Djinnbusters

By

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About

This is the result of a movie mash-up between the Disney-movie *Aladdin* (1992), and *Ghostbusters* (1984). It was written by Jens Thuresson for the 24 Hour RPG Movie Mash-up Competition at *The Free RPG Blog* (www.thefreerpgblog.com) and *1km1kt* (www.1km1kt.net). Head over to these two sites for more free role-playing games!

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Introduction

This game lets you play a ghost/spirit/demon/baklava hunter in the fictional kingdom of *Al Aalam*. You and your friends will traverse the vast desert on your flying carpets, from the most grandiose palace in the capital city to the lonely dunes of the night, hunting down every nasty, slimy ghost – and hopefully, even catch them!

The overarching milieu of this game is that portrayed in the movie Aladdin (that is, Western Asia, or the stereotypically view of it); hot deserts, white palaces, sultans, much sought after oases, spices, and pants so wide that a strong wind could blow you away.

But there's also the supernatural side to it (who needs ghostbustin' heroes when there's no ghost?); evil spirits, levitating djinns, and six hundred year old sultans that refuses to die because they can't find their shoes. All eager to spread fear and havoc.

To play this game you will need: a couple of friends, pen and paper (one for each player), and a bunch of regular six-sided dice. A lot of imagination helps too! One is the game master (abbreviated "GM"): this person controls everything that isn't controlled by the other players (ghosts, sultans, even the weather). He or she knows the rules and is the final judge when things aren't clear.

This game uses a really simple mechanic for resolving issues: roll one six-sided die, and add or subtract any bonuses/penalties. If the result is four or greater, you made it! That's it.
(If you don't know what an "issue" might be, don't worry; your GM will tell you. And if he or she doesn't – ask!)

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Character creation

Follow these steps to create your character. A blank character sheet is available in the appendix in the back of this document. A quick rundown of how to create your character follows:

Start in the section titled "Personal":
1. Fill in your character's name
2. Describe your character's personality in three simple words
3. Describe a type of ghost or spirit that your character isn't afraid of
4. Describe a type of ghost or spirit that your character *is* afraid of (even terrified!)

Then, continue to the section called "Traits":
5. Make up something your character did before he or she became a ghost hunter (a profession, for instance), and write that next to "Former occupation"
6. Write something your character is good at (a noun, e.g. "running", "climbing")
7. Write something your character is bad at (also a noun)
8. Leave the last line (titled "Impossible-at") empty for now

Under "Equipment", do the following:
9. Roll one die, and multiply that amount by ten. This is how many coins your character starts with. Write this number next to "Coins"
10. Write a zero (or leave the space empty) where it says "Spirits in oil lamp"
11. Leave the rest of the character sheet empty for now

Your character's name should have an Arabic feel to it. Just make sure you don't all name your characters "Aladdin"!

The personality of your character is how he acts, behaves, and thinks. Describing your character's personality with "Naïve", "Loyal" and "Aggressive" could mean he's gullible but always faithful and supportive, to the point where he wouldn't mind using his fists to prove or protect a cause.

Choose three words that reflects the type of character you would like to play, or just pick three randomly and work from there!

Let's face it, your character will run into a lot of ghosts, some more terrifying than others. But, there is also some that just don't seem to be able to scare your character. Describe this type of ghost in any way you like (only not too broad).

Of course, there are also spirits roaming about that your character never wants to meet, the ones your mother warned you about when you were little. Describe this type of ghosts in the same way.

A description could look like this: "Legless and crawling", "Green, slimy and floating", "Bald and intellectual".

A meeting with a ghost that you aren't afraid of gives you a bonus to some of your die rolls, but a meeting with a ghost that you are terrified of would give you a penalty instead.

Whatever you wrote next to "Former occupation" is what your character was working as (or occupied by) before he or she became a ghost and spirit hunter. This gives both you and the GM a sense of what your character is capable of, what he or she knows, and so on.

