

The Terran Ghost



From the moment your psychic abilities were discovered people have been tenuous and afraid of the powers you wield, the powers they don't understand. The Confederacy has put chips in your head, they've trained you, they've done their best to break you down and build you up as a tool, a weapon of unimaginable power. Perhaps you appreciate the sense of direction its given you, perhaps you hate the restrictions it has caused you, the limitations it has set on you. For good or bad, better or worse your actions will cause ripples throughout the Koprulu Sector, whether they saw you or not.

Look

Choose one for each:

Haunted Eyes, Sharp Eyes, or Cybernetic Eyes

Styled Hair, Wild Hair, or Buzzed Hair

Stealthy armor or technological armor

Toned Body, Muscled Body, Thin Body

Stats

Your maximum HP is 6+Physique

Your base damage is d8

Starting Moves

Choose an origin and gain the corresponding move:

Academy Life

Your earliest memories are of the ghost academy, you have never known a life without it. As a result you've had a long time to develop your psychic abilities, and once per battle you can reroll a single damage roll (yours or anothers).

Wrangled

You had a childhood, perhaps you even got into your teenage years before one of the confederate psychic wranglers located you and got you into the ghost academy. You have real-world experience that most ghosts lack, and when you use *Recall* to remember local facts you can use DIS instead of REA.

You start with these moves:

Call the Shot

When you **attack a defenseless or surprised enemy at range**, you can choose to deal your damage or name your target and roll +COM.

- Head * 10+: As 7–9, plus your damage * 7-9: They do nothing but stand and drool for a few moments.
- Arms * 10+: As 7-9, plus your damage * 7-9: They drop anything they're holding.
- Legs * 10+: As 7-9, plus your damage * 7-9: They're hobbled and slow moving.

Psi Index

When you take a while to rest your mind, hold your level +DIS; this is your concentration. At any time you can expend a single concentration to do any of the below:

Lockdown

When you **expend one concentration and use your suit mechanisms to disable some machinery**, roll +DIS. * On a 10+ choose 3. * On a 7-9 Choose 1:

- You don't attract unwanted attention
- It doesn't take a while to do
- You disable it completely

Personal Cloaking Device

When you **expend one concentration to power your personal cloaking device**, roll +DIS. * On a 10+ you activate the device and render yourself invisible. * On a 7-9 you are invisible, but only for a few moments. While invisible, you take a -1 forward to use your psychic powers.

Read Thoughts

When you **expend one concentration to read the thoughts of another person**, roll +DIS. * On a 10+ you find what you were looking for. * On a 7-9 you get only surface thoughts.

Drive

Choose a drive:

Duty

Fulfil an order from a superior officer with your psionic powers

Power Overwhelming

Use psionics to intimidate or cause fear

Teamwork

Use your psionics to directly aid another

Gear

Your load is 11+PHY. You 6 ammo (3 *weight*), and a combat knife (close, 1 *weight*).

Choose your Armor:

- Light Hostile Environment Suit (1 *weight*, 1 *armor*)
- Heavy Hostile Environment Suit (2 *weight*, 2 *armor*, *clumsy*)

Choose your armament:

- C-10 Cannister Rifle (near, far, 3 *weight*, 2 *ammo*, messy, semi +1 *damage*)
- AGR-14 Assault Rifle (near, far, 2 *weight*, burst, auto, 3 *ammo*)
- FN92 Sniper Rifle (near, far, v.far, 3 *weight*, 3 *piercing*, loud, 3 *ammo*)

Choose one:

- D-4 explosive charge (*Area*, 1 *weight*)
- 2 Fragmentation grenades (2 *weight*)
- 2 *ammo* (1 *weight*)
- T25 Pistol (near, 1 *weight*, 3 *ammo*, *silenced*), with 2 sidearm *ammo* (1 *weight*)

Bonds

Fill in the name of one of your companions in at least one:

_____ is reckless and a danger to the mission, I will watch them closely

_____ has a strong mind, I feel they will be important in the events to come

_____ does not understand the true power of the mind

Advanced Moves

When you gain a level from 2-5, choose from these moves:

Snipe

You may expend one concentration to give your next damage roll with a firearm +1d6

Talented Mind Reader

When you use read thoughts and roll a 7-9, you also retain the concentration you spent for the move.

Psionic Durability

So long as you have at least one concentration you have +2 armor

Psionic Sensitivity

When you concentrate on the psychic signatures of nearby living creatures roll +DIS. * On a 10+ choose 3. * On a 7-9 choose 1:

- You know roughly how far away they are
- You know what direction they are in
- You know how strong they are
- You know how numerous they are