

## The Wandering Ghosts.

The Wandering Ghosts are boogie-men for the international community of spies and covert operatives – spooks for spooks, if you will, although it's entirely up to you whether that's what they're known as. Introduced as antagonists within the *Quiet Places and Forgotten Things* campaign<sup>1</sup>, the Ghosts could add interesting complicating factors to a wide variety of investigative campaigns within *Delta Green* or *NEMESIS*.

The Wandering Ghosts are boogie-men for the international communities of spies and covert operatives – spooks for spooks. The three of them are from different countries, are different ages, and experienced different events that set them apart from humanity. They have little in common except their mutual inhumanity and a dependence on the energies released by alien or extradimensional machinery to survive. For two of them, a little exposure goes a long way – the third is actually addicted to such energy, and wants far more than she actually needs.

### Meta:

I've been deliberately vague as to how the alien energy fuels the Wandering Ghosts – it wasn't the focus of how they work, so much as the reason they're likely to cross paths with PC groups in this campaign and others.

I imagined that environments like the one depicted in *STALKER: Shadow of Chernobyl* would be where they could be found, along with unearthing dangerous dormant secrets under the feet of the world.

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<sup>1</sup> Available for free download from Project Nemesis at: <http://www.nemesis-system.com/up-download-files/nemesis-quiet-places-and-forgotten-things-ver2-/download-4.html>

## The Wandering Ghosts as a Group.

Despite internal frictions – of which there are many – the Ghosts are essentially a family. They bicker and drive each other nuts, but when the chips are down they have each others backs. They each individually roamed the world alone and inhuman for some time before finding each other. They have more in common with each other than anyone else.

### Meta:

I mention **Passions** in this section for key NPCs. Passions are lifted from *Unknown Armies*, but have no mechanical benefit here. After reading *UA*, I find them incredibly helpful for conceptualising characters and NPCs. Hopefully they're useful here.

## Agent Seeker.

An American ex-CIA agent who has been unwillingly bonded to alien circuit boards and computer chips, Agent Seeker is the core and motive force for the group. She is addicted to alien technology and keeps the group moving.

The alien circuitry has made her super-intelligent, and given her a capacity to compel people to obey her. She also believes she can read minds, but is actually mistaken on that score. She is physically much frailer than the other two, and is in-fact frailer than the average human because the circuitry qualifies as additional vulnerable organs she needs to survive.

Seeker is an ice-queen bitch from hell, paranoid and demanding. She was an information specialist when she was with the CIA, not a field agent – although expected to be very good at infiltration. Combined with her new intelligence

and supernatural capacity with computers, she is a tremendously dangerous hacker when it comes to getting at information, or hiding it.

Seeker believes herself to be good at reading people, but she is increasingly cold and clinical, regularly failing to take into account emotional drives. She is overconfident of her intelligence, and of her ability to predict the actions of those around her. She also tends to stop searching once she finds an answer to a problem, rather than digging deeper.

She was deliberately exposed to the alien technology by the CIA, and then proceeded to go rogue when her increased intelligence suggested she'd be a guinea-pig or a tool at best. As such she is absolutely terrified of discovery or exposure.

She's the one who located the other two from where they were hiding in the world, and brought them together. As such, she defaults to being the leader – although she is younger and in many ways less powerful than her 'lieutenants.'

### **Passions:**

Rage Stimulus: Attracting attention.

Fear Stimulus: (Addiction)  
Losing access to alien energy sources.

Noble Stimulus: She'll ignore you if you don't get in her way.

### Agent Hungry.

Hungry is a wiry man of slightly below-average height, with a shaved head. (Think Badger from *Firefly*, if you've seen that.) He

worked in various top-secret divisions of the British secret service, earning a name as a valuable resource – although one who had a problem with authority. He was moved into the ASC, or Anomaly Secondment Core: if the British Government detected something they didn't understand, they send in people like Hungry to locate and retrieve it, then clean up the mess. During this cataclysmically dangerous work, Hungry was ripped open, vivisected and modified by an automated machine, then compelled to kill the rest of his unit. He can't remember much of the experience, but the trauma still scars him physically and mentally.