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   The rest of your traits section covers specifics of your character, meaning you get a bonus (or penalty) to your rolls whenever you are practicing any of the actions listed. E.g., if you want to outrun a particular nasty spirit, and you have "Running" listed under "Good-at", you may get a bonus to your roll (if the GM believes the situation needs to be resolved using die rolling, or he may just say "Since you're good at running, you sprint away into safety with no problems").

   We'll get more into traits and what they are in a later chapter.

Coins, yes. We all need them sometimes, especially when buying ingredients to your spirit finding salve from a lonely merchant in the middle of the desert. You don't need to keep track of the weight of the coins or how much space they occupy in your bags in this game.

All players start out with a special oil lamp that works both as a ghost capturing device, and a container for captured ghost. You don't need to add it to your equipment (where it says "Carrying") since it is understood that you're always carrying it (without it you wouldn't be much of a ghost catcher!).

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Mechanics

This game uses regular six-sided dice for everything. From time to time, when you are trying to do or achieve something and it isn't certain that you will succeed automatically, you will do the following:

1. Roll one six-sided die
2. Add all bonuses that may apply (given the current situation) to the result
3. Subtract all penalties that may apply (given the current situation) to the result
4. If the total is four or greater, it's a success!

The GM will know what and when bonuses and penalties come into play, but that doesn't mean you should sit passively and wait. No, quite the opposite! Look at your character sheet and try to think like your character. Did he work as a carpenter? Wouldn't that mean there's always nails lying around in his pockets, or even a hammer? If you could fit those in somehow in the current situation to your character's advantage (by role-playing), there's a chance your GM will agree with you and give you a small bonus. If not…try harder next time!

As a GM, it's up to you to decide the difficulty of the current situation. Rolling a four (or greater) on a six-sided die means there's a 50 % chance of success. A penalty of one means roughly a 33 % chance, and a penalty of two takes it down to about 16 % (equal to one in six). Don't make players roll for dull or obvious things that they should be able to succeed at (e.g. a carpenter shouldn't have any trouble building something not too big given that the materials are present, but things that need extra precision might need a roll).

The Oil Lamp

This is the primary weapon of a djinnbuster; without it, there's not much bustin' going on. A player's oil lamp is personal, and may never be traded or switched. It is attuned to its wielder. As a player, personalise your oil lamp: describe to the GM what it looks like!
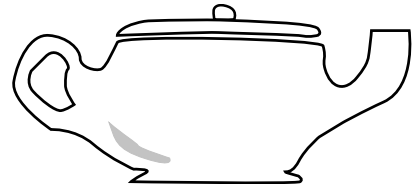
Travelling

The players have an ivory, flying carpet at their disposal for travelling. It's large enough for a whole party (consisting of four to five), and can travel long distances (even over water) without getting tired. It does however have a personality, and will occasionally do what suits its needs first and foremost.

Former occupation, Good-at, Bad-at and Impossible-At

Whenever there's a need to roll the die to see if your character is successful, you need to consult your character sheet where it says "Traits". Think about the situation – what is it that's actually required by your character?

- Is this something you would know from your previous work? Explain why to the GM
- Is this something you've listed under Good-at? If so, roll and add one to the result.

- Is this something you've listed under Bad-at? If so, roll and subtract one from the result
- Is this something you've listed under Impossible-at? If so, roll and subtract two from the result

As always, you need to ask your GM if the bonus (or penalty) is appropriate (e.g. a player that has "Finding water" listed as something he's Good-at, won't get the +1 bonus when he's trying to outrun a tree jinni).

But how do you get Good-at things? It's easy – you say you are, and then roll! For instance, the GM tells you that the spirit of Al Janan is trying to run away from you, and you want to run after but don't have any appropriate listed under Good-at, you can state that "Well, all this desert sprinting has made my legs stronger. I'm actually Good-at running!"

If the GM approves, you may roll with the bonus of adding one to the result *but don't write anything down yet*! You may only record this new Good-at if:
1. The roll (after adding) indicates a success, and
2. Your total number of Good-at doesn't exceed that sum of the number of Bad-at and Impossible-at together by more than one (no. of Good-at <= no. of Bad-at + no. of Impossible-at + 1)

If you still fail at the task, add it to the list of things you're Bad-at (you only *thought* that your legs were stronger).

