

Ghost



POWER FACTS: Apparently indestructible but cannot interact physically without an act of will, may pass through non-magical barriers, may vary opaqueness to become nearly invisible to nearly normal, may change appearance by an act of will, may possess and/or terrorize those of weaker will

ATTRIBUTES

Physique 0
Prowess +1
Tenacity +3
Style +2
Cunning +4
Lore +2

ASPECTS

Concept: **Nerdy Ghost of House Apophis**
Trouble: Unfinished Business on the Mortal Plane
School: Student Representative To the Faculty Council
Other: Formed from the Deep Magic
Other: Already Thought of It
Secret:

STUNTS

- Because I am a *Nerdy Ghost of House Apophis*, I get a +2 to use Cunning to Attack when scaring someone
- Because I am the *Student Representative To the Faculty Council*, I get +2 to Style to Overcome Obstacle when trying to convince a Faculty member
- Because I *Already Thought of It*, I get a +2 to use Cunning to Create Advantage when something goes wrong with a plan
- Because I am *Formed From the Deep Magic*, once per game session I can enter a place that would normally be entirely inaccessible.

STRESS

CONSEQUENCES

MILD **MODERATE** **SEVERE** **EXTREME**

REFRESH: 2