POLTERGEIST

"Who are you?" You turn to see an unlikely and ragtag group assembled behind you. "Did you get a letter, too?" In fact, you all received a letter telling you to come to this place -- a letter telling you that there was a mystery waiting to be solved... and a bounty waiting to be claimed.

POLTERGEIST is a one-shot RPG system played with a D6. A DM will randomize the environment, while players attempt to figure out HOW the victim was killed, WHERE they were killed, and WHO killed them.

Roll a D6 for each setting attribute, circling the selected.

1. Ancient	3. Destroyed	5. Futuristic
2. Opulent	4. Mechanical	6. New
1. Mansion	3. House	5. Factory
2. Fortress	4. Warehouse	6. Business
1. High Fantasy	3. Cyberpunk	5. Historical
2. Steampunk	4. Real World	6. Magical

Roll a D6 for each murder attribute, circling the selected.

1. Lover	3. Partner	5. Accidental
2. Sibling	4. Serial Killer	6. Suicide
1. Poison	3. Blunt Force	5. Stabbing
2. Explosion	4. Suffocation	6. Dismemberment
1. Basement	3. Outside	5. Main Room
2. Bathroom	4. Office	6. Roof Top

CHARACTER GENERATION

Each player rolls for their character personality. Each player also gets 2 points which they can allocate into "MIND," "BODY," or "SPIRIT", either together or separately. Anything not specified by the dice rolls can be defined by the player.

1-2. Old
3-4. Young
5-6. Middle-Aged

1. Clever	4. Practical
2. Funny	5. Brave
3. Trusting	6. Charming

1. Forgetful	4. Messy
2. Impatient	5. Lazy
3. Greedy	6. Ill-Tempered

Example: You are an old man, who is funny but ill-tempered. You have 1 in MIND and 1 in SPIRIT.

EXPLORING AND INVESTIGATING

Every time a new room is entered, the DM may roll for CLUES. Clues are written down and handed SECRETLY to the player who WON. EVERY CLUE will test either "Mind," "Body," or "Spirit." Players will roll a d6 to test, adding their modifiers to the test. The player with the highest modified roll WINS THE CLUE. Ties go to the person with the highest natural roll.

Players may also choose to INVESTIGATE an already entered room. If they do so, they can choose their skill test, but must roll it unmodified. All players still participate int skill test.

1 to 2: Mind
3 to 4: Body
5 to 6: Spirit

1 to 2: How they were killed
3 to 4: Where get were killed
5 to 6: Who killed them

Example: "You all see a locked box in the middle of the room. It will take strength to open." (Body Test) "It is a love letter."

ROLLS REQUIRED FOR SUCCESS

Easy: 2+
Medium: 3+
Hard: 5+
Very Hard: 6

Apart from this, the game is played by CHALLENGING PLAYERS. The DM will construct challenges for the players to face, such as locked doors. These will always be resolved by a d6 roll of MIND, BODY, or SPIRIT. Challenges can be EASY, MEDIUM, HARD, or VERY HARD.

POLTERGEIST ACTIVITY

When a player rolls a "1," POLTERGEIST ACTIVITY OCCURS. Roll 2d6.

2. Active player changes one of their personality traits.	8. Nothing happens.
3. The method of murder changes randomly.	9. Active player gains an additional stat.
4. The murderer changes randomly.	10. Active player loses one of their stats.
5. Players are teleported to a known location.	11. Active player moves one of their stats.
6. A clue is discovered (roll for a new clue).	12. The location of the murder changes randomly.
7. Players discover a new location.	

THE END OF THE GAME

At ANY TIME IN THE GAME, a player can guess HOW the victim was killed, WHERE the victim was killed, and WHO killed them. If they are correct, they win the $10,000 bounty and the game ends. If they are incorrect, they lose a stat point (these can't go negative). If, at any time, 20 clues have been handed out, the game ends and the murderer gets away.