Failing something you're Bad-at is bad. This means it moves down one step on the scale to Impossible-at. Succeeding at a test despite being Bad-at it doesn't move it up; it stays right where it is. It just means you had good luck!

Failing a test with something you're already Good-at doesn't affect it. You just had bad luck.
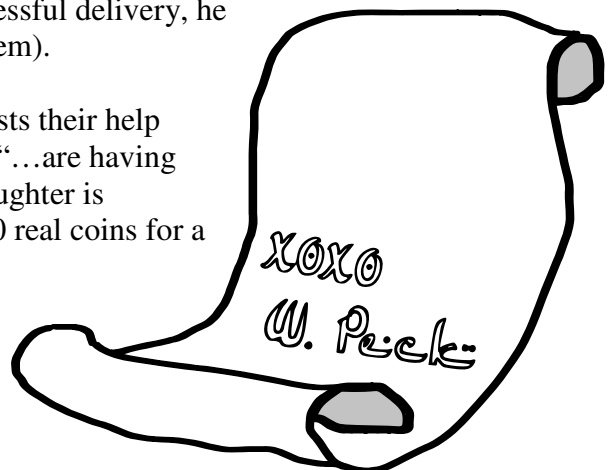
The mission

A mission consists of:
- A who
- A what
- And a compensation

Most of the time, the parrot named *Iago* will find the players wherever they may be, with their new mission (written on a folded scroll). After successful delivery, he will head out again (he isn't interested in helping them).

A mission is simply a contract that states *who* requests their help ("The village of…", "The vizier in…"), with *what* ("…are having problems with walking tents…", "…believes his daughter is possessed…"), and the *compensation* ("…offers 500 real coins for a solution…", "…can pay a goat…").

After successfully completing a mission, the players should seek out the contractor (the vizier, or the mayor of the affected town) to collect their payment.

XOXO
W. Peck

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Finding and capturing ghosts

There are three steps involved in ghost hunting:
1. Locating/finding
2. Weakening
3. Capturing

To capture a ghost, you must know where it is. Most of the time, the mission scroll (delivered by Iago) will give a strong sense of direction or even an exact place (a town, a house, a painting of an ugly man named Vigo). However, some ghosts aren't visible to the naked eye, and requires different aids such as incense, salves, or coloured spectacles to be able to track them down.
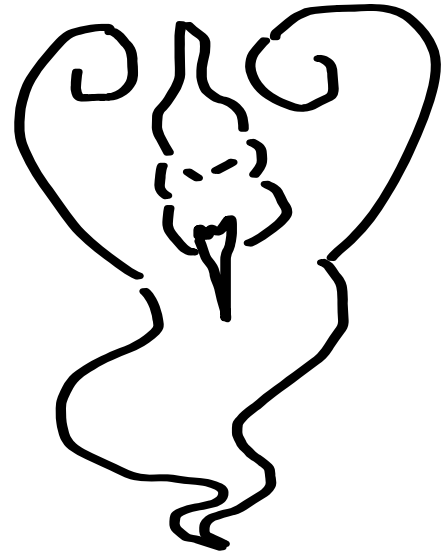
When a ghost is finally found, it needs to be weakened before it can be captured. By weakening a ghost it becomes more and more vulnerable to capturing. There are as many ways to weaken a ghost as there are ghosts, but among the more popular are ridiculing it (shouting things at the ghost, trying to upset it, or even talk sense to it – let the players role-play it!) or luring the spectre into a ring of spices (most ghost are allergic). The GM will provide you (the players) with constant feedback of how your efforts at weakening the ghost is coming along, until it is at last weak enough to be captured. Die rolling is often required in this segment.

Capturing a ghost is done by rubbing the oil lamp in a close proximity of the ghost. All players roll at the same time when it is time to capture (meaning they must all be close to the ghost), and the basic mechanic applies here as well, with a different twist on the end:
1. All players roll one six-sided die, and apply bonuses/penalties as usual
2. If at least half of the players succeeded (i.e. they got four or greater as a result), the ghost is captured by the player with the least amount of spirits captured in his lamp

The player who captured the ghost ticks the next empty box on his character sheet (in the "Equipment"-section, next to "Spirits in oil lamp"). But what happens if there's no room left for the ghost in any of the players' oil lamps? Well, the ghost needs to go somewhere – and that somewhere is the body of the player! This means he gets possessed, but since the ghost is weakened the player simply falls into a coma and needs to be emptied the same way as when emptying the oil lamps.

