Ghost Powers

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Chilling Presence | Ap | T | 20 | 0 | -- | 2 rad | 4 | * Chill adjacent enemies (Charisma, Power) | * Burn -1 / x3 / -- / 10P * Draining Presence – Targets take 1 damage/round as long as they are chilled / x1 / +1B / 10P |
| Ectoplasmic Armor | R | N | -- | -- | -- | Self | 0 | * Armor 0/4/4 * +2 Mental/Magic Saves |  |
| Ghost Form | U | F | 30 | -- | -- | Self | M/4 | * Flight 10 * Desolid * Can be maintained out of combat | * Burn -1 / x3 / -- / 10P |
| Ghost Touch | Amt | A | 20 | -- | 0 | 1 tgt | 6 | * 1d8 + Power Psychic damage * Chill (Charisma, Power) | * Accuracy +2 / x2 / +0B / 10P * Dmg Die / x2 / +1B / 10P * Dmg Die / x2 / -2A / 10P |
| Invisibility | D | T | 30 | -- | -- | Self | M/4 | * Invisible * Can be maintained out of combat | * Burn -1 / x3 / -- / 10P |
| Mask of Fear | Arz | A | 20 | 10 | 0 | 1 tgt | 8 | * Target flees until he saves, or leaves the line of sight of the caster (Power, Charisma) | * Chill – As long as the target has Fear, he is also Chilled / x1 / +1B/ 10P * Range +4 / x3 / -- / 6P * Save DL +2 / x3 / +1B / 10P * Terror – The power does 1d6 penetrating psychic damage, and 1/round as long as the target is Feared / x1 / +1B / 10P |
| Otherworldly Knowledge | U | N | 20 | -- | -- | Self | E | * Can ask the GM one question about the future to get a vision of what might happen | * None |
| Poltergeist | Ars | A | 30 | -- | -- | 1 obj | 2 | * Substitute Power for Muscle for attack rolls, skill tests and damage * Can use Power at range to grab or strike * Attack is 2d4 + Power physical damage * But can also be used as an adder to another strike | * None |
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