His modification has left him with a lasting obsession with finding and *destroying* the aliens that did this to him. ("I really hope when I find em that they have a hive-mind or something so that when I *skull-fuck* the first one, the rest know what's coming.") Since he doesn't know who or what made the machine, he'll settle for any alien he can get his hands on. He has *EASY TIGER* tattooed across his knuckles – British radio-speak for the letters E T.

The idea of compulsion – from Seeker or anyone else – maddens him, and he doesn't approve of it happening to *anyone*.

He's also much older than he looks, since the modification happened when Margaret Thatcher came to power in the early 1980's.

Hungry has a truly horrible, vicious sense of humour. This actually makes him the most human of the Wandering Ghosts. He failed to kill Anders Bremmer – although reported that he had – because the photographer causing

them problems was the most interesting thing to happen in literally years, and he wanted to see what would happen next.

He's very likely to be the one of the Wandering Ghosts who talks most to the PCs, because they're interesting – and because he doesn't take their presence personally. Very little frightens Hungry anymore.

He regenerates very quickly, and has physically been rebuilt to work a lot like a werewolf – very fast, very strong, and very difficult to stop. He eats constantly to fuel his metabolism, and can bite through and consume pretty much anything.

#### **Passions:**

Rage Stimulus: Being compelled to do things.

Fear Stimulus: Aliens/Unnatural Things, especially the thought of being modified again.

Noble Stimulus: People playing the game (covert-ops/spying) get consideration.

#### Agent Peace.

Peace was part of the Spetznatz, elite Russian special forces towards the end of the Cold War. He encountered a living alien machine which killed him and parasitized his body. He's clinically dead, and has been for some time, surviving on blood – along with exposure to alien energy sources.

Peace is distant and inhuman. He is a supernaturally good shot and will sterilise all life and potential witnesses in towns or cities without hesitation or interest.

However, due to being distant and cold, he doesn't care enough to make the effort of killing people without a reason.

Peace is capable of dodging bullets as a reflection of his supernatural reflexes. However, he cannot walk or run faster than a normal human. The effect registers as what appear to be bad photography effects, where his clothing appears to suddenly be in a different position, for example, as he shifts around in time.

For the most part, Peace is the least likely of the three to be involved in a dialogue with the PCs – but there's enough personality in there for him to still be interesting. He is dry and disinterested – but it's possible for PCs to attract his attention if they are particularly cocky or confident regarding gun-fu. A gently-rasping Russian accent stating "Come and have a go, if you think you're hard enough..." with a thin smile is *not* a good thing to behold...

#### Contacts and the Wandering Ghosts.

If the PCs approach their contacts and try to discover more about the Wandering Ghosts, it's going to be a largely dead end.

However, if they specifically refer to Hungry's *EASY TIGER* tattoos, they'll get a hit.

Basically, the contact has heard those tattoos mentioned – but never by anyone they'd considered stable or reliable before, and thus dismissed them. Having them mentioned by the PCs triggers alarm bells for the contact, and has them wracking their brains to remember details.

Basically, the contact knows the Wandering Ghosts as storm-crows.

They arrive in an area, and either cause Major Problems, or leave – in which case some kind of havoc happens in their wake.

Potential examples of places they've attended would be the vast sinkhole that opened in Guatemala City, or the meteor impact in southern Peru where villagers claimed to contract a strange sickness.

This should provide a picture of the Ghosts arriving to bask in alien power and either screwing with or destroying obstacles in their way, or accidentally letting Something Nasty loose in the process of getting access.

As such, all the contact remembers is that if the Wandering Ghosts are around, the PCs probably don't want to be.

### Seeds for the Wandering Ghosts.

Seeker can be as fragile and killable as needed, as her death can be a great seed for horrible things. Alternatively, play up her addiction and make her twitchy and irrational as time goes on.

If Seeker is killed, Hungry can't fault the PCs for killing her, but she was close to him so he suggests a compromise: They have a wake, finding a local park somewhere and having a drink because he and the PCs are the closest thing to friends and family she had. Obviously he'll consider them fair game if they refuse.

If Peace is killed, Hungry's priority is to find and kill the machine that was inside him once it escapes, to stop it parasitizing anyone else.

There's also the possibility that without Seeker, the other two might follow the PCs home. Not even necessarily for violent revenge, but simply *out of boredom*. Hungry certainly isn't above making himself a nuisance purely out of shits and giggles.

