

THE HOTCHKISS ENTITY

Alignment: Diabolic

Attributes: None

Hit Points: 70 **S.D.C.:** None

I.S.P.: 30 **P.P.E.:** 8

Horror Factor: 14

Disposition: Sinister, brooding, vengeful, full of hate, and possessive. Hotchkiss Manor is *his* home (and *his* treasure held within) and all others are interlopers that must leave or die.

Natural Abilities: Ethereal and intangible, meaning it can walk through solid matter. Its natural state is invisible, but can, for brief moments (3D4 minutes) become visible to the human eye either as a semi-transparent ghost image or completely solid and apparently real (ectoplasm). The entity can also hover and fly at a maximum speed of 20 mph (32 kph). It is impervious to all physical and energy attacks.

Psychic Powers: Bio-manipulation (pain only), empathy, empathic transmission, mind block, see the invisible, presence sense, total recall, telepathy, telekinesis, and ectoplasm. Equal to a 8th level psychic.

Attacks per Melee: 3 psychic attacks only

Bonuses: + 3 to save vs magic, + 2 to save vs psychics, + 15 to save vs horror factor, and + 1 to dodge.

Note: The haunting entity will use its own I.S.P. only when it has no choice. As a psychic vampire, a haunting entity draws on the I.S.P. of the people around it to perform its psychic feats. If there is no I.S.P. available (or used up) the creature will draw on the people's and animal's P.P.E. and convert it into usable psychic inner strength points (I.S.P.) at a rate of FOUR I.S.P. per every one point of potential psychic energy (P.P.E.). The ghost must draw ectoplasm from an unwitting human source.

Character Background: The Hotchkiss Entity was once a man known as Caleb Hotchkiss. He was a self-made man who accumulated vast wealth that he invested into his home that bears his name. Hotchkiss Manor was his obsession when Caleb was alive and it is still his obsession now that he is dead. There is a rumour that there is a vast fortune hidden somewhere in Hotchkiss Manor (the rumour is true).

He will not allow anyone to reside in *his* manor for any length of time. A person can stay in the manor for 1D2 days before the Hotchkiss Entity takes notice. Once the Hotchkiss Entity has taken notice, it will begin to drain P.P.E. from the intruder(s). He will then use his abilities to either scare people off or to harm them should they resist being scared.

