

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:** 10
- **Hits:** 14
- **Background:** Starsighted
- Burn at: 8s
- Zap at: 5s

Abilities

- Autocannibalise
- Crush - Harvest for 1 BREAK
- Hardpoints Mean Prizes
- Hulking Form
- Enhanced Thermal Countermeasures
- Recalibrated Sensor Array - Harvest for SCAN

- Raw Power - PING STRIKEDOWN
- Jury Rig
- Interference - can PING to SCAN at will
- Cyborg Specialist: Mk2
- System Assimilation: meld with machines, as 3 yes/no questions
- 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.

Serious Injuries

- Icemaw bite: burn at +3 seconds

Factions

- Unquiet Journey: 1 Clout
- Mytenean Societal Corps: 6 Clout
- Borderlands Botanists: 3 Clout
- CDF: 5 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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