The turn (or, when can I do stuff?)

The only time when it's important to keep track of actions is when the ghost is found (that is, the players can see it or know exactly where it is) up till it's captured. During this, the only thing you (the GM) really need to keep track of is whether it's the players turn to act, or if it is the ghost.

   Even if you have several ghosts floating about, there will always only be two sides to keep track of: the players, and the ghosts.

   When it is the players turn, they may act in any order they want.

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Both players as well as ghosts are restricted to one action per turn. It's the GM's call to decide what constitutes an "action", but in general: any action that needs to be described with words like "and" or "then" should be broken down into several, smaller actions.

Emptying the oil lamps

Ever so often, the oil lamps needs to be emptied of the ghosts contained therein. This is done through a brief ritual performed at midnight. It can be done anywhere, but preferable away from any settlement since there's a risk of releasing ghosts if the players choose to "pour" ghosts between them (explained later).

The ritual is more about role-playing than rolling dice, so let the players play out the scene! To empty, simply ignite the oil lamp and let it burn. The ghosts within will feed the flame, until they are all gone.

Mechanics-wise, all the players do here is clearing any ticked boxes they may have (next to "Spirits in oil lamp"). They should play out the ritual in the same way, so pay attention to how they do it the first time (what do they say and do? Is it full or half moon?) – if it differs too much the next time, explain to them that nothing happens.

Any possessed character is cleansed during the ritual. The ghost leaves his body, and the character wakes up from his coma.

Any player emptying a oil lamp that is completely full (that is, all his boxes are ticked) earns a reward. He may either move any trait up one step (from "Impossible-at" to "Bad-at", or from "Bad-at" to "Good-at"), or add another thing he wishes to be "Good-at". Beware that the total number of Good-ats cannot be more than one greater than the sum of the Impossible-ats and Bad-ats (i.e. if the player has one Bad-at and two Impossible-at, he can at most have four Good-ats).

"Pouring" ghosts between oil lamps is possible, especially if one player only needs one more captured ghost to gain the reward (and there's another player with only one ghost captured). A roll of the die is required here, since there's a risk that the ghost being poured slips away.

You can only pour one ghost at a time, and both players needs to roll with a -1 penalty. This means that they *both* need to roll a five or a six in order to successfully pour a ghost from one oil lamp to another. If any of them fail, the ghost slips out and will head straight for their previous haunting ground. The players will soon hear from that place again, only this time the mission will be without payment: get rid of the ghost, or we will send our guards after you!

Character states

A character can end up in any of the states listed on the character sheet (found under "State"). Most have penalties attached to them, and some just gives more "flavour" to the scene. Act them out! Is your tongue possessed? Let's hear it!

