

Lament: Vagrant

"I'm already dead. My body just hasn't realized that yet."

Everyone has brushes with death. Some are just more impacted by them than others. The projectors of Orpheus find that their near-death experiences allow them to free themselves of the limitations of the flesh. There are others, though, that find themselves trapped between life and death, denied the ability to fully be a part of either.

Vagrants are those unfortunate souls who experience a trauma so great that it permanently traps part of their spirit outside of their bodies. Being trapped in two places at once (or more accurately, in two of the same place at once) disrupts the normal functioning of the individual. These people often seem to be shell-shocked or trapped in a perpetual fugue state to the people who knew them before. To the individuals themselves, they often feel as though they've gone mad, as they perceive things around them that nobody else can. By both groups, this is generally assumed to be post-traumatic stress caused by the original event that caused the separation. Because of this, most Vagrants live out whatever's left of their life unaware of their condition.

To projectors and the more alert or fortunate Vagrants, their unique state between life and death is more obvious. Vagrants can be recognized by the fact that their spirit does not always fit properly within the body, causing occasional blurring of their features and phantom limbs that move out of synch with the physical body. Projectors that observe Vagrants will notice the gauze tracers that follow their limbs in the wake of sudden movements on the Vagrant's part. Although this is a ready way to tell them apart from normal people or spooks, most projectors would not recognize what they were dealing with, and may even assume that the Vagrant is a Spectre of some kind.

Advantages: Vagrants' most obvious advantage is their ability to use their Horrors without needing to project first. Their Horrors are always available to them, as long as they have sufficient Vitality to use it. They are able to interact with both the living and the dead at all times, without the need to manifest or project. Vagrants also regain Vitality at half the rate that Skimmers do. Additionally, Vagrants are able to use Vitality to heal some of their wounds. A Vagrant can heal bashing damage at the rate of three Vitality per level, and can downgrade lethal damage to bashing at a cost of five Vitality per level.

Disadvantages: Vagrants are constantly distracted by their dual states, as their consciousness is spread through both. Because of this, all Wits and Dexterity rolls have their difficulties increased by one. They are also always vulnerable to attacks from both the living and the spiritual, with all their wounds being inflicted on their physical bodies like Skimmers, although they soak spiritual damage as Skimmers would as well. Additionally, some of their Horrors also function differently for them, due to the limitations imposed by a physical body (see The Vagrant Condition).

Signature Character: Jessica “Jessie” Davis

The Davis family never thought that they'd have a child of their own. The doctors told Henry that his low sperm count all but guaranteed that he'd die childless. Their trip to Germany seemed to provide the perfect solution to their troubles. When they returned from their year long honeymoon, they brought a child with them. The fact

that their son had platinum blonde hair possessed by neither parent didn't concern them. They finally had their perfect child.

It wasn't until years later that Andrea Davis conceived their daughter. Although Andrea initially loved Jessica dearly, that love eventually turned to neglect. Always selfish, Andrea became more concerned with the weight that just wouldn't go away. Her child's well-being took a backseat to Andrea's vanity, a situation that only became worse when Jessie began to grow into a beautiful young girl. Unable to bear having a child prettier than herself, Andrea took to punishing Jessica severely for any misbehavior, both real and imagined.

Jessie's earliest memory is of her parents' leaky basement, with nothing but spiders and the occasional mouse for company. She would spend much time there during her childhood and her high school years. Her mother's abuse was matched only by that of her brother, who was encouraged to treat her however he saw fit. As he grew older, her brother's abuse became far worse, as he mastered the arts of emotional and sexual abuse as well.

Even the most timid of victims have their limits, though. Jessie reached hers on the night of her high school graduation. Her parents, fearing an imagined sign of independence, sought to lock her back in the basement. A lucky kick gave her the chance to escape, and her parents found themselves trapped in the same prison they'd reserved for their daughter. That night, Jessie took everything she could and ran away to the nearest big city in an attempt to disappear.

Life on the street proved difficult, and Jessie was forced to sell drugs to support herself. She bounced back and forth between cheap motels and homeless shelters, always

fearfully that her brother or some of his military friends might track her down. Her beauty forced her to change employers frequently, as most felt that she could earn them more money as a prostitute than as a drug dealer. Although this allowed her to maintain what little remained of her innocence, it also prevented her from gaining any lasting position with any of the gangs she worked for. One of her former employers not appreciate this perceived betrayal, though. When he found that she was now working for a rival gang, he made an example of her.

Jessie woke from her coma eight weeks later. The doctors hadn't discovered her identity, but they'd still done everything in their power to treat her extensive injuries. They feared brain damage, though, as she described things that only she could perceive. When Orpheus Group learned of her case, they suspected that the unknown girl might have projector potential. They sent two agents to approach her in the hospital, and were shocked at the visible fear she had of the agents. Jessie did not listen to their entire offer. Mistaking the agents for military officers in civilian clothing, Jessie only grasped that they wanted to take her somewhere. Fearing their intentions, she attempted to escape, somehow hurting one of the agents without even touching him. She fled the hospital, without any concern for her injuries. Orpheus suspects that she is a Spectre of some kind, and seeks to find her for study. Jessie only seeks a safe place where she can hide.

The Vagrant Condition

Innate Powers

- Dead Eyes - Normal
- Detect Nature Group - Normal
- Incorporeal/Invisible - Doesn't function
- Misery Loves Company - Normal
- Sense Lifeline - Normal
- Sever the Strand - Normal
- Thievery - Normal

Manifestation

- 0 Vitality - Weirdness
- 1 Vitality - Weird manifestation form covers body in thin layer of gauze. This gauze will negate one health level of damage before losing the manifested form.
- 2 Vitality - Manifestation is not obvious, but covers the vagrant in a layer of gauze that will absorb two health levels of damage before losing the manifested form.

Stains

Vagrants can manifest their stains normally to the spiritual. They can bring them into the physical by spending one Vitality to create a layer of gauze over themselves.

Sidebar: Projected Vagrants

Some Horrors allow a Vagrant to temporarily project themselves from their body. When in this state, they function as Skimmers in every way. Horrors function as they would for any other projected entity, wounds travel back to the body, and they do not suffer the split attention that they usually do. This state only lasts until the duration granted by the Horror used has lapsed, at which point they will automatically ripcord back to their body with all the resulting effects.

Vagrants by Shade

Banshee

Manifestation forms

- Vitality 0 - Whispering Echoes
- Vitality 1 - Pale, 'floaty'

Horrors

- Wail: Normal, functions as though manifested. Violent uses require soaking 1 bashing (dif. 5).
 - Benefit – Normal
 - Spite Fueled – Normal
- Forebode: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Screaming Nothing: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Storm Gloam: Normal

Haunter

Manifestation forms

- Vitality 0 - Weird reflection
- Vitality 1 - Covered in watery caul

Horrors

- Inhabit - Additional Vitality required, and contact must be maintained.
 - Benefit – Normal
 - Spite Fueled – Normal, but contact required.
- Witch's Nimbus: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Broadband Ghost: 1 additional Vitality to take energy form. Maintains projected form for as long as they maintain energy form, plus 2 turns for each Vitality expended afterwards, before ripcording back to body.
 - Benefit – Normal

- Spite Fueled – Functions normally, causing projection and allowing the Haunter to stay projected for 3 turns per Spite tapped after leaving the energy form.
- Hell on Wheels: As normal, except that the vagrant's body takes up one of the passenger spaces.
 - Benefit – Normal
 - Spite Fueled – Normal, except the Vagrant's body is contained within the form
- Escher's corkscrew: 1 Additional Vitality required, and contact must be maintained.

Marrow

Manifestation forms

- Vitality 0 - Animal companion
- Vitality 1 - Swarm or beast

Horrors

- Flesh Flux: Must be manifested with 1 or 2 Vitality, and new form must be able to contain natural form.
 - Benefit - Normal.
 - Spite - Normal, but with the same requirements as the Vitality form.
- Familiar: Capable of summoning physical and ghostly animals simultaneously. By spending 1 Vitality per animal, they can also allow ghostly animals to manifest.
 - Benefit – Normal
 - Spite Fueled – Normal
- Legion Born: Causes the spook to project for as long as he maintains the swarm. If divided, the swarm can animate the body enough to to move it slowly, but not enough to take actions.
 - Benefit – Normal
 - Spite Fueled – Normal, but with the same requirements as the Vitality fueled.
- Nightmarish Gestalt: Requires manifestation of one or two Vitality, and one additional Vitality to make their flesh capable of absorption. At the end of the duration, they must soak a number of lethal damage equal to the Vitality expended.
 - Benefit – Normal
 - Spite Fueled – Normal
- Clay Jars: Normal.

Orphan-Grinder

Orphan-Grinders must have been Spectres at some point before they became Orphan-Grinders, and therefore can never be of the Vagrant Lament.

