

In the middle of the night...
...in the middle of a storm...
...in the middle of a graveyard...

A group of try-hard teenage ~~nerds~~ goths have done the unthinkable-- they've actually summoned some spirits. *Your spirits*, to be exact! RAD! Now it's time to blow off these living losers and go out into the human world to complete some unfinished business before dawn comes and sends you back to your "final" resting place.

THE GOOD NEWS: You're a ghost! A ghost with nifty ghostly powers that will help you finish the final tasks from your life. You can walk through walls, influence others, and throw rocks with your ghostly powers. SICK!

THE BAD NEWS: You're a ghost, which means you have to obey a few ghostly rules. The most important of which is that once dawn arrives you have no choice but to go back to your final resting place and wait until you're summoned again to try again (if you ever are summoned again). Bummer...



I Am Ghost

Written by Jeremy Alva
More games at JeremyAlva.com

I AM GHOST is a game where you are a ghost! You've been summoned from the Other Side to do who knows by whoever-- the important thing is you finally have a chance to complete some unfinished business! You, and the other ghosts summoned with you, must work together to complete your Unfinished Business before the night ends, and you get pulled back to the Other Side!

You will be guided by your Ghost Master (or GM) who will help guide the story and give you obstacles to overcome on your journey to complete your Unfinished Business. Otherwise it's up to the Ghosts to push the action forward! If you tell the GM you want to do something a little ghostly they may ask you to roll a Ghost Skill check (described below). You will roll two six-sided dice, add or take away your points from that Ghost Skill, and the GM will tell you how well you do! If you're in a tricky spot, you can use your Ghost Essence (described below) to help you out!

Now there are just a few rules that come along with being a Ghost.

GHOSTLY RULES

- 1) No Killing The Living** - It's bad etiquette, and if you kill somebody they're just gonna come back as a ghost and haunt YOU forever, which is annoying. Make ghost friends, not ghost enemies.
- 2) No Touchy** - You're non-corporeal, so you can't just reach out and touch things. But with enough ghostly skill, sacrifice of one (1) ghost essence, or creative thinking, you can mess with the world.
- 3) Be In Bed By Dawn** - Once dawn comes you're back in your grave until the next nightfall. You don't really have a choice, it just happens.

HOW DICE WORK

This is a 2d6 game. Whenever you want to use one of your ghostly skills you must roll 2 6-sided dice. 2 is Snake Eyes, failure with -1 on next roll. 3-6 is failure. 7-9 is partial success, you get what you want but at a cost. 10+ is success.

GHOST ESSENCE

Every ghost starts off with 1 out of 3 Ghost Essence. You can spend a Ghost Essence to automatically succeed at a skill check instead of rolling. You can also spend a Ghost Essence to add a +1 to somebody elses roll. The whole ghostly group recoups one ghost essence every time they complete somebody's unfinished business. Losing all of your Ghost Essence just means you have to work harder to use skills.

GHOST CREATION

NAME:

GHOST DESCRIPTOR AND FORM:

HOW YOU DIED

UNFINISHED BUSINESS:

GHOST SKILLS: All start at base 0; available spread: +2, +1, 0 -1

Spooky (Ectoplasm; Possession; Transform Appearance; Jump Scare)

Screamin' (Communicate With Non-Ghosts; Spooky Sounds; Influence Thoughts)

Skulkin' (Phase Through Walls; Listen Through Wall; Sneak; Slip Into Shadows)

Scrapin' (Interact With Object; Lift Object; Throw; Fight Ghost)

GHOST ESSENCE: ○○○

If you're having difficulty coming up with ideas for your Ghost, roll two six-sided dice for each table below!

DESCRIPTOR

2. Smokey
3. Pampered
4. Fancy
5. Wet
6. Emaciated
7. Plain
8. Ghoulish
9. Cherubic
10. Depressed
11. Dismembered
12. Deceptive

UNFINISHED BUSINESS

2. Where's my money, _____?
3. I just need to say good-bye to _____.
4. I just want one more _____.
5. I need to see _____ one last time.
6. I need to find _____.
7. I need to prove _____.
8. I almost accomplished _____.
9. I can't allow _____ to happen.
10. _____ can only belong to me.
11. I need to make up for _____.
12. REVENGE!!!

FORM

2. Criminal
3. Child
4. Laborer
5. Victorian
6. Mother/Father
7. Pet
8. Businessperson
9. Cop
10. Teacher
11. Clown
12. Doctor

HOW YOU DIED

2. Really big fall
3. Upset tummy
4. There was a LOT of blood involved
5. Got real hard to breathe
6. I was asleep when it happened
7. Real sharp pain, and then nothing
8. They quarantined me for a reason
9. Made an animal really mad
10. Got stuck
11. Old age sucks
12. I was alive... and then I wasn't

GHOST MASTERS GUIDE

BASIC GUIDE

- The story comes first! This is a rules light game for you and friends to make up a fun story together. Don't let anybody take it too seriously. Rules lawyers will be disbarred if they're ruining everyone's fun.
- Make sure everybody gets a turn to be the star. Don't let anybody take over the whole story. That's a total bummer for the others.
- Remind everybody that it's "Yes, And" not "No, But". Whenever a player introduces something new, pick up the ball and run. Work with it! Adapt! We want to build the world up, not tear it down!
- What a "partial success" looks like is up to the GM to decide, so long as it fits into the story. They might succeed but with a hiccup; their skill might not work as well as they want or they might rush it unless you want to.
- You can absolutely abandon any rule you don't like, or hack the game however you want. This is just a starting point for your spooky game night.
- The game doesn't have to start in a Graveyard. Ghosts are everywhere.

GHOSTS GUIDE

- If a Ghost loses all their Ghost essence you may choose to keep them in the game, but they will fail all of their skill checks until they get back a ghost essence. Ghost essence CAN be shared between Ghosts, if they ask.
- There's no rule that says a Ghost has to be strictly human.
- The character creation tables are just for ideas. Feel free to let people create their own ideas.
- If a player has an idea to do something that isn't covered by the stats, you can either let them use one of their stats for it, or just let them roll with no bonus or minus.

LIVING HUMANS GUIDE

- All Living Humans mechanically work the same. They don't get to roll anything in defense. If a Ghost engages a Living Human in combat, you get to narratively decide how that fight goes, but Living Humans cannot fight back against Ghosts.
- Living Human's have no successful tools to fight or ward off Ghosts. They can wield all the gems and scrolls and holy water that they want, but it won't have an effect on a Ghost.
- Ghosthunters, goth kids, and occult weirdos may claim they know ghosts exist, but rarely have ever actually seen one. If a ghost manifests themselves before a Living Human they'd be like **WHOA WHAT** even if they're a "professional ouija board master" or something.