

NAME




LOOK

Name: Ariel, Blair, Barnabas, Dara, Demetri, Grogroch, Hecate, Jasper, Ichabod, Lestart, Nyx, Poe, Chole, Sectnull, Wallace, Elena, Sutton, Malone, Erickson, Myrtle, Greyscale, Bloodwail, Ghostblade, Red Phantom, Glass Dagger, Sinstalker.

Cold Blue Eyes, Burning Red Eyes or Gouged Out Eye Sockets
Dragging Chains, Filled With Arrows or Wearing A Noose
Voice Of: Painful Moaning, Bitter Spite or Exhausted Wanting
A Pale Body Shrouded In: Funeral Robes or Ghostly Armor

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 3 + CONSTITUTION

ALIGNMENT

- GOOD**
Defend the living.
- NEUTRAL**
Seek out or start battles to fight.
- EVIL**
Slay the undeserving so they may know the burden of death.

STARTING MOVES

SOLDIER FROM THE AFTERLIFE

In life you were a fearsome combatant, soldier, raider or some fighter of sorts. You may have been a famous hero of uncountable battles or a forgotten soldier slogging through a war on the ground. Whatever the case, you were slain by a rival or wayward arrow. Your death has robbed you of all things but war. Your soul has drifted back to the world of the living to continue fighting.

Mundane attacks simply pass through you and only magic or other spirits can harm you. All of your damage rolls ignore armor. You silently float across the ground and freely move through all physical objects unless you are dealing damage to them. You can only wield and touch items with the Ethereal tag so long as your Load is 0.

PLEASANT VISITATION (WIS)

When you perform this action, roll +WIS. *On a 10+, you briefly appear as a living version of yourself spared from any visual hint of your ghostly form. This lasts as long as you will it; however, you get a -1 ongoing to all +WIS rolls while you are manifested. *On a 7-9, as above, but people notice something strange about your appearance or get feelings of great mistrust around you. *On a 6 or less, the GM decides what you look like without you clueing in until it's too late in addition to whatever the GM says.

MANIFESTATION (WIS)

When you would focus your will to physically manifest yourself and interact with corporeal objects, roll +WIS. *On a 10+, you can physically interact with objects and your Load is your level +2. This lasts as long as you will it; however, you get a -1 ongoing to all +WIS rolls while you are manifested. *On a 7-9, as above, but your Load is equal to your level +1. *On a 6 or less, your ability to manipulate objects is mournfully flawed. Your Load is 1 in addition to whatever the GM says.

UNLIVING

You are unaffected by all the constraints of living creatures, with no need to sleep or eat rations to heal damage. Healing magics of the living harm you instead of heal you. You cannot make Last Breath rolls and are simply destroyed when you reach 0 HP.

SPIRIT OF A...

- PROUD HERO**
You have +1 Armor.
- NAMELESS LEGIONARY**
You have a Load of 1.
- HONORLESS DESERTER**
At any time you can get a +1 forward to your next Defy Danger roll and give a -1 forward to the next Defy Danger roll another player would make. You can't use the Defend Basic Move.
- SAVAGE BERSERKER**
Whenever you would expose yourself to harm on a 10+ for a Hack And Slash roll you do an extra 1d8 damage instead of d6.
- VENGEFUL OFFICER**
Count your Bond as 2 higher for all Aid/Interfere rolls.

BONDS

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

_____ reminds me of the soldiers I once fought alongside.

I would never expect to see _____ on the battle field, in life or death.

I would wager a soul as terrible as _____'s might one day walk the earth like me.

_____ has no respect for the dead, those buried or those serving alongside them.

THE PHANTOM WARRIOR

LEVEL
XP

GEAR

Your Load is 0.

Choose your defenses:

- Translucent fullplate (3 armor, worn, -1 to all Defy Danger rolls, ethereal, 0 weight)
- A shield as splintered as it is spectral (+1 armor, ethereal, 0 weight)

Choose your weapon:

- Ghostblade (close, 0 weight)
- Soul cleaving axe (close, +1 damage, two-handed, 0 weight)
- Mourner's pike (reach, two-handed, 0 weight)
- Grieving long bow (near, -1 damage, doesn't require ammo, 0 weight)

Choose one:

- Horrible wailing (You can't have an Intelligence above 8.)
- Deathly features (You can't have a Charisma above 8.)
- Hideous wounds (You can't have a Constitution above 8, but you start at Level 2)

New tags-

Ethereal: Items with this tag are made of the same wispy ectoplasm that makes up all ghosts. These items can only be used or held by ghosts and ethereal beings. Whenever a weapon with this tag attacks another spirit-like entity, it deals an additional 1d4 damage. Armor with this tag ignores the Ignore Armor tag on damage rolls made by other ghostly types. In addition, these items can never be broken or stolen from the Phantom Warrior.

