

# Play Material for Chinese Ghost Stories We Tell Ourselves

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## Family Members

### **Grandparent**

What do others expect of you?

What are you sacrificing to live up to your duties?

What evils are you shielding your family?

How do you bring honour to your family?

What family secret are you holding?

**Inner demon you try to mask:** Pride, Vanity, Greed, Gluttony, Lust, Wrath, Sloth, Envy

### **Red Strings of Fate:**

----- is the only person that brings honour to this family and is training to lead the family.

Describe an accomplishment of theirs that you hold proud and never fail to tell others about.

----- needs constant advice and guidance. Describe a time this person brought dishonour to the family.

## Advancement Trees

### Success

#### **SAGE**

**OR**

Gain +10 Intellect Family Stat

When gained, the table answers: How did you set up this family for success?

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#### **SAGE**

**OR**

Gain When It Goes Awry

When gained, table answers: How do you lead the way?

Roll Voice, above your percentage:

Narrate an anecdote of how older generations resolved a conflict to find an opportunity for a family member and optionally, self reflect to remove a advancement from the failure tree

Below your percentage: Narrate how your anecdote fuels misery and misfortune and choose a move from the Failure Advancement Tree.

#### **ANCESTOR**

Gain +10 Blood Family Stat

When gained, the table answers: How does the family take care of the elderly?

#### **ANCESTOR**

Gain When They Require Mentorship

When gained, the table answers: Who are you mentoring to do what?

Roll Blood, above your percentage:

Provide an anecdote of how you would have done something to provide +10 to another family member's role. Optionally, self reflect to remove a advancement from the failure tree

Below your percentage:

Narrate how your mentorship has caused chaos in another family member and choose a move from the Failure Advancement Tree

### Failure

#### **ATTENTION SEEKER**

**OR**

Gain +10 Voice Family Stat

When gained, the player answers: Why do you believe the family needs the grandparent, when in reality, you need the family?

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#### **ATTENTION SEEKER**

**OR**

+10 to Voice Family Stat

Gain When Someone Threatens your Power

Narrate how you put them in their place and reverse their decision

Player answers when gained: Why must you not let go of power?

#### **IDEALIST**

Gain +10 Voice Family Stat

When gained, the player answers: How do you control the family with an iron fist?

#### **IDEALIST**

+10 to Intellect Family Stat

Gain When Someone Blames You For Their Mistakes

Narrate

Player answers when gained: Why do you avoid confrontation?

## **Mother**

### **History Questions:**

What do others expect of you?  
What are you sacrificing to live up to your duties?  
What evils are you shielding your family?  
How do you bring honour to your family?  
What family secret are you holding?

**Inner demon you try to mask:** Pride, Vanity, Greed, Gluttony, Lust, Wrath, Sloth, Envy

### **Red Strings of Fate:**

----- requires nurturing, describe a time you helped them in their time of need.  
----- draws evil spirits to them. Describe a time you have chided their foolishness and rectified their mistake.

### **Advancement Trees**

#### **Success**

#### **QUEEN**

**OR**

#### **PHOENIX**

Gain +10 Intellect Family Stat  
When gained, the table answers: How do you lead this family to success?

Gain +10 Blood Family Stat  
When gained, the table answers: How do you uphold tradition in this family?

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#### **QUEEN**

**OR**

#### **PHOENIX**

Gain When You Shape Reality and Destiny  
+10 Intellect Family Stat  
When gained, table answers: How are you the glue that brings everyone together in the family?  
Roll Blood, above your percentage:  
Narrate how your powers of persuasion, diplomacy or loyalty resolves a conflict  
Below your percentage:  
Narrate how you reveal a family secret, escalates a conflict and choose a move from the Failure Advancement Tree

Gain When There is Room to Grow  
+10 Blood Family Stat  
When gained, table answers: How does your quick thinking elevate the honour of the family?  
Roll Intellect, above your percentage:  
Narrate how you assisted in the success of a family member's action and get the spotlight. Optionally, self reflect to remove a advancement from the failure tree  
Below your percentage:  
Narrate how your actions and final decision making caused embarrassment for your family and choose a move from the Failure Advancement Tree

## Failure

### DESPOT

OR

Gain +10 Voice Family Stat  
When gained, the player answers: What are you judgmental of in others?

### CAGED BIRD

Gain +10 Voice Family Stat  
When gained, the player answers: Why do you fear abandonment from your family?

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### DESPOT

OR

+10 to Voice Family Stat  
Gain When You Experience a Personal Slight, Turn to Uncontrollable Rage  
Narrate how you allow the ghost to harm another family member to gain +10 to a roll  
Player answers when gained: Why do you turn to rage?

