

offer any actors/actresses parts in the new movie. If asked about the ghostly activities, she shakes her head, “No, I don’t believe in ghosts. Nothing but children’s stories.” If asked about Maggie, Dr. James becomes contemplative, “I don’t know what happened to her. I wish she would call or something. I hope she’s okay. She was such a marvelous actress. Too bad her career ended with one movie.”

Should the heroes gain access to financial records from the university, they discover that Maggie was never paid for her time in the movie. Maggie has no family in Pinebox, so very few people actually missed her once she went missing. Her family in California pressured the Pinebox Police Department to investigate, but ultimately Maggie’s disappearance was considered yet another missing persons case.

## THE HAUNTING

As the filming continues, always after hours, Maggie’s haunting antics become much more active. Maggie finds rest if Dr. James and her cult are exposed or if the original film of her murder is destroyed. Until then, her angry spirit lashes out at anyone and everyone.

If confronted, Dr. James and her three cult members attempt to capture the group and make them impromptu victims in their new movie.



### DR. TRINA JAMES

Dr. James is a striking lady in her mid-forties. She has beautiful blond hair she generally wears in a long ponytail. She is friendly but comes off as a very tough, no-nonsense kind of person driven by her dreams. She had a minor career as an actress in the early 1990s. It was during this time that she met and fell in love with Thomas Bent, her mentor in the occult. She learned his lessons well and once she came to ETU she gathered a small group to practice her arcane sacrifices.

The three other members of the cult include her former grad students Dr. Gary Iverson, Dr. Felicia Stammes, and Dr. Raymond Mayo. Use the Professor stats from *East Texas University* for them.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d4, Intimidation d8, Knowledge (Film) d8, Notice d6, Persuasion d8, Shooting d6, Stealth d4, Taunt d8

**Cha:** +2, **Pace:** 6, **Parry:** 4, **Toughness:** 5

**Edges:** Charismatic

**Gear:** Glock 9mm (Range 12/24/48, Damage 2d6, RoF 1, Shots 7, AP 1, Semi-Auto), concealed carry permit, several zip ties in her purse.



### MAGGIE'S GHOST

Maggie Adams grew up in California and performed in many school productions and took several acting courses at UCLA, though she dropped out her Sophomore year. After a failed marriage in Dallas, she moved to Pinebox, and heard about the movie. She went

to the auditions and won the part. Unfortunately, she was sacrificed in the final scene. Her remains were later burned in Dr. James’ fireplace.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength —, Vigor d8

**Skills:** Fighting d8, Intimidation d6, Notice d4

**Pace:** 6, **Parry:** 6, **Toughness:** 6

**Special Abilities:**

- **Apport:** The spirit can cause drops of blood to appear and fall in a small burst template area for a few seconds.

- **Bane (Salt):** Salt (both rock salt and table salt) temporarily interrupts a spirit’s tether to the mortal realm. Some believe this is because salt is “of the earth” and spirits are not, but since other minerals have no effect on them most discount this old wives’ tale. Whatever the reason, an unbroken line of salt blocks spirits (see **Bane** in *East Texas University*).

- **Cold Spot:** Maggie may reduce the temperature within a Small Burst Template by up to 50 degrees.

- **Drain Electricity:** Maggie can drain the electrical capacity of a battery or batteries in a device. She may also reduce or temporarily stop the electrical current in a room.

- **Electronics Manipulation:** Maggie can manipulate electronic devices at will, including turning devices on or off, channeling certain television or radio stations, and so on. Spirits often use these to communicate—stringing together parts of different songs to create a message, for example.

- **Ethereal:** Ghosts cannot be harmed by physical attacks and can pass through solid matter. Spirits may become visible at will—usually to use their Fear ability or Intimidation skill.

- **Fear (-2):** Maggie often appears with bloody limbs missing, or her head, or in some other way that resembles her grisly death.

- **Invisible:** Ghosts are invisible unless they want to be seen or opponents have some way to see them. Attackers must have a general idea where they are (in a room or other limited area) to have any chance of hitting them (at a -6 penalty).

- **Regeneration (Slow):** Ghosts that somehow suffer damage cannot heal while in the mortal plane. They must return to the spirit world to do so.

- **Resolution:** Maggie’s spirit fades when the film of her murder is destroyed, or Dr. James is exposed.

- **Spirit Storm:** The favored ability of poltergeists, this causes a storm of objects in a Large Burst Template. Anyone within suffers the ghost’s Spirit+d6 damage each round. The objects may be a chaotic swirl, or they might be targeted projectiles such as a coordinated attack of silverware.

- **Spirit Strength:** Ghosts can affect the physical world as they wish, using their Spirit die type as Strength.

- **Weakness (Salt):** If used to attack, salt won’t wound a spirit but can leave one Shaken. A thrown handful of salt (Range 1/2/4) does 2d6 damage to a spirit, and a weapon using salt (such as a shotgun shell) adds +1d6 to its damage.