Using recipes

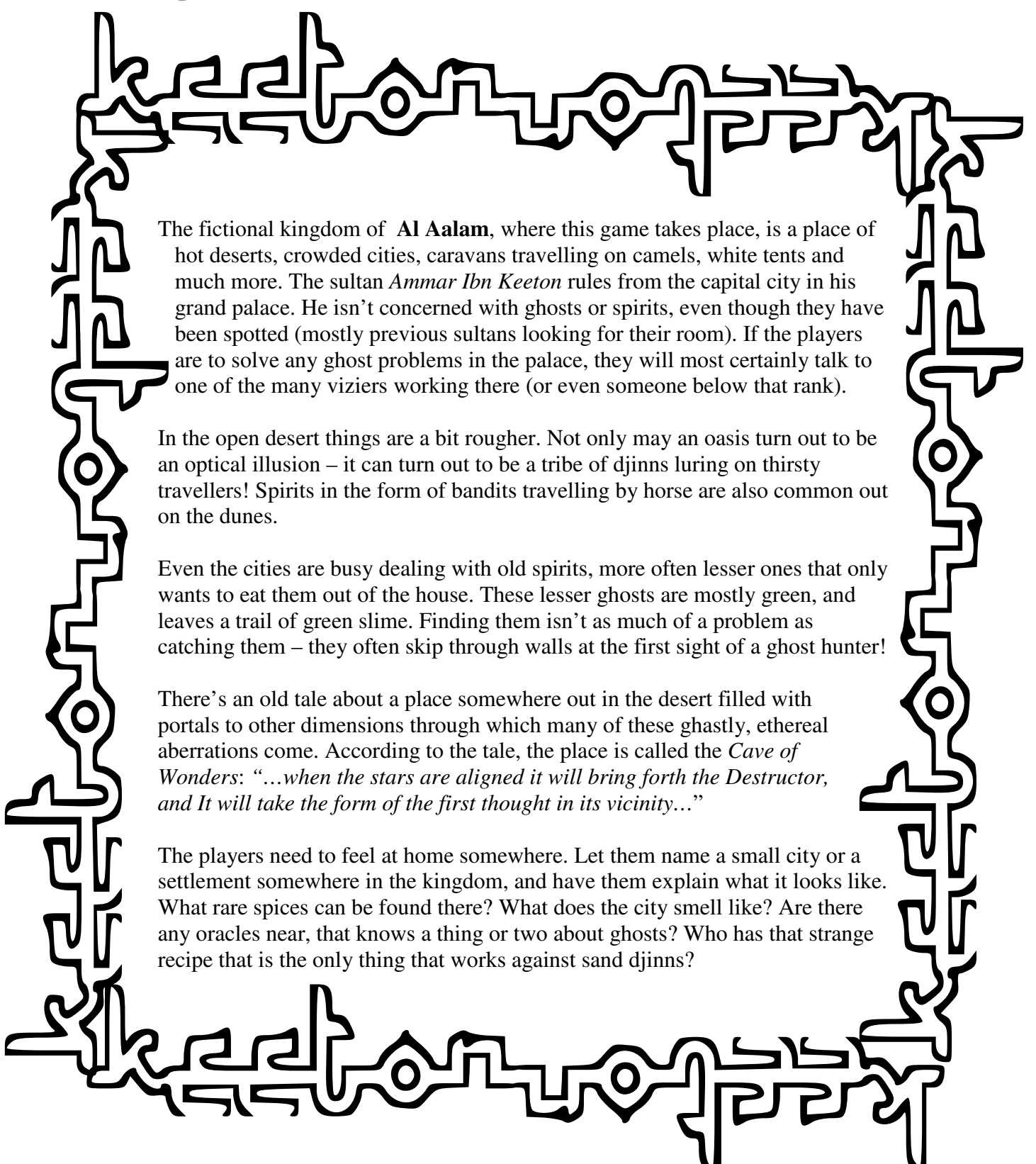Recipes are consulted when making things that aids in finding ghosts, or stuff that weakens them. Unless you're explicitly Bad-at certain recipes (or Bad-at cooking/brewing/baking in general), you'll always succeed in making these things (provided that you have the right

ingredients, of course). If you are Bad-at (or even Impossible-at) this, you'll always fail (no roll required). Let someone else do it!

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Setting

The fictional kingdom of **Al Aalam**, where this game takes place, is a place of hot deserts, crowded cities, caravans travelling on camels, white tents and much more. The sultan *Ammar Ibn Keeton* rules from the capital city in his grand palace. He isn't concerned with ghosts or spirits, even though they have been spotted (mostly previous sultans looking for their room). If the players are to solve any ghost problems in the palace, they will most certainly talk to one of the many viziers working there (or even someone below that rank).

In the open desert things are a bit rougher. Not only may an oasis turn out to be an optical illusion – it can turn out to be a tribe of djinns luring on thirsty travellers! Spirits in the form of bandits travelling by horse are also common out on the dunes.

