Ghost Powers

Special Mechanics

* Possession – Possession is a special form of mind control where your consciousness enters the victim’s body, giving you control over him. When you possess an opponent, you leave your body in a vulnerable state. However, as soon as the control takes effect, you can toggle on Ghost Form, Invisibility and any other defensive toggles you may have to protect your body, but you must pay the burn cost for those powers while you are in possession of your opponent. You immediately return to your body once the possession ends.

Powers

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| **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 |
| Chilling Revelation | A+ | + | 20 | -- | -- | -- | 2 | * Chill (Charisma, Power) | * Burn -1 / x3 / -- / 10P * Save DL +2 / x3 / +1B / 10P |
| Ectoplasmic Armor | R | N | -- | -- | -- | Self | 0 | * Armor 0/4/4 * +2 Mental/Magic Saves |  |
| Ghost Form | U | T | 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 |
| Ghost Sight | U | N | 20 | -- | -- | Self | 0 | * You can see spirits and psychic manifestations |  |
| Horrifying Glimpse | A+ | + | 20 | -- | -- | 1 tgt | 2 | * +1d4 Psychic Damage * Can be applied to attacks that do no psychic damage, but if so, damage is applied separately against any psychic armor the target might have | * Burn -1 / x3 / -- / 10P * Dmg Step / x3 / +1B / 10P |
| Invisibility | D | T | 30 | -- | -- | Self | M/4 | * Invisible * Can be maintained out of combat * Enemies are considered Blind when attacking and defending against you | * Burn -1 / x3 / -- / 10P |
| Life Steal | Amz | A | 20 | 0 | 0 | 1 tgt/Self | 4 | * 2d4 Penetrating psychic damage * 2d4 Self Heal |  |
| 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 |
| Possession | Amz | A | 30 | 0 | 0 | 1 tgt | 8 | * Possessed (Charisma, Power) |  |
| Revenant | V | C | 20 | -- | -- | Self | E | * When you are defeated, you may spend 1 energy to keep fighting for one more round * Each round, you may spend energy to fight on * Any time you take 6 or more points of damage when you are defeated, you lose 1 energy | * Dmg Threshold +2 / x3 / -- / 10P |
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