

# Unorthodox Detective who exist in the 4th dimension

IS A **Ghost** WHO **Explorer**

DESCRIPTOR TYPE

Solves Mysteries

FOCUS

with a Divination Flavor

TYPE, FLAVOR, OR OTHER

1 TIER 1 EFFORT XP

MIGHT		SPEED		INTELLECT	
10	1	10	0	16	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

**RECOVERY ROLLS d6+1**

☐ 1 ACTION
 ☐ 1 HOUR

☐ 10 MINS
 ☐ 10 HOURS

**DAMAGE TRACK**

☐ **IMPAIRED**  
 +1 Effort per level  
 Ignore minor and major effect results on rolls  
 Combat roll of 17-20 deals only +1 damage

☐ **DEBILITATED**  
 Can move only an immediate distance  
 Cannot move if Speed Pool is 0

**SKILLS**

**Heavy weapons (Inability)**

**Light weapons (Practiced)**

**Medium weapons (Practiced)**

**Insubstantial** All physical attacks are hindered.

**Dead** Positive social interaction tasks with living creatures are hindered.

**Uniform (Inability)** You're permanently wearing the clothes you had on when you died. This can hinder social interactions if you're inappropriately dressed for the setting (wearing a bathrobe and slippers to a formal party, for example).

**Incorporeal** You're trained in Speed defense.

*continued...*

## ADVANCEMENT

- ☐ **INCREASE CAPABILITIES**  
+4 points into stat Pools
- ☐ **MOVE TOWARD PERFECTION**  
+1 to the Edge of your choice
- ☐ **EXTRA EFFORT**  
+1 into Effort
- ☐ **SKILL TRAINING**  
Train in a skill or specialize in a trained skill
- ☐ **OTHER**  
Refer to the *Cypher System Rulebook*

## SPECIAL ABILITIES

**Investigator** To really shine as an investigator, you must engage your mind and body in your deductions. You can spend points from your Might Pool, Speed Pool, or Intellect Pool to apply levels of Effort to any Intellect-based task. Enabler.

**Sleuth** Finding the clues is the first step in solving a mystery. You are trained in perception. Enabler.

**Scan (2 Intellect points)** You scan an area equal in size to a 10-foot (3 m) cube, including all objects or creatures within that area. The area must be within short range. Scanning a creature or object always reveals its level. You also learn whatever facts the GM feels are pertinent about the matter and energy in that area. For example, you might learn that the wooden box contains a device of metal and plastic. You might learn that the glass cylinder is full of poisonous gas, and that its metal stand has an electrical field running through it that connects to a metal mesh in the floor. You might learn that the creature standing before you is a mammal with a small brain. However, this ability doesn't tell you what the information means. Thus, in the first example, you don't know what the metal and plastic device does. In the second, you don't know if stepping on the floor causes the cylinder to release the gas. In the third, you might suspect that the creature is not very intelligent, but scans, like looks, can be deceiving. Many materials and energy fields prevent or resist scanning. Action.

*continued...*

## ATTACKS

**Punch** A light might attack doing 2 damage. A right jab. All physical attacks hindered by one step from Ghost.

**Light Weapon** A light speed attack doing 2 damage. A light weapon of your choice. Granted from Starting Equipment. All physical attacks hindered by one step from Ghost.



## CYPHERS

**Detonation (Sonic) (Level 7, Manifest)** Projects a small physical explosive up to a long distance away that explodes with terrifying sound, deafening all in an immediate radius for ten minutes per cypher level.

**Burst Of Speed (Level 2, Subtle)** For one minute, a user who normally can move a short distance as an action can move a long distance instead.

2  
LIMIT

## EQUIPMENT

Appropriate clothing and a weapon of your choice, plus two expensive items, two moderately priced items, and up to four inexpensive items.

ARMOR

MONEY

## BACKGROUND

### Explorer

You are a person of action and physical ability, fearlessly facing the unknown. You travel to strange, exotic, and dangerous places, and discover new things. This means you're physical but also probably knowledgeable. Although Explorers can be academics or well studied, they are first and foremost interested in action. They face grave dangers and terrible obstacles as a routine part of life.

### Ghost

Unfortunately, you're dead. But hey, it's not all bad! Your spirit has remained in the mortal world. You can still walk among the living, but you no longer need pesky things like food or sleep. It's up to you how long you've been dead, whether you remember your death, and why you've stuck around: seeking revenge, settling a debt, protecting your descendants, perfecting your great-grandma's pecan pie recipe or something else entirely.

### Solves Mysteries

You're a master of deduction, using evidence to find the answer.

### Choose how you became involved in the adventure:

- You're on a journey to make amends with someone you wronged in life.
- You're looking for the resting place of your physical body so you can be resurrected.
- One of the other PCs is a distant relative, and you need to keep them alive so your bloodline continues.
- You're studying the secrets of reincarnation and suspect that one of the other PCs has vital information.

**Background Connection** You served in the military with honor.

**Focus Connection** Pick one other PC. You're always trying to impress them, but you're not sure why.

## NOTES

Possible player intrusions based on your character type:

### Fortuitous Malfunction

A trap or a dangerous device malfunctions before it can affect you.

### Serendipitous Landmark

Just when it seems like the path is lost (or you are), a trail marker, a landmark, or simply the way the terrain or corridor bends, rises, or falls away suggests to you the best path forward, at least from this point.

### Weak Strain

The poison or disease turns out not to be as debilitating or deadly as it first seemed, and inflicts only half the damage that it would have otherwise.

### Ghostly Wisdom

+2 to your Intellect Pool.

*Granted from Ghost*

### Possible GM intrusion from your focus:

Evidence disappears, red herrings confuse, and witnesses lie. Initial research can be faulty.

## PORTRAIT

### ...SKILLS

**Calling the dead** You're trained in communicating with other ghosts, wraiths, undead, and so on. You can also serve as a catalyst for communication with the dead, providing an asset to a living character attempting such a task (such as a séance or summoning).

**Sneaky** You're trained in stealth and intimidation.

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### ...SPECIAL ABILITIES

**Third Eye (1 Intellect point)** You visualize a place within short range and cast your mind to that place, creating an immobile, invisible sensor for one minute or until you choose to end this ability. While using your third eye, you see through your sensor instead of your eyes using your normal visual abilities. You may perceive the area around your body using your other senses as normal. Action.

**Find The Way** When you apply Effort to a navigation task because you don't know the way, are lost, are attempting to blaze a new route, need to choose between two or more otherwise similar paths to take, or something very similar, you can apply a free level of Effort. Enabler.

**Improved Edge** Choose one of your Edge stats that is 0. It increases to 1. Enabler.