### Context:

For *Delta Green* games, I think it's be important that the Wandering Ghosts not be connected with Majestic 12. MJ12 would be one of the things Seeker is so afraid of winding up on the radar of.

Thematically, the Ghosts are what the PCs could become. They were agents dealing with the covert problems of the world – and those encounters turned them into something inhuman without asking first. They've been dealing with the consequences of that ever since.

There but for the grace of God go I.

### Notes on stats for The Wandering Ghosts.

All of the Wandering Ghosts possess a Trump Dice in the Stat most associated with how they have been changed by contact with alien technology. This makes them *extremely* dangerous, while also at a meta-level allowing for flexibility in GMing the Ghosts as threats.

The TD means you have an excellent safety-valve in combat. If Peace gets 2x10 on one of his terrifying guns, you can still make a match to shoot the victim in the foot instead. It provides opportunities for non-lethal endings to combat, because the Ghosts are good enough that otherwise fudging to avoid TPK might be required.

This is also why I believe the Ghosts will suit a good range of PC

types. Without changing the underlying stats so much as modifying how you *play* those stats, the Ghosts can be made more or less dangerous according to the needs of the game.

Similarly, I recommend a certain level of flexibility and fudging regarding Hungry and Peace. While it's definitely a good idea to have a valve to prevent them 'accidentally' one-hit-killing the PCs, I believe it's also true that they have some in-story reasons to survive un-dramatic deaths in the campaign.

#### Notes on the Wandering Ghosts' Weapons and Gear.

The Wandering Ghosts have access to whatever might fit your campaign, so flexibility is good. By way of weapons, the 'named bullets for named guns' on Page 36 and 37 of *NEMESIS* have slightly better stats, so I would recommend them as a way of making the Ghosts more dangerous if necessary. A particularly impressive difference lies in the rifles, where the named Barrett model outdistances the normal rifle stats by 500 yards. In terms of flavour, Peace has a wide selection of guns but doesn't double-up on anything but pistols, where he doesn't double-up on design. Seeker is likely to carry a big handgun designed to make threats Go Away – possibly a Desert Eagle along with something more portable. And Hungry isn't in the habit of going armed anymore.

#### **Meta:**

A Note on Gear: Nonlethal firearms are a good option to further reduce chances of an accidental TPK, particularly from Peace.

Shotgun Beanbag Rounds: Width + 4S, short-range only.

Alternatively, remember that Glazier rounds exist, which will not penetrate any level of HAR – assuming the PCs have armour.

#### **Contact Details.**

I've enjoyed creating and playing with the Wandering Ghosts as characters, and I hope that the ORE community finds them interesting too. If anyone has any feedback or response at all, I'd love to have it. The beauty of putting out a PDF like this is that I can edit and update as people make suggestions, gradually improving the quality of the beast.

If anyone wants to drop me a line, I'm available for private messages on both the RPG.net forums<sup>2</sup> and Project Nemesis<sup>3</sup>. Failing those, my email address is shamblertheunshaven AT yahoo DOT co DOT uk.

Beyond that, thanks for reading and I hope it's been fun.

- Kevin "The Unshaven" Veale, 26<sup>th</sup> March 2008.

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<sup>2</sup> <http://forum.rpg.net/forumdisplay.php?f=3>

<sup>3</sup> <http://www.nemesis-system.com/>

## THE WANDERING GHOSTS.

### Seeker.

#### Body – 3

Athletics – 2                      Focus: Obstacle Courses  
Melee Combat – 2                Focus: Knife  
Unarmed Combat – 2

#### Coordination – 3

Agility – 3                         Focus: Dodge + 1 ED  
Drive – 2                            Focus: Car  
Ranged Combat – 3  
Stealth – 2

#### Sense – 2 (3 in Combat)

Anticipate – 2                    Focus: Tactics.  
Awareness – 2                    Focus: Personal Safety.  
Follow – 2  
Notice/Search – 3

#### Mind – 4 (Generally, Yes. These might influence the game.)

Security – 2  
Technology – 3 + 1 ED

#### Command – 5 + 1 TD

Deceive – 1 (Not very skilled, but raw personality makes it work)  
Streetwise – 4 (Chains of command, particularly within spy circles/governments)

#### Empathy – 1

Discipline – 3                    Focus: Controlling Outward Signs of Addiction

#### Equilibrium – 1

#### Traits:

Inhuman Biology  
Supernatural – Psychic (Command.)  
Special Attack: Finger Needles. Width + 2S.  
Poisonous (Needles): Paralytic. Width + 2S.  
Attack Total: Width + 4S.

