

GHOST EATER

The realization that souls were not only real but that they also were the fuel that allowed Soulstones to function was a major blow to people's psyches. While the Guild made it a point never to actually come out and confirm that Soulstones trapped the souls of the dead, it wasn't exactly a leap for people to make the connection. Even the name "Soulstone" stuck in the minds of the general populace.

Despite this general acceptance of how Soulstones function, most people are surprised to learn that there are humans who are capable of trapping the souls of the recently dead. In a way, these rare individuals function much like living Soulstones, trapping and feeding upon the souls of the fallen to increase their own magical power.

Ghost Eaters originated in the ancient days of the Three Kingdoms. The Ghost Eaters existed as a secret group of spiritualists and sorcerers who feasted upon souls and teased the secrets of the aether from the spirits they snatched from the spirit world. The terrified peasants who suffered under the rule of these immortal sorcerers called them the Jiangshi, believing them to be undead predators.

When the Breach was first opened, the Jiangshi were among those present, and the resulting devastation all but destroyed their order. Only a few survived, and years later they were called upon by the Three Kingdoms to train a new generation of Ghost Eaters as living weapons during the Black Powder Wars.

While the vast majority of Ghost Eaters are natives of the Three Kingdoms (and students or descendents of the Ghost Eaters who fought in the Black Powder Wars), there are a few among their number who hail from other areas. Often times, these unsuspecting individuals will come across an ancient Three Kingdoms reliquary and learn the art from the spirit housed within its frame, essentially learning at the feet of an ancient master.

Others stumble across the ability to devour souls accidentally, either as a result of forbidden magics or perhaps even from a séance gone horribly wrong.

STARTING

A Ghost Eater begins the game with a Reliquary (pg. 142).

ON THE PURSUIT: DARKEST MAGIC

Whenever this character fails a Magic duel during Dramatic Time, she may draw a card. During the Epilogue, a character on this Pursuit may advance in any Magical Skill in addition to those Skill Advancement options presented by the Fatemaster.

ADVANCEMENT

STEP	TALENT
0	Harvest Chi
1	Spirit Barrage or Quickener
2	General Talent
3	Instill Youth or Transcendence
4	General Talent
5	Pull of the Grave or In the Spirit World
6	General Talent
7	Fortify the Spirit or Revitalize
8	General Talent
9	Spiritual Guidance or Humpo Assault
10	Resurrection

At each step, a Ghost Eater gains the Talent listed below:

**I HAVE MASTERED THE DARKEST
MAGIC. MY SPIRIT SWIMS IN IT,
FEEDING ON THE SOULS OF THE WEAK...**

**- YONG LIM, DEMONSTRATING WHY
HE DOESN'T HAVE ANY FRIENDS.**



HARVEST CHI

The Ghost Eater is a spiritual parasite who feeds on the deaths of others by consuming their souls.

When a Living or Spirit character of at least Minion rank or higher is killed within 8 of this character, she may choose to harvest its soul and gain the following Condition: "**Chi +1**: This character adds +1 to the final duel total of any Spell or Manifested Power she casts (to a max of +3). After resolving a Spell or Manifested Power cast by this character, lower the value of this Condition by exactly 1."

If two or more characters with this Talent attempt to harvest the same soul, only the closest character gains the **Chi** Condition. Souls harvested with this Talent do not recharge nearby Soulstones and cannot be contacted via the Seance Talent of Mediums.

SPIRIT BARRAGE

As spiritual energy builds up within the character, she learns how to harness it into an attack. This character gains the following Manifested Power:

SPIRIT BARRAGE				
ACTING VALUE	AP	TN	RESIST	RANGE
Tenacity + Necromancy	1	-	Df	12 or 1

Effect: Target suffers 2/3/4 damage. When declaring this Action, the caster may lower her **Chi** Condition by up to 3 points (to a minimum of 0). For each point of **Chi** lowered in this way, this attack gains + to its Attack and Damage flips.

QUICKENER

Time passes strangely in the spirit world. At times it seems to speed past the mortal realm as if the living were trapped in molasses while other times it slows down to a crawl. When the character consumes a soul, she briefly steps into the spirit world, allowing her to move with supernatural speed.

When this character gains the **Chi** Condition, she may immediately push up to 2 yards in any direction after resolving the current Action.