Phantasm

Manifestation forms

- Vitality 0 - Scrabbling shadows
- Vitality 1 - Encased in shadows

Horrors

- Bedlam: Functions normally, except that they don't need to manifest in order to affect the living.
 - Benefit – Normal
 - Spite Fueled – Normal
- Sandman: This Horror functions normally, although when altering dreams, the Vagrant must maintain physical contact with the target's head.
 - Benefit – Normal
 - Spite Fueled – Normal
- Dream-Walker: Any effects beyond the zero Vitality expenditure requires an additional Vitality to pull from the body. The Vagrant is then able to travel through dreams, and stay projected for 10 minutes for each Vitality expended, at which point they shall automatically ripcord back to their body. This duration can be extended by 30 minutes by spending a Willpower point, and succeeding in a Willpower roll, difficulty 7. Regardless of remaining duration, the Vagrant will snap back to their body if either of the humans who made the travel possible awakens. A vagrant can also use their own dreams as a travel tool. By spending a Willpower point and the necessary Vitality, a Vagrant can travel in their sleep. While sleep-projecting, the Vagrant suffers a -3 penalty to all rolls, as their mind is still partially asleep. Their projection lasts until either they or the dreamer they traveled to awakens. While projected, they function like a sKimmer. No physical fatigue, but no regaining Willpower, either.
 - Benefit – Normal
 - Spite Fueled – Normal
- Draw Forth – Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Terrible Madness - Normal

Poltergeist

Manifestation forms

- Vitality 0 - Object magnet
- Vitality 1 - Objects cling to body, kind of like armor

Horrors

- Helter Skelter: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Congeal: Unless manifested, tools remain in spirit, allowing them to use their physical hands while still having the tool unmanifested. Manifesting causes the hands to be encased in the gauze that makes up the tool.
 - Benefit – Normal
 - Spite Fueled – As above, but +1 lethal damage per Spite tapped.
- Anathema: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Rend and Rake: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Puppet Storm: Normal

Skinrider

Manifestation forms

- Vitality 0 - 'Aura of randomness' (people randomly twitch or move without intending to)
- Vitality 1 - Appears covered in cobwebs and fog, wrapped in silver strands

Horrors

- Puppetry: One extra Vitality required, and contact must be maintained. Can also possess their own body, functioning as a normal mortal for the duration of the Horror, which is still limited by the Vitality expended.
 - Benefit – Normal
 - Spite Fueled – Functions normally, but physical contact must still be maintained.
- Juggernaut: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Contaminate: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Doppelganger: If the target has larger dimensions than the Vagrant, the character can take the form, but must be manifested at 1 or 2 Vitality first. If the target is equal to or smaller in dimensions, an additional Vitality must be spent, and the character must soak 2 lethal damage from the change. Otherwise, this Horror functions normally.
 - Benefit – Normal
 - Spite Fueled – Normal
- Mob Rule: Normal

Wisp

Manifestation forms

- Vitality 0 - Light emerges from within the Wisp, resulting in glowing eyes and light from the Wisp's open mouth
- Vitality 1 - Blurred, luminescent form

Horrors

- Unearthly Repose: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Storm-Wending: The most useful Horror for projection. The Wisp must spend 1 additional Vitality to get out of their body, but will stay projected for 10 minutes for each Vitality spent. Further uses of Storm-Wending will prolong this duration, and the Wisp can also extend this duration by an additional 30 minutes by spending a Willpower point and succeeding at a Willpower roll, difficulty 7.
 - Benefit – Normal
 - Spite Fueled – Causes projection, but otherwise functions as it normally would.
- Beckon Relic: Functions as normal, and the relic is automatically manifested.
 - Benefit – Normal
 - Spite Fueled – Normal, but manifested
- Consume: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Ecstatic Crusade: Normal

Wraith

Manifestation forms

- Vitality 0 - Seems inhuman and creepy
- Vitality 1 - Dark, bony exoskeleton

Horrors

- Stigmata: Normal. The Vagrant will suffer minor internal bruising and will bleed from the eyes, but no actual damage is done.
 - Benefit – Normal
 - Spite Fueled – Normal
- Inner Demons: Normal. Must spend one additional Vitality to manifest Stains to the living.

- Benefit – Normal
- Spite Fueled – Must be manifested in some way (or already have stains manifested to the physical) to use stains against physical opponents, but otherwise functions normally.
- Despair: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Army of Darkness: Normal
 - Benefit – Normal
 - Spite Fueled – Normal
- Sympathy Pains: Normal