#### Hit Locations:

10. Head. (4)  
9. Vitals. (4)  
7-8. Torso. (6)  
5-6. Right Arm. (5)  
3-4. Left Arm (5)  
2. Right Leg (5)  
1. Left Leg (5)

#### Madness Meter:

Violence: 5H 2F  
Unnatural: 4H 1F  
Helplessness: 6H 2F  
Self: 5H 0F

#### Passions:

Rage Stimulus: Attracting attention.  
Fear Stimulus: (Addiction) Losing access to alien energy sources.  
Noble Stimulus: She'll ignore you if you don't get in her way.

## Hungry.

### Body – 5 + 1 TD

Athletics – 3  
Endurance – 3  
Health – 3  
Melee Combat – 3  
Unarmed Combat – 3

Focus: Acrobatics

Focus: Blunt Objects.

### Coordination – 4

Agility – 3  
Drive – 2  
Ranged Combat – 3  
Stealth – 3 + 1 ED

Focus: Dodge + 1 Bonus from Awareness

Focus: Car

Focus: Pistol

### Sense – 3 (4 in Combat)

Anticipate – 2  
Awareness – 2  
Follow – 2  
Notice/Search – 2

Focus: Combat.

Focus: Combat

### Mind – 3 (Generally, Yes. These might influence the game.)

Security – 2  
Survival – 2

### Command – 2

Deceive – 3  
Intimidation – 3  
Streetwise – 2

### Empathy – 3

Discipline – 3

Focus: Interrogation

### Equilibrium – 1

#### Traits:

Regeneration – Heals 2 pts Shock or 1 pt Killing from each body-location per round. Shock goes first.

Inhuman Biology

Supernatural

Special Attack – Bite. Width + 3SK

#### Hit Locations:

10. Head. (6-8 Wound Boxes – Be Flexible)

7-8-9. Torso. (12)

5-6. Right Arm. (5)

3-4. Left Arm (5)

2. Right Leg (5)

1. Left Leg (5)

#### Madness Meter:

Violence: 7H 2F

Unnatural: 7H 2F

Helplessness: 4H 1F

Self: 2H 0F

#### Passions:

Rage Stimulus: Being compelled to do things.

Fear Stimulus: Aliens/Unnatural Things. Esp. the thought of being modified again.

Noble Stimulus: People playing the game get consideration.

## Peace.

### Body – 2

Athletics – 2  
Endurance – 3  
Melee Combat – 1      Focus: Knife  
Unarmed Combat – 2

### Coordination – 5 + 1 TD

Agility – 3      Focus: Dodge  
Drive – 2      Focus: Car  
Ranged Combat – 4  
Stealth – 3 + 1 ED

### Sense – 4 (5 in Combat)

Anticipate – 3      Focus: Combat.  
Awareness – 2      Focus: Combat.  
Follow – 3  
Notice/Search – 1

### Mind – 3 (Generally, Yes. These might influence the game.)

Navigation - 4  
Security – 2  
Survival – 3

### Command – 2

### Empathy – 2

Discipline – 5      Focus: Near-Total Disinterest In People or Pain.

### Equilibrium – 1

#### Traits:

#### Inhuman Biology

#### Supernatural

Not Quite Dead – All damage as Shock, killed by filling head with Killing.

Blood Drain – Body + Brawling to pin and bite, doing Width in Killing, spread across all hit locations. 1 point heals 1 Shock. 2 points heals 1 Killing.

HAR – 1 Point HAR in the Head only. Note Inclusion of Kevlar riot mask/helmet when aware of going into combat.

#### Madness Meter:

Mister Peace is essentially shockproof, being technically dead.

#### Hit Locations:

10. Head + 1 HAR. (6-8 Wound Boxes – Be Flexible)
- 7-8-9. Torso. (10)
- 5-6. Right Arm. (5)
- 3-4. Left Arm (5)
2. Right Leg (5)
1. Left Leg (5)

#### Passions:

Mister Peace has no passions, as he is technically dead. He exhibits sociopathic behaviour.