The Ghost	Level:	XP:		☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Name:		Look		
		Eyes: Hollo Body: Gau	ow, Burning With Hellfire, Wis nt and Sickly, Skeletal, Active of from Beyond Death, Mourn	
Alignment		Assig	gn to your stats: 16 (+2), 15	(+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)
☐ Chaos I will do something I was to scared to do in my old life		ST	R •	INT •
□ Lawful		Strength:		Intelligence: Stunned 🗆 -
Pay a price to get closer to resolving my unfinished business	S			
☐ Good Commit an act detrimental to resolving my unfinished busin of my allies	ness if it helps one	DE		WIS •
		Dexterity	Shaky -1	CHA Confused -
Starting Moves		Constitut		Charisma: Scarred □ -
Possession When you Attempt to possess a humanoid, Roll + WIS, On a +10 you are able to successfully take over the host bod., On a 7-9, you are only able to gain partial control of the body, pick one. • The head		HP Max: HP: Max HP = 6 + Wisdom		
• The Legs		Dan	nage: D6 +	Armor:
The ArmsThe torso		Tags:	lage. Do	/ (((((((((((((((((((
 The Left half The Right half				
Death for the Undying		Race		
You are being the subsists purely on will alone and thus can't die. This doesn't mean you are above the risk of hit point loss however and given enough damage to your spectral form your tie to this realm will weaken. When you Drop below 0 hit points , take one level of detachment. Every time you take additional damage equal your max hp. Take another level. If you are healed		☐ Undead Your visage is haunting and your eyes fill your targets with an increased sense of their own finite mortality. When you are Intimidating Someone take a +1 to the role		
past an amount divisible by your max health then remove 1		☐ Rev	enant	
You are unable to speakYou forget your own name			l is strong and you refus nt. Take a +3 to your ma	
 You are unable to move or interact with the world arou You are sent for 2d6 hours to the laughing Abyss 	ınd you		ic. Take a 13 to your me	4A T II
 You spend the night with death You get trapped in the salt caves for 2d6 hours 				
You enter "hell" for 1d4 minutes				
Intangible				
You are no longer tied to this mortal plane through a body a hurt through any physical means. However you can be dam psychic and other non physical damage.				
Unnatural Movement				
Your movements are more eerie than intended due to your with your host. When you are Possessing a host , take a -1 t		Bond	c	
Detached Presence	-			and, and I will
You do not feel a need to eat, sleep, or drink. You don't feel any pain or			ny unfinished business.	
any other sensory inputs from your hosts body. The host bo these things but you don't feel a need to have them yoursel		it consun		undying will as I do. I will not let
Unfinished Business			was part of my unf	
You are a spector beyond death; the only thing holding you realm is your undying will to leave no loose ends. Because ounfinished thread to tie up. Once you complete this Business	of this Pick 1 ,	business		helping me solve my unfinished

☐ To help a loved one move on and final say goodbye

☐ To ensure my nemesis can never hurt anyone again☐ To undo the damage I have done to those I love and the world around

 $\hfill \Box$ To destroy the last remaining remnants of a secret best left forgotten

Gear	Coin: Load: /		
You start with: Item (0 weight): Something that reminds you of who you where Item (0 weight): Something that reminds you of your unfinished business 2 Copper Coins Choose 1 item you were buried with: ☐ The Sword (range Close, 1 weight), ☐ The Armor (1 armor, worn, 1 weight) ☐ The Bow (range Far, 1 weight) & Arrows (3 ammo, 1 weight), Ammo left: ☐ ☐ ☐ ☐ Item (1 weight): something that reminds who you will be	(100 coin = 1 weight) (Your Load is 0 +WIS		
	:		
Advanced Moves (Level 2+)			
□ Search Past When you Touch a creature's mind, Roll + WIS, on a +10 you can ask them one question of the DM that they will answer truthfully in the form of a vision. On a 7-9 you can ask one question but they will ask one question of you that must answer in the form of a vision □ Sword of Will-Fire You can create a sword out of your will, gain Burning Brand from the immolator. Replace CON with your WIS □ The Kiss of Death When you Kiss a Target Roll + WIS on a +10 you consume a piece of the target's soul heal 2d6 health, on a 7-9, heal 1d6 health. □ The Pale Face of Death You gain the knowledge of your true astral visage. When showing off our visage. Roll + CHA, On a +10 you implant an image of your visage in the target's mind. You can use this image to locate them. On a 7-9 you implant the image but they can use the image to locate you. □ Keen Puppetry You have improved control over your host's sensory inputs . When you Discern Realities take +1 to the roll	□ Charming Puppetry You have improved control over your host facial expression and gestures. When you Parley, gain +1 ignore Unnatural Movement. □ Versatile Puppetry You have improved knowledge of how the bond between spirit and host work. When you Attempt to Possess a Non humanoid Roll + WIS, On a +10 you take control of the creature the DM will give you one of the creature's abilities. On a 7-9 pick one. • You gain the mental abilities of the creature • You gain the instincts of the creature • You gain only temporary control of the creature • You destroy the creatures mind • You keep a piece of the creature with you in your astral Visage □ Multiclass Move Get one move from another class. Treat your level as one lower for choosing the move.		
Advanced Moves (Level 6+)			
 ☐ The Makeout session of Death Requires: The Kiss of Death When you Attempt to siphon a target's life force, Roll + Wis on a +10 you Remove one level of detachment, on a 7-9, Remove 1 level but you leave something behind. ☐ The Midnight Train When you Attempt to travel through the Ethereal realm, Rol + Wis On a +10 you take the train to where ever you need to go, On a 7-9 you're coles but you might have to walk a few blocks 	 ✓ Mind Spike Requires: The Pale Face of Death When you show your true visage to a creature, you implant a seed of your essence into another creature's mind. Roll + WIS, on a +10 you establish a one connection with that creature, pick one. On a 7-9 the connection works both ways You gain access to the Creature's sight You gain access to the Creature's voice You gain access to the Creature's current emotional state You gain access to speak to the Creature 		
☐ Your Soul is Forfeit When you Attempt to remove a host, Roll + Wis On a +10 you hurl there soul in the Ethereal realm, On a 7-9 they manage to stay in the plane ☐ It Tolls for Thee When you Attempt to help someone along, Roll + CHA On a +10 you convince them to pass on to the great beyond, On a 7-9 they will go but only if you give them a part of yourself ☐ Heat Death Requires: Sword of Will-Fire When you Use Sword of Will-Fire, if you roll +10 you may add an additional 1d8 of damage to the roll	 □ Eyes of the Beyond When you Attempt to peer through the Ethereal Realm, Roll + Wis, On a +10 Pick one, On a 7-9 pick one and you gain the awareness of something unpleasant What has been here? What will be here? Where is the object I desire most? Is this where I die? What's Your is Mine Replaces: Search Past When you Touch a creature's mind, Roll + Wis On a +10 you take a part of the creature or reclaim a part of yourself, On a 7-9 gain the information 		