

Ghost [600pt]

Name: Ghost

Race: Human

Attributes [225]: ST 12 [20], DX 16 [120], IQ 13 [60], HT 12 [20], HP 12, Will 13, Per 14 [5], FP 12

TL: 8 [0]

Cultural Familiarities: All

Languages: Arabic (Accented) [2]; French (Accented) [2]; German (Accented) [2]; Hindustani (Accented) [2]; Japanese (Accented) [2]; Latin (Accented) [2]; Mandarin (Accented) [2]; Spanish (Accented) [2].

Advantages [406]: Appearance (Attractive) [4], Breath-Holding (1) [2], Catfall [10], Combat Reflexes [15], Common Sense [10], Cultural Adaptability [10], Damage Resistance (1) [5], Danger Sense [15], Eidetic Memory [5], Fit [5], Independent Income (5) [5], Jumper (World) (New Worlds; No Concentration; No Fatigue; Tracking) [205], Language Talent [10], Lightning Calculator [2], Nictitating Membrane (1) [1], Night Vision (1) [1], Regeneration (Slow: 1HP/12Hr) [10], Resistant (Disease) (Common) (Immunity) [15], Silence (1) [5], Social Chameleon [5],

Unaging [15], Versatile [5], Voice [10], Wealth (Wealthy) [20]

Perks [3]: Improvised Weapons (Karate) [1], Style Familiarity (Taijutsu) [1], Technique Adaptation (Feint) [1]

Disadvantages [-60]: Addiction (Tobacco) (Cheap) (Highly addictive; Legal) [-5], Bloodlust (12 or less) [-10], Code of Honor (Swagman's) [-5], Greed (12 or less) [-15], Loner (12 or less) [-5], Secret (Jumper) (Imprisonment or Exile) [-20]

Quirks [-5]: Broad-Minded [-1], Careful [-1], Chauvinistic [-1], Nosy [-1], Proud [-1]

Packages [0]: Taijutsu (Martial Arts) [0]

Skills [31]: Acrobatic Stand (Acrobatics) Tech/A - 8 [0], Acrobatics DX/H - DX-2 14 [1], Acting IQ/A - IQ+2 15 [8], Administration IQ/A - IQ-1 12 [1], Arm Lock (Judo) Tech/A - 14 [0], Breakfall (Judo) Tech/A - 14 [0], Broadsword DX/A - DX-1 15 [1], Choke Hold (Judo) Tech/H - 12 [0], Disguise/TL8 (Human) IQ/A - IQ-1 12 [1], Ear Clap (Karate) Tech/A - 11 [0], Elbow Strike (Karate) Tech/A - 12 [0], Electronics Operation/TL8 (Security) IQ/A - IQ-1 12 [1], Evade (Judo) Tech/A - 14 [0], Exotic Hand Strike

(Karate) Tech/A - 13 [0], Explosives/TL8 (Demolition) IQ/A - IQ+1 14 [4], Eye-Poke (Karate) Tech/H - 5 [0], Fast-Talk IQ/A - IQ+1 14 [1]*, Feint (Karate) Tech/H - 14 [0], Guns/TL8 (Pistol) DX/E - DX+0 16 [1], Guns/TL8 (Rifle) DX/E - DX+0 16 [1], Judo DX/H - DX-2 14 [1], Jumping DX/E - DX+0 16 [1], Karate DX/H - DX-2 14 [1], Karate Art DX/H - DX-2 14 [1], Kicking (Karate) Tech/H - 12 [0], Knee Strike (Karate) Tech/A - 13 [0], Knife DX/E - DX+0 16 [1], Research/TL8 IQ/A - IQ-1 12 [1], Savoir-Faire (Dojo) IQ/E - IQ+0 13 [1], Sex Appeal (Human) HT/A - HT+2 14 [1]**, Spear DX/A - DX-1 15 [1], Stealth DX/A - DX-1 15 [1], Streetwise IQ/A - IQ-1 12 [1], Targeted Attack (Karate Exotic Hand Strike/Neck) Tech/H - 8 [0], Targeted Attack (Karate Kick/Groin) Tech/H - 9 [0], Targeted Attack (Karate Punch/Neck) Tech/H - 9 [0]

*Includes: +2 from 'Voice.'

**Includes: +1 from 'Appearance.'

Stats [225] Ads [406] Disads [-60] Quirks [-5] Skills [31] = Total [600]

Ghost never bothers to use his 'real' name anymore. It wasn't even really his real name; it was just something that his parents called him. Ghost didn't hate his parents,

mind you. They never understood him, but they loved him and treated him all right as a kid, so he treated them all right when they were old. But they eventually died, so that all worked out in the end.

By then Ghost had discovered his niche in life. You see, Ghost can Jump from parallel world to parallel world. It's very easy for him, too: he just has a knack to it that makes the whole thing effortless, if not always precise. He doesn't even need to have visited a world beforehand; Ghost can Jump blindly, or else use an item from that parallel world to home in on. It's a powerful ability, so naturally he uses it for the most noble of purposes: making money.

Ghost is, at his best, amoral. He's one of those people who can kill somebody without getting too upset about it afterwards, and from his point of view it's hard to get too upset when people from other timelines die anyway. So he'll happily assassinate somebody for you. Or blow up their house. Or frame them for