### CAGED BIRD

+10 to Intellect Family Stat  
Gain When "Symbolic" Children Start to Stray from the Coop  
Narrate your absolute possession of your symbolic children and how you negate one of their actions  
Player answers when gained: Why do you feel you need to be needed?

## Father

What do others expect of you?  
What are you sacrificing to live up to your duties?  
What evils are you shielding your family?  
How do you bring honour to your family?  
What family secret are you holding?

**Inner demon you try to mask:** Pride, Vanity, Greed, Gluttony, Lust, Wrath, Sloth, Envy

### Red Strings of Fate:

----- requires more self discipline. Describe a time you needed to remind them of their loyalty and how their actions affect this family.

----- knows of your insecurities and weaknesses. Describe a time you failed in your duties and how you bribed them to stay silent?

## Advancement Trees

### Success

#### PROTECTOR

OR

Gain +10 Voice Family Stat  
When gained, the table answers: What are you protecting the family from?

#### DRAGON

Gain +10 Intellect Family Stat

When gained, the table answers: How do you uphold tradition in this family?

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### **PROTECTOR**

**OR**

Gain When it All Goes Wrong

When gained, table answers: How do you make your presence known to others?

Roll Voice, above your percentage:

Narrate a preparation you did to prevent catastrophe and optionally, self reflect to remove a advancement from the failure tree

Below your percentage:

Narrate how your preparations create further disasters and choose a move from the Failure Advancement Tree

Roll Intellect, above your percentage:

Narrate how you assisted in the success of a family member's action and get the spotlight.

Optionally, self reflect to remove a advancement from the failure tree

Below your percentage:

Narrate how your actions and final decision making caused embarrassment for your family and choose a move from the Failure Advancement Tree

### **DRAGON**

Gain When its Going Your Way

When gained, table answers: How does your quick thinking elevate the honour of the family?

### **TYRANT**

**OR**

Gain +10 Voice Family Stat

When gained, the player answers: What are you protecting the family from?

### **Failure**

### **WEAKLING**

Gain +10 Intellect Family Stat

When gained, the player answers: How do you uphold tradition in this family?

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### **TYRANT**

**OR**

+10 to Voice Family Stat

Gain When Someone Threatens your Power

Narrate how you put them in their place and reverse their decision

Player answers when gained: Why must you not let go of power?

### **WEAKLING**

+10 to Intellect Family Stat

Gain When Someone Blames You For Their Mistakes

Narrate

Player answers when gained: Why do you avoid confrontation?

### **Child**

What do others expect of you?

What are you sacrificing to live up to your duties?

What evils are you shielding your family?

How do you bring honour to your family?

What family secret are you holding?

**Inner demon you try to mask:** Pride, Vanity, Greed, Gluttony, Lust, Wrath, Sloth, Envy

**Red Strings of Fate:**

----- approval is one that you constantly seek. Describe a time you were close to hearing the words, "I'm proud of you," but weren't good enough.

----- is someone you look up to. Describe a time they acted in a way that you wanted to mirror.

**Advancement Trees**

**Success**

**Son**

Hero

**OR**

Heir

Gain +10 Voice

Gain +10 Blood

When gained, the table answers: How do you expand your independence?

When gained, the table answers: How did you solidify your place as heir in the family?

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**HERO**

**OR**

**HEIR**

When You Approach Adversity, Take on the Challenge

Gain Remind others of your Mandate of Heaven

+10 Voice

+10 Voice

When gained, the table answers: How do you display bravery in the face of fear?

When gained, the table answers: How do you plan on carrying out your father's legacy?

Roll Blood, above your percentage:

Roll Voice, above your percentage:

Narrate how you self-regulate your emotions to find an opportunity to resolve a conflict. Optionally, self reflect to remove a advancement from the failure tree

Narrate how your decisive action protects a family member from harm, adding +20 to another family member's roll

Below your percentage:

Below your percentage:

Narrate how your actions puts another family member in harm's way and choose a move from the Failure Advancement Tree

Narrate how you fail in your duties as the son and choose a move from the Failure Advancement Tree

**Failure  
Son**

**BULLY**

**OR**

Gain +10 Voice Family Stat

When gained, the player answers: How do you intimidate others in getting what you want?

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**BULLY**

**OR**

+10 to Voice Family Stat

Gain When Conflict Arises, Conform and Echo the Loudest Voice

Narrate how you intimidate another family member to use a move and take the spotlight if there is success

Player answers when gained: Why is it easier to be the bully?

**COWARD**

Gain +10 Intellect Family Stat

When gained, the player answers: How do you avoid direct confrontations in conflicts?

**COWARD**

+10 to Intellect Family Stat

Gain When Your Needs Aren't Met, Lash Out

Narrate why you're lashing out, select which player you want to take harm and a -10 ongoing to their rolls in the ritual scene

Player answers when gained: Why do you expect perfection and beat yourself up when you don't fulfil the self expectation?