Even the cities are busy dealing with old spirits, more often lesser ones that only wants to eat them out of the house. These lesser ghosts are mostly green, and leaves a trail of green slime. Finding them isn't as much of a problem as catching them – they often skip through walls at the first sight of a ghost hunter!

There's an old tale about a place somewhere out in the desert filled with portals to other dimensions through which many of these ghastly, ethereal aberrations come. According to the tale, the place is called the *Cave of Wonders*: "*…when the stars are aligned it will bring forth the Destructor, and It will take the form of the first thought in its vicinity…*"

The players need to feel at home somewhere. Let them name a small city or a settlement somewhere in the kingdom, and have them explain what it looks like. What rare spices can be found there? What does the city smell like? Are there any oracles near, that knows a thing or two about ghosts? Who has that strange recipe that is the only thing that works against sand djinns?

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If you are a player, stop reading now.
Everything hereafter is for the GM's eyes only!

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Example of play

In this short example, the two players (Ahmed and Fouad) have already created their characters. They travelled on the ivory flying carpet to a place in the desert where they've heard rumours about strange things happening. They have a contract (a mission) from an elder in a nearby village.

GM: "After travelling for about an hour in the hot sun, you come across a lone tent in the middle of nowhere."
Ahmed: "I jump off the flying carpet and head directly for the tent."
Fouad: "I take a sip from my water pouch, and follow shortly after."
GM: "The tent looks abandoned. There seems to have been a struggle; everything's a mess inside."
Ahmed: "Do we see any ghosts?"
GM: "…no, you don't *see* any ghosts."
Fouad: "I light some incense in the door opening."
GM: "What type of incense is it? What does it smell like?"
Fouad: "It smells like…wet camels. The smoke is thick."
GM: "Ok. Ahmed, what do you do?"
Ahmed: "I stay clear of the wet camel-smell."
GM: "Ok. It doesn't take too long before the tent is smoke filled, and all of a sudden you hear a thin coughing. An old lady appears! She's thin as paper, and looks confused."
Fouad: "A ghost! I rub my lamp!"
GM: "You can't capture her yet. She isn't weak enough."
Ahmed: "I ask her who she is."
GM: "She tells you to be quiet."
Ahmed: "What!"
Fouad: "I ask her why."
GM: "Now she tells you to be quiet. She sounds upset!"
Ahmed: "I tell the ghost that I demand an answer!"
GM: "After you tell her that, the small lady bursts into flames and transforms into a horrifying creature. 'You need to be QUIET', the creature screams in a dark voice."
Ahmed: "I…eh…rub my lamp. Intensively."
Fouad: "Me too!"
GM: "She is still too strong. You need to weaken her more!"
Ahmed: "Ok, ok. Apparently she isn't fond of noise, maybe we should chant or sing or so?"
Fouad: "Alright, we chant like we've never chanted before!"
GM: "Show me!"
(the players improvises some sort of deep, loud chanting.)
GM: "The ghost clearly doesn't like what it's hearing, but that's one weakness you've already exposed so nothing happens."
(the players have used up their turn, so the GM rolls for the ghost. He gets a result of three, which is a failure, so nothing happens.)
GM: "The ghost flap at you with his claws, but misses."
Ahmed: "We chant and…dance! Chanting and dancing!"
GM: "Show me!"
(the players get up from their chairs and repeats their previous chanting while doing some sort of dance.)

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GM: "Brilliant. Your coordinated moves have weakened her enough. You may now try to capture her if you will."
(the players roll one die each. Ahmed rolls a four and Fouad a six, meaning more than half of them succeeded.)
GM: "As you both rub your oil lamps, the horrific ghost gets sucked into Ahmed's lamp. As soon as it disappears, the tent vanishes also. Congratulations, you've captured your first ghost!"
(Ahmed ticks the first empty box under "Spirits in oil lamp" on his character's sheet.)

In the example above, the GM decided that the players didn't need to roll when they started chanting and singing – since the players role-played it, he gave them an automatic success. That's up to you as the referee of the game. If they were throwing things at the ghost, then perhaps a roll would be required.

Rule of thumb: let the game flow naturally – have fun!

Appendix

Non-playing characters (NPC)

Characters not controlled by the players are logically called *non-playing characters*. It's up to you as the GM to give these characters life, and think and speak and react in a believable way. Keep a list of all the NPCs the players run into, with their name and personality, for easy reference.

One NPC you should introduce early on is the monkey *Abu*. He will discover the players the first time they enter a city, and will try to pickpocket them only to recognize the flying carpet (they have a history together). Abu will follow the players from thereafter. He isn't capable of capturing ghosts, but he can climb walls easily, pick locks, steal things, and so on. He understands "human" language.

Another NPC you can have recurring is the former grand-vizier *Jafar*. He used to work at the palace directly under the sultan, but his pursuits of the dark arts drove him mad, and he is now believed to live somewhere out in the desert. He too uses an oil lamp to capture ghosts, but only to make them work under his command. He's been known to lay waste to entire villages with his horde of ghosts.

Creating ghosts

A ghost isn't a player character, and doesn't need the same amount of information. Ghosts come in a variety of shape and sizes. The Arabic feel of this game should reflect in your design of ghosts, even if it is just a plain old demon (make its legs end in a twirl, much like a genie). Instead of "ghost" you can use the words: djinns (jinn), ifrit (efreet), marid, ghoul, spirit, and so on.

The template for a ghost looks like this:

    Name:
    Appearance:
    Personality:
    Weaknesses:

If the name isn't important, you can leave that one out. Appearance is a short description of the overall statue of the ghost; how big is it, is it transparent, flying around or walking normally, male/female/unknown, invisible, etc. Personality can be a short description or just some nouns that gives a brief insight into the mind of ghost (and how you as the GM should act it out).

Weaknesses is very important: you should have at least three things listed here. It can be anything; a type of food, a sound, a gesture, a scent, anything! Whenever the players plays out something that is covered in this list, put an X under it and tell the players that the ghost is affected in some way ("It screams out a horrid scream!", or "It sneezes!"). If

[handwritten annotation: incense honey hugs, with X marks under "incense" and "honey"]

they are dealing with an invisible ghost, make it reveal itself when one third of the listed things have an X under them.

The ghost is weak enough to be captured when more than half of its weaknesses have an X under. So if an invisible djinn has three things listed, it would reveal itself after the first X, and be weak enough to be captured after the second. Finding out the weaknesses of a ghost depends on your feedback to the players: role-play it, tell them that the cinnamon makes it choke, that the chanting makes it spin around the room, and so on!
Remember: the players can't continue to expose the same weakness over and over (throwing cinnamon on it, for instance). They need to keep pushing with new things.

Remember that the weaknesses are more of a guideline: if "honey" is listed as a weakness, characters using salves based on honey would be able to weaken a ghost. Tell the players that "the sweetness of the salve seems to affect the ghost", to give them a hint of what it was that gave the desired result.

Here are some ghosts to get you going.

Name: - (a lesser ghost resembling a devil)
Appearance: Semitransparent, skinny, horned, small
Personality: Jumpy, meddlesome, annoying, loud
Weaknesses: Salt, water, hushing sounds

Name: The Layered Baklava Man
Appearance: Different hues of brown, over 100 feet tall, obese, happy, smells sweet
Personality: Playful (like a child), curious, incautious
Weaknesses: Fire, eating of him, strong incense

Name: Silly jinni
Appearance: Blue, humanoid, legless (has a twirl instead of legs), floating, oversized hands
Personality: Gabby, pushy, loves gems and coins
Weaknesses: Reasoning, anything with nuts in it, spices

Name: Onion head
Appearance: Green, multi-chinned, legless, chubby, semitransparent, floating
Personality: Gluttonous, easily scared
Weaknesses: Chanting, incense, anything that isn't sweet

Name: Xuul
Appearance: Invisible (will try to possess things in order to have a body)
Personality: Angry, alluring, restless
Weaknesses: Honey, cold coffee, yoghurt, hugs, animal hairs

Name: The Librarian
Appearance: Old woman, small, semitransparent
Personality: Quiet, calm
Weaknesses: Sounds louder than a whispering, any food or drinks, animals (especially the monkey Abu)

