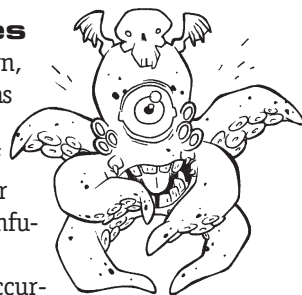


this play structure as a guide, the GM and players know what is expected of them at various stages of the game. The fun, of course, comes from doing stuff in each stage.

The World of InSpectres

InSpectres takes place in a modern, metropolitan setting where ghosts, demons and things that go bump in the night are real, documented and seen as sources of annoyance and embarrassment (rather than just the usual standards of fear, confusion and revulsion).



In order to deal with the rising occurrences of supernatural infestations, a small start-up called InSpectres, Inc. was founded by a team of parapsychologists, ghost hunters and tech-heads looking for a way to make money without doing the normal 9-5 grind. Their service is designed to enable clients to confidentially contact the InSpectres and have their supernatural infestations investigated and (hopefully) eliminated.

Of course, you can set your game anywhere you want ... rural towns and foreign countries have their share of weird problems, maybe even more than the Big City and its suburbs. The InSpectres franchise creation rules enable you to run anything from a low-rent start-up to an established business (or even the Main Office itself!). Do you want to delve into a world of second-hand furniture, irate creditors and carryout? Or would you rather explore a bustling enterprise and all the bureaucracy and red tape that comes with it?

Ultimately, the "World of InSpectres" is just a big sandbox in which to play. There are no hard, fast rules or cordoned-off areas marked "DO NOT CHANGE!" The heart and soul of the game is its premise and play structure ... everything else is just an excuse to make a mess and have fun.

There's lots of room in this game for your own ideas. As I said earlier, some people have gone hog-wild with their own custom-built settings. So can you! Just take into account how the game works and start from there. The game is not just about colorful characters that investigate supernatural threats. It's also about players that get to decide the How and What and Why of the game, rather than just relying on the skill and imagination of one person: the Game Master.

This is collaborative storytelling without a net.



2. Creating your Agent



What kind of person quits their day-job in order to take up the rather odd career of professional ghost hunting? Well, all kinds of people, really ... and that's where you come in. InSpectres agents come from all backgrounds, all walks of life. Amateur para-psychologists, occult scholars, ex-military or law enforcement, tech-heads, used car salesmen, pro football players and ex-strippers have all found their place in the InSpectres family.

But no matter what their background, you should come up with a reasonable explanation why your characters would want to undertake such a radical career change.

Like the sign says, "You don't have to be crazy to work here ... but it helps."

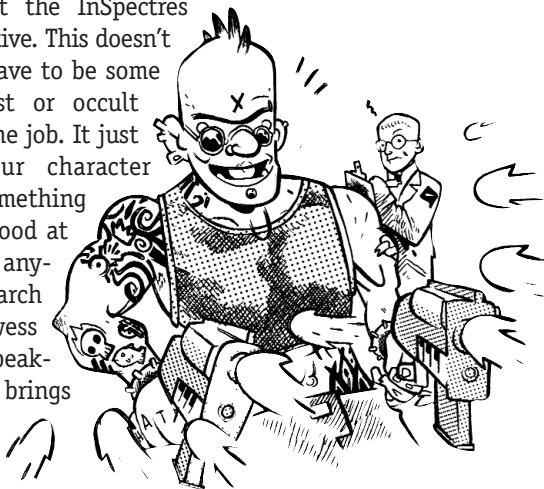
Character Guidelines

First, come up with a name and a basic personality for your character. It helps to also come up with his or her former occupation (even if said occupation is “couch potato”). As far as quirkiness and mental instability, well, weirdoes are fine. Just remember a few guidelines:

If your character is so “out there” that he or she wouldn’t get hired in the first place, then you should probably tone it down a bit or come up with a new concept. InSpectres is a business, first and foremost, and that twitchy gun nut with the tattoos might not be conducive to a stable work environment. Of course, the smaller the franchise, the more leeway they’re willing to give to possible new hires.

If your character is a loner, argumentative or completely unreliable, he won’t last long in the close-knit team structure of the franchise. You don’t have to get along with everyone, but you can’t be a dickhead and expect to be hired or stay employed.

Lastly, your character needs to have some special skills or field of expertise that the InSpectres would find attractive. This doesn’t mean that you have to be some whiz-kid scientist or occult librarian to get the job. It just means that your character should have something that he’s really good at – this could be anything from research to physical prowess to a pleasant speaking voice. Which brings us to skills...



Agent Skills

Okay, so you have your basic character concept in mind. Now you need to assign skill points to that character to flesh him or her out in terms of the game mechanics.

There are four skills in this game, each covering a field of expertise: