

# GEIST

## SPIRIT-HAUNTED REVENANT

0

**STRENGTH**

0

**AGILITY**

0

**FIGHTING**

1

**AWARENESS**

0

**STAMINA**

0

**DEXTERITY**

2

**INTELLECT**

1

**PRESENCE**

**INITIATIVE:** +0

### DEFENSE

DODGE.....8

PARRY .....6

TOUGHNESS.....6

FORTITUDE.....8

WILL .....6

### DAMAGE

- BRUISES  
 DAZED  
 STAGGERED  
 INCAPACITATED

### FATIGUE

- FATIGUED  
 EXHAUSTED

**Base Movement Speed:** 2 mph, 30 ft/rd (run 4 mph, 60 ft/rd; swim 0.5 mph, 6 ft/rd)

**Flight:** 4 mph, 60 feet/round

**Jump Distance:** running jump: 10 ft; standing jump: 5 ft; vertical: 2 ft; standing vertical: 1 ft

**Throwing Distance:** throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet

### HERO POINTS

### OFFENSE

	Attack	Damage	Notes
Unarmed	+0	DC 15	
Throw	+0	DC 15	
Grave Touch	+6	DC 20 Fort	cumulative fatigued/exhausted/incap.

### POWERS

**Grave Touch:** You can weaken enemies with a touch, draining their life force. The target must make a DC 20 Fortitude save or be fatigued/exhausted/incapacitated (cumulative).

**Incorporeal Form:** You can render yourself incorporeal, able to pass through solid objects. While incorporeal, you can also make yourself invisible and fly at a leisurely pace of 4 mph (60 ft per round).

**Mortification of the Flesh:** Your skin has taken on the toughness of a mummy's shriveled flesh, providing you with +8 Toughness.

**Poltergeist:** You can manipulate objects without touching them, moving up to 200 lbs at a range of up to 200 feet.

**Ridden:** By allowing one of the many ghosts that haunt you to temporarily possess you, you gain the skills and knowledge that ghost possessed in life. You can temporarily "purchase" up to 10 PP worth of skills and/or advantages (Skill or Combat advantages only). Examples include (but are not limited to):

**Engineering Student:** Expertise (computer programming) +18; Technology +18; Inventor; committed suicide by jumping off Bay Bridge.

**Ex-Navy SEAL:** Close Combat (unarmed) +14; Ranged Combat (sidearms) +14; Chokehold; Improved All-Out Attack; Improved Disarm; Improved Trip; Takedown; died of opioid overdose.

**Sociopathic Cultist:** Deception +8; Expertise (occult) +10; Intimidation +8; Persuasion +8; Ritualist; killed in super-villain attack

**Spirit Medium:** You can see and communicate with the spirits of the dead.

**Unquiet Repose:** You cannot die. If you are "killed," you automatically return to full life and health after 1 day, unless you are first buried in consecrated ground.

## ADVANTAGES

**Fearless:** You are immune to fear effects of all sorts.

**Hide in Plain Sight:** You can hide while observed without the need for a Deception check or any kind of diversion, and without any penalty to your Stealth check.

**Startle:** You can use Intimidation instead of Deception to feint in combat.

## SKILLS

ACROBATICS.....	-
ATHLETICS.....	+0
CLOSE COMBAT (GRAVE TOUCH).....	+6
DECEPTION.....	+5
EXPERTISE (OCCULTISM).....	+10
INSIGHT.....	+5
INTIMIDATION.....	+4
INVESTIGATION.....	-
PERCEPTION.....	+4
PERSUASION.....	+4
RANGED COMBAT.....	+0
SLEIGHT OF HAND.....	-
STEALTH.....	+4
TECHNOLOGY.....	+4
TREATMENT.....	-
VEHICLES.....	+0

## COMPLICATIONS

**Motivation (Vengeance):** The victim of a particularly violent crime, You are driven by the need to see criminals punished for their sins.

**Hatred:** Your obsession with punishing violent criminals borders on the irrational, sometimes overwhelming your better judgment.

**Haunted:** The spirits that possess you are constantly clamoring in your head, occasionally distracting you or even demanding that you pursue their individual agendas.

**Relationship:** Your ex-girlfriend, Lethia Connor, still attends Emerald City University and you watch over her in secret. She thinks you are dead, but you might well feel conflicted if she were to start moving on emotionally.