Alignment: 30% Aberrant, 30% Scrupulous, 40% other.

Attributes: P.S. 13, Spd. 16, all others are 10.

Occupation: Body Guard, **Experience:** This character is represented as being a 3rd Level Ordinary Person. Other guards vary from first to third level. Most guards had military careers before being hired by the Court. An elite unit of guards called the Knights Errant are 3rd level or higher and provided the best equipment.

Hit Points: 28, **S.D.C.:** 14.

Attitude Towards the Lazlo Society: Varies, most guards consider the Lazlo Society to be a joke. The few guards who have had direct experience with Lazlo agents understand them to be clever and potentially dangerous enemies who are best avoided.

Skills of Note: Athletics, Automobile 82%, Boxing, Detect Concealment 55%, Hand to Hand: Expert, I.D. Undercover Agent 66%, Interrogation 50%, Paramedics 60%, Prowl 55%, Radio: Basic 80%, W.P. Blunt (+2 to strike & parry), Energy Guns (listed in 1st edition, +3 to strike), Handguns (+2 to strike), Shotguns (+2 to strike), and Submachine Guns (+2 to strike).

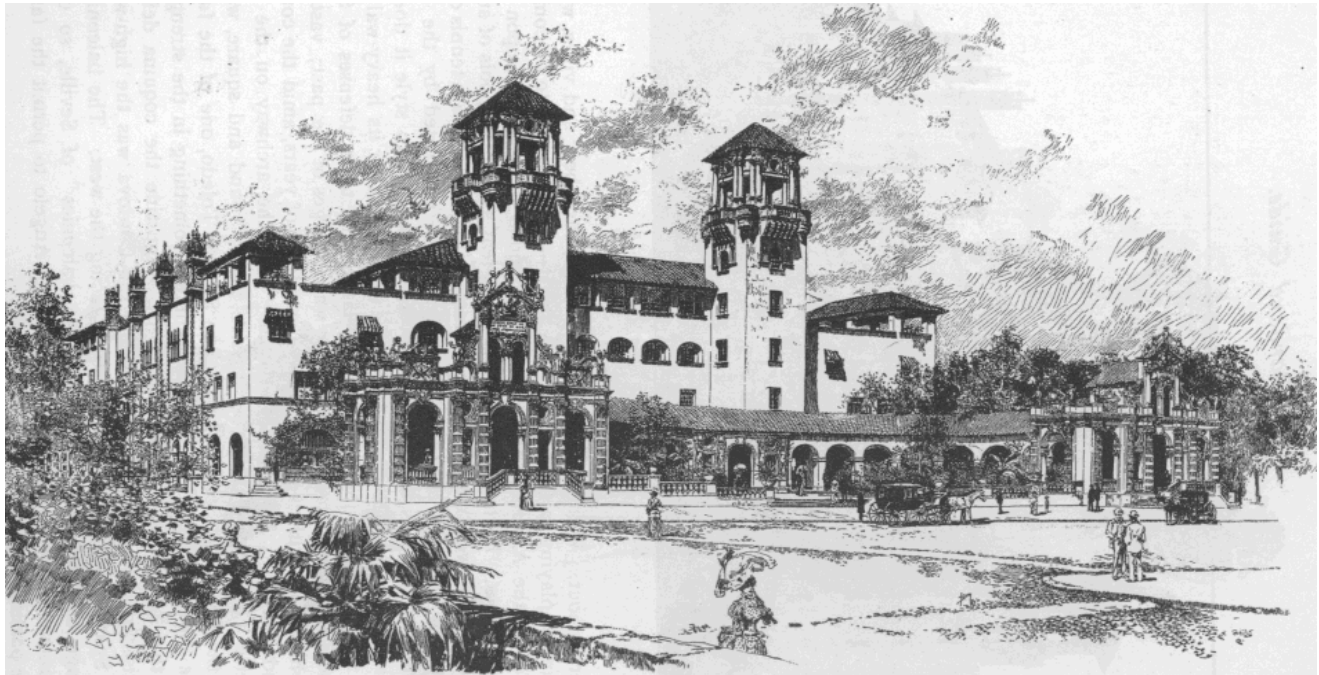
Bonuses: Needs to roll a 15 or higher to save vs. psionics, +2 to Perception, +2 to save vs Horror Factor, +1 to save vs magic, 5 attacks per melee round, +2 to strike & disarm, +4 to parry and dodge, +3 to pull punch, +3 to roll with impact, karate punch for 2D4 damage or karate kick for 1D8 damage.

Psionics: At any given time, roughly 30% have no psychic powers and are closed to the supernatural, another 30% are minor psychics, 20% are Ghost Hunters, 10% are Natural Athletes, and 10% are other psychic characters.

P.P.E.: 7.

Money: \$100,000 in a bank and another \$100,000 annual salary.

Equipment: Tailored suits, body armor (a selection), a normal wooden or fiberglass baton (1D4 damage), .38 Ruger Revolver (6 bullets, 2D6 damage, 164 ft/50m range), portable radios with scrambler features, night-vision goggles, and a combat shotgun like the Prancor Jackhammer Mark 3A2 (10 shell magazine, 4D6 damage per shell of 12 gauge ammo, single shot or automatic fire, 150 ft/46m range). Several guards, particularly the Knights Errant, are capable of using psi-devices, so they are issued stunners, sleep batons, and psi-optics.



This is an illustration of the Alcazar Hotel, the second grand hotel built by the Flaglers in Saint Augustine. Court guards keep constant vigil over the arcane library which is located underneath this grand structure. The building itself currently the home of a collection of antiques named the Lightning Museum.

Thank you: I would like to offer this special thanks to Sara Brown. This photograph is a picture of Sara, tour guide for Flager College and inspiration for the character of Anna Anderson. This room is the ladies' sitting room of the Ponce de Leon. The clock in the background was built by Thomas Edison.





Lady Teapot says, “*It is tea time. Stop what you are doing, and make us some tea.*”

This file was last updated on July 8, 2009.