

# THIS IS A SAD PLACE, WHERE GHOSTS LIVE

This is a house, where ghosts live.  
It houses the living, who are sad.  
Their sadness feeds sadness. Their fear breeds fear.

This house has ghosts, who are not sad.  
Their successes impart joy. Their failures impart sadness.  
Their triumphs instil courage. Their blunders instil fear.  
This is a sad place, where ghosts live

## HOW TO PLAY

You are ghosts living in an old house. You cannot remember who you were before, but you know that you were people once. You can communicate easily with each other, but it is difficult to communicate with the living. You can exert some control over the physical world, but it does not always go to plan. Your GM determines the result of actions, controls the Residents, and sets the scenes in which they appear.

You have three types of action for interacting with the material world:

- APPARITION allows you to take form in the physical world.
- POLTERGEIST allows you to make a noise or exert some control over an object.
- POSSESSION allows you to exert some control over a person.

Every time you attempt one of these actions, roll a d20 and compare the result to the action table.



RESULT	APPARITION	POLTERGEIST	POSSESSION
1-3	You appear as a wild, screaming apparition. 2 REPERCUSSIONS	You create a loud, frightening sound, or interact violently with an object without control. 2 REPERCUSSIONS	You move the person forcefully and without control. 2 REPERCUSSIONS
4-10	You fail to manifest. Reroll +2	You pass right through or remain silent. Reroll +2	You pass right through. Reroll +2
11-15	You appear in a vague, spectral form and can make noises, but cannot form words. 1 REPERCUSSION 1 DEVELOPMENT	You make a small, indistinct noise or gently move an object, once. 1 REPERCUSSION 1 DEVELOPMENT	You gently move the person, once. 1 REPERCUSSION 1 DEVELOPMENT
16-19	You manifest fully for a few seconds in a specific form and can manage a few words. 1 REPERCUSSION 2 DEVELOPMENTS	You make a short, clear sound or gain control of an object for a few seconds. 1 REPERCUSSION 2 DEVELOPMENTS	You can control the person for a few seconds: they have a confused memory of the event. 1 REPERCUSSION 2 DEVELOPMENTS
20+	You successfully manifest in a specific form and have full control for a minute. 2 DEVELOPMENTS	You make distinct, clear sounds or gain full control of an object for a minute. 2 DEVELOPMENTS	You have total over the person control for a minute and they consider the actions their own. 2 DEVELOPMENTS



## REPERCUSSIONS AND DEVELOPMENTS

Actions can have REPERCUSSIONS or offer DEVELOPMENTS.

REPERCUSSIONS have a NEGATIVE impact on the house and its RESIDENTS.

DEVELOPMENTS have a POSITIVE impact on the house and its RESIDENTS.

When there are REPERCUSSIONS, the GM chooses from the table below and explains how the REPERCUSSION unfolds narratively. When there are DEVELOPMENTS, the Ghost chooses from the table and explains how the DEVELOPMENT unfolds narratively.

REPERCUSSIONS	DEVELOPMENTS
Your action imparts SADNESS to/ instils FEAR in one Resident	Your action imparts JOY to/instils COURAGE in one Resident
Your action creates NEGATIVE INFLUENCE from one Resident to another	Your action creates POSITIVE INFLUENCE from one Resident to another
Your action gives -2 to the next roll of a d20 by any ghost	Your action gives +2 to the next roll of a d20 by any ghost
Your action gives +1 to the next POSITIVE INFLUENCE roll for a Resident	Your action gives -1 to the next NEGATIVE INFLUENCE roll for a Resident
Your action gives -1 to the next NEGATIVE INFLUENCE roll for a Resident	Your action gives +1 to the next POSITIVE INFLUENCE roll for a Resident

If the REPERCUSSION or DEVELOPMENT allows you to immediately impart SADNESS/JOY or instil FEAR/COURAGE, then you do not need to roll described below in INFLUENCE. The SADNESS/JOY or FEAR/COURAGE is imparted/instilled immediately.

## INFLUENCE

When an action creates POSITIVE or NEGATIVE INFLUENCE from one RESIDENT to another, the actions of one RESIDENT impart JOY/ SADNESS or instil COURAGE/FEAR in another RESIDENT. When you do this, describe how the RESIDENT's actions manifest.

When an action creates POSITIVE or NEGATIVE INFLUENCE from one RESIDENT to another, the ghost whose action caused the INFLUENCE rolls a d6. If the result is equal to or below the influencing RESIDENT's score in the attribute, then the INFLUENCE is successful. On a success, move a point in the desired direction for the receiving Resident. If the result is above their attribute, then the influence has no effect.

## RESIDENTS

The ghosts share this house with the living. They are RESIDENTS. The house has a number of RESIDENTS equal to the number of ghosts +1.

RESIDENTS have two pairs of attributes : JOY/SADNESS & COURAGE/FEAR.

JOY & SADNESS relate to the RESIDENTS' lives and emotional state.

When an action imparts JOY to a RESIDENT, move a point from SADNESS to JOY. When an action imparts SADNESS to a RESIDENT, move a point from JOY to SADNESS.

FEAR & COURAGE relate to the RESIDENTS' acceptance of the ghosts in their house.

When an action instils COURAGE in a RESIDENT, move a point from FEAR to COURAGE. When an action instils FEAR in a Resident, move a point from COURAGE to FEAR.

You CANNOT move a point in any other way. A point cannot move from JOY to FEAR, nor can you move a point from SADNESS to COURAGE.

The GM chooses which Residents live in the house. Some examples are given in the table.

RESIDENT	JOY	SADNESS	COURAGE	FEAR
BELIEVER	4	2	3	3
BRAVEHEART	4	2	5	1
FEARFUL	3	3	1	5
LIGHTHEART	5	1	2	4
MOURNER	1	5	2	4
PURE	4	2	2	4
SCEPTIC	3	3	4	2

## THE END

Your goal is to promote JOY in the house and avoid instilling FEAR.

When all of the RESIDENTS have reached 6 JOY, your work is complete and you can pass on to the other side in peace to enjoy your final rest and be reunited with your memories.

If all RESIDENTS reach a FEAR of 6, then an Exorcist is called and you are banished from the house. You will remain between worlds forever, with no memory of who you were and no way of passing on to your rest.

Go, little ghost, and spread Joy where you can.



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