

Manifold Ghosts

Pronouns: they/them

Background / Bio

Manifold Ghosts was a Spectre, once. They spent a long, long time pruning for the Elegy, a true believer to begin with they became gradually more jaded over the years... decades... centuries? That passed. Centuries of killing which was supposed to be noble and for the betterment of society, but mostly wound up being about who had the most clout, the most currency, the most money, and the fewest scruples.

Many years of Harvesting both their contracted targets and those who fought to protect them led to a mind full of the fragments of those they defeated, and a lot of guilt to boot.

These all added up to a spectacular flame-out from the Elegy, a contract on their head, and their ostensible death, losing much of their former strength in the process, and finally to them hiding in the Keter system, hopping between Siruta for relaxation, and Mytene to agitate for a Various Forge to finally be built to allow them to begin to improve themselves again.

They occasionally hear glimmers of intelligence from among the fragments of their previous targets in their head, perhaps those targets were Startouched, or perhaps it's just a set of different viewpoints informing their view of the world. But the information is rarely useless, even if it's not always obvious how to use it until it's nearly too late.

They really, really don't like Harvesting sapient creatures.

Stats

- **Species:** Human
- **Class:** Various
- **XP:** 6 floating
- **Hits:** 12
- **Background:** Starsighted
- Burn at: 8s
- Zap at: 5s

Abilities

- Hardpoints Mean Prizes
- Hulking Form
- Enhanced Thermal Countermeasures
- Recalibrated Sensor Array
- Raw Power
- Jury Rig

- Hearing Things, Impossible Knowledge

3 Bottles of Scrum

- Spend 5s roleplaying drinking to gain a pool of 3 uses of MISS which can be used against melee blows.
- You may do this 3 times per Bottle and a Bottle once opened must be finished by the end of the Encounter or it loses its potency.

Ring of the Dead

- Once per Encounter: gain a use of YOU: EFFECT BLIND as you cause impressions of death nearby to rush your target.
- Once per Mission: you may attempt to revive a dead thing. Perform a Tinkering:
 - Minor Success: the dead thing is revived for the duration of the Encounter. It has 5 hits and whatever weapon it had in life. It cannot speak but can understand simple instructions.
 - Major Success: the dead thing is revived for the duration of the Encounter. It has 10 hits and whatever weapon it had in life. It cannot speak but can understand simple instructions.
 - Perfect Success: the dead thing is revived for the duration of the Encounter for combat with 10 hits and whatever weapon it had in life, or for 60s to hold a conversation. It will not be distressed that it is dead.
 - Failure: you receive a traumatic impression of how the thing died, reliving it as if you were dying.
 - Consequences: for each Consequence you receive, the difficulty of Maintaining Control Of The Ring is permanently harder (see below)
- Maintaining Control: When you receive a Severe Injury while wearing the Ring, you must fight for control of the Ring. Call a TIME FREEZE and request 4 enemies to attack you inside your mind. For each Consequence you have received from using this Ring's effects, add another Monster (they can wave as necessary). These enemies take the form of people whom you have killed or seen die in the past, and they want to destroy you. Each has 3 hits. If the Ring wins you are unable to use it for the rest of the Mission and you must tell Katie during your downtime in order to receive further effects.

Serious Injuries

- Icemaw bite: burn at +3 seconds

Factions

- Unquiet Journey: 1 Clout
- Mytenean Societal Corps: 6 Clout
- Borderlands Botanists: 3 Clout
- CDF: 2 Clout

Missions

- Under the Radar - 16 July - 1xp, 3 Clout with MSC, 3 Clout with Borderlands Botanists, Severe Injury
- All Onboard
- Civilian Concerns
- Forging Ahead
- Package Management
- Pirates Of The Azuraean
- Treasure Hunt
- Under New Management

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