

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:** 13
- **Hits:** 14
- **Background:** Starsighted
- Burn at: 8s
- Zap at: 5s

Abilities

- Autocannibalise
- Hearing Things, Impossible Knowledge
- Tr1 Hulking Form - +2 hits, -zap +burn
- Tr2 Crush - Harvest for 1 BREAK
- Tr2 Raw Power - +2 hits, burn -5
- Tr3 Apex Predator - +2 hits, always PING STRIKEDOWN

- Te1 Recalibrated Sensor Array - Harvest for SCAN
- Te1 Advanced Thermal Countermeasures - -burn +zap
- Te2 Deflector Shields: extra MISS/cover
- Te3 System Assimilation: meld with machines, as 3 yes/no questions
- Te4 Enter the Matrix - 60s to talk to machines, can be used in combat, can be extended for a Serious Injury.

- S1 Hardpoints Mean Prizes
- S2 Jury Rig
- S2 Interference - can PING to SCAN at will
- S3 Cyborg Specialist: Mk2

Mk2

- Mark II Sword of Identity Theft:
 - Your sword can store identity credentials scanned from identity cards / documents, which can be used to fool systems that scan automated IDs.
 - Once per mission, you may with 10 seconds appropriate scanning roleplay change the stored identity to a new identity that you have physical access to.
 - The stored identity lasts until the next time you replace the identity (i.e. it will last between missions). Let the GM know what identity you have scanned, and if it changes.
- A remote control for robots:
 - Freely call 'SCAN: ROBOTS'
 - Once per encounter, you may call 'EFFECT: [effect of your choice]' against a creature that has called Ping to your Scan Robots call. This only lasts for 10 seconds, as with any other Effect call, and must be something that a robot could reasonably be instructed to do. (Brief the monsters that if the robot is unable to do the effect as called, they should take Effect: Confused instead.)

Other stuff

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.
- You have a free pass for the space train, which you can use to ride the space train in the future.
 - The train follows a set route between the habitable worlds of the Keter System, which takes some time to happen. You have no control over these timings, nor this route. That is to say: you can ride the train for free, but you might have to wait a while for it to reach your station.
 - You can burn your clout with the crew to attempt to change the route, although travel time is still bounded.
 - The free pass only applies to you. Any friends will need to buy their own ticket, or find some other way to get on board.

Serious Injuries

- Icemaw bite: burn at +3 seconds

Factions

- Unquiet Journey: 1 Clout
- Mytenean Societal Corps: 9 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](#) 2023/04/02 18:28 Robin
- [Civilian Concerns](#) 2023/11/08 19:34 Susannah
- [Forging Ahead](#) 2023/11/01 20:27 James
- [Package Management](#) 2023/06/04 22:48 James
- [Pirates Of The Azuraean](#) 2022/11/15 13:45 Katie
- [Treasure Hunt](#) 2023/02/03 21:20 James
- [Under New Management](#) 2023/05/26 21:49 Susannah

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