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Failing at capturing ghosts

When a ghost is weak enough (has more than half its weaknesses marked with an X), the players may try to capture it (c.f. "Finding and capturing ghosts"). But what happens if the players fails at this (i.e. less than half of them succeeds). You can do one of several things here:

1. Let them succeed anyway, but cover them in ectoplasm (tick the box on their character sheets)
2. Use the rule when players are trying to capture a ghost with filled oil lamps: let the ghost be captured (possessed) inside the body of a player, and have him or her fall into a coma
3. Erase one of the marked weaknesses. The ghost were only temporarily weakened!
4. Let the ghost slip away. It escapes, and the player's are forced to hunt it down again

Attacking with ghosts

Ghosts may attack just in the same way as a player (on its turn). First, decide whether or not it makes sense for it to attack. Does it feel threatened by the players? Or is it just plain evil and will attack anything?

If it attacks, select one target and roll a die. If one or more of its weaknesses has an X under it, do the roll with a -1 penalty. As usual, the attack is successful is the result is four or greater. Choose one consequence from the list on the character sheet under "State", and describe the scene to the targeted player. He or she must now put a tick in the box, and suffer the consequences of it.

Example: the green, tipple-chinned ghost makes a successful attack against a player. Looking at his character sheet, I (the GM) see that the box for "Covered in slime" is empty, so the ghost naturally sprints forward and passes right through the player, leaving them in a sticky, green puddle of ectoplasm.

Merchants

Players will need to spend their coins somewhere. They need new ingredients for their recipes, or a hot cop of coffee from time to time. Merchants are found everywhere and not only in the cities: in large tents in the desert (with carpets on the floor), as a caravan travelling from city to city, and so on.

Incense, cumin, cinnamon, pistachios, salves, honey, coffee beans, tea leaves, dates, figs, water pipes, raisins, sacred sand from far away, water from a secret oasis, horse and camel hairs, salt, pepper, lemon, and so on. No merchant will have everything, and some merchants aren't even human…

Recipes

A recipe is exactly what it claims to be: a list of ingredients, and a description on how to make it. Let the players find old scrolls with recipes on them ("…a pinch of lemon juice, the pulp of a date…") with a hint of what types of ghost these are effective against ("floating red ones, but not blue ones!"). Just remember to write it down somewhere, so you don't forget about it.

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Another type of recipe can be the ones that describes how to prepare a sacred circle on the floor, and how they will weaken (or forcing to reveal) a ghost if it steps into it. For instance: spreading a mixture of cinnamon and cardamom in a rectangle on the floor, will lure any lesser ghosts into it, weakening them enough to capture them. Or: making a salve out of honey and pistachios, and applying on your eyelids will make green efreets visible to you (but only if you close your eyes).

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Character sheet

PERSONAL

Name:

My personality in three words:

I have no trouble catching ghosts that are:

but I'm terrified of:

TRAITS

Former occupation:

Good-at (+2 to rolls):

Bad-at (-1 to rolls):

Impossible-at (-2 to rolls):

EQUIPMENT

Coins:

Spirits in oil lamp: ☐ ☐ ☐ ☐

Carrying:

STATE

☐ Covered in ectoplasma (-1 to all rolls)

☐ Paralyzed by fear (unable to act the next two turns)

☐ Possessed (GM takes over your character temporarily)

☐ Transformed (new body, same mind)

☐ Levitating (-1 to all rolls that needs precision)

☐ Possessed tongue (can't control speech)

☐ Spinning head (-2 to all rolls)

☐

☐

Last words

The "Good-at/Bad-at/Impossible-at"-system is based on the work by bohemian (original post found here: http://www.swordsandwizardry.com/forum/viewtopic.php?t=942).

While writing this document I tried to follow the guidelines given in *Rob Lang's free guide to organising your RPG* (http://www.thefreerpgblog.com/2009/05/rob-langs-free-guide-to-organising-your.html).

The not-so-impressive artwork used in this document were all done in Inkscape (http://inkscape.org/) by the author.

The font used here and there is called *Arabolical* (by Geoffrey Johnston).