ADVANCED MOVES

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

WARRIOR IN THIS LIFE AND THE NEXT

Add a +1 to all of your damage rolls.

GHOSTLY GRIP

You gain +1 Load.

PHANTASMAL THROG

Other ghostly spirits of deceased soldiers swirl about you, possibly drawing attacks from your foes. Whenever you are damaged roll a d6. On a 6, the attack hits one of the throg instead and you take no damage.

GASEOUS FORM

You get +1 armor.

CURTAIN OF MIST

An ominous mist surrounds you as you float above the ground. You get a +2 forward to armor whenever you are damaged by a ranged attack.

SHADOW OF DEATH

You add a +1 to all of your damage rolls but all of your companions get a -1 to their Last Breath rolls.

SPECTER OF SLAUGHTER

All of your damage rolls get the Messy tag.

ETHER-LIKE ARSENAL

Add one range tag to any weapon you wield with the Ethereal tag.

WALL LUNGE (DEX)

Whenever you would lunge out through a solid obstacle to take your foes unaware, roll +DEX. *On a 10+, choose 3 of the following. *On a 7-9, choose two of the following:

- The foes flee from your sudden assault.
- Deal your damage to a foe.
- Your sight disheartens others and no living allies of your victim will come to help them from your attack.
- The foes don't have time for a proper counter attack and have a -1 forward to their armor and their next damage roll.

FADE FROM SIGHT (WIS)

Whenever you wish to disappear from the sight of the living, roll +WIS. *On a 10+, you and any items with the Ethereal tag on you fade into nothing as you become invisible. So long as you are invisible, none can see you and you get a -1 ongoing to all rolls. You may choose to end your invisible state at any time. *On a 7-9, as above, but as you turn invisible you abandon your friends to danger or are spotted as you fade from sight.

FEARFUL APPARITION

Whenever you deal 4 or more damage to a living creature their courage fades and they flee from you.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

SLAYER OF THE LIVING AND THE DEAD ALIKE

Add a +1 to all of your damage rolls.

GHOSTLY CLAIM

When you take this Advanced Move you can add the Ethereal tag to any one item and its weight becomes 0. You can take this Advanced Move three times, each time picking a different item.

POLTERGEIST'S GRASP

Replaces: Ghostly Grasp

You gain +3 Load.

LONGING FOR THE MORTAL LIFE

You can re-roll any one dice for Visitation or Manifestation rolls you make.

TO WANDER THE WORLD FOREVER

You can make Last Breath rolls. However, any result of 10+ you roll counts as a roll of 7-9.

AFTERLIFE COMRADE

Whenever one of your companions would die you get a +4 forward to your next three rolls as their spirit briefly materializes as a ghost and assists you for as long as it can.

GHOST-FACED KILLER

Requires: Specter Of Slaughter

Your damage dice becomes a d6.

PHANTOM GUST

A deathly, chilled wind heralds your presence wherever you travel. Frozen rushing air around you extinguishes all flames in any area you visit.

ECTOPLASM

At the start of each session, gain Ectoplasm 3. You may spend a point of ectoplasm to heal 1d4 points of damage or gain a +1 forward to your next roll. Remaining Ectoplasm is lost at the end of each session.

HAUNTING

You gain the Haunts Starting Move from the Geister class, using +WIS for the roll. You learn 1d4+2 Haunts from the Haunts page to use for this move. Ignore the third option about Ghostly Tantrum rolls in the Haunts move.

COMMANDEER BODY (WIS)

Requires: 18 Wisdom, Fade From Sight and Ectoplasm

Whenever you wish to possess the body of a living creature, roll +WIS. *On a 10+, your gaseous form slithers down their throat and you count as having cast the Dominate spell from the Wizard class. *On a 7-9, as above, but some horrible complication arises as you possess them. When you are out of Hold from the spell, you simply slip out of the victim's body.