**Ghost Powers**

**Highlights:**

* Can use super willpower at range
* Intangibility
* Invisibility
* Mental Armor

**Super Stats:**

* Willpower
* Intuition

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Chilling Presence | Aur | R | Area | -- | -- | 1” radius | 4r | * Anyone in radius must save (INU, WIL 18) or be chilled | 10 |
| Ectoplasmic Armor | Arm | N | -- | -- | -- | Self | -- | * 0/4/8 armor | 10 |
| Ghost Form\* | Utl | R | -- | -- | -- | Self | 10s | * Character is ghostly and can pass through objects * Character cannot attack or be attacked * Character can float 10” flight | 10 |
| Ghost Touch | Att | A | Touch | -- | 0 | 1 target | 6u | * 2d8 mental damage * Chilled (INU 18) | 10 |
| Invisibility | Utl | N | -- | -- | -- | Self | 4r | * Invisible * +2 defense vs. melee * +8 defense vs. missile * Can be spotted by indirect means (PER 24) | 20 |
| Mask of Fear | Att | A | Mental | 10” | 0 | 1 target | 6r | * Target flees until he saves or leaves the line of sight of the caster (WIL, INU 20) | 10 |
| Otherworldly Knowledge | Utl | N | -- | -- | -- | Self | -- | * Can make INU 20 roll to see into future | 10 |
| Poltergeist\* | Omn | A | Bolt | 8/ | 0 | 1 object | 3r or 3u | * WIL can be used as strength at range (including Super Will = Super Strength) * Can be used to grab enemy or object * Can be used to punch enemy or object | 20 |

**Additional Information**

**Chilling Presence**

* Your very presence chills the hearts of your enemies. Anyone close to you who fails their save gets the chilled status for one round.
* *Enhance Draining Presence –* Anyone who fails their save takes 1 point of damage through all armor each round they remain chilled (10)

**Ectoplasmic Armor**

* Your ghostly form is naturally resistant to energy and mental attacks.

**Ghost Form (signature)**

* You become ethereal and able to pass through physical objects at will. You cannot attack or be attacked and you gain the ability to fly.

**Ghost Touch**

* Your mere touch chills your enemies to the bone, hindering their ability to act effectively.

**Invisibility**

* You gain the invisible status which makes you hard to hit in melee and almost impossible to hit at range. Characters with keen perception can hear you, or spot you through indirect means (footprints in the grass, dust kicked up from your passing) if they make a perception save vs. DL 24.

**Mask of Fear**

* This mental attack causes the target to gain the afraid status which will cause him to flee until he can make his saving throw, or until he is out of the line of sight of the attacker.

**Otherworldly Knowledge**

* You can make an intuition check to see into the future. If you make your check, you get to as the GM a single question and your character will get a glimpse into the future that gives an answer to that question.
* The base difficulty of the check is DL 20, but the GM can use his discretion for events that are easier or harder to predict.
* This power is limited to one use per gaming session.

**Poltergeist (signature)**

* Poltergeist allows the player to apply an amount strength at range equal to his willpower score. So, if a character has a 15 willpower, Poltergeist lets him use 15 strength at range. If the character has super will, then he has super strength.
* Poltergeist can be used to punch or grab an enemy at range using his telekinetic strength. This is considered ranged combat and melee combat adders cannot be applied to this power. It cannot be used to parry an attack.
* You can purchase this power multiple times to affect multiple targets at once.
* *Enhanced Strength –* The strength of your power is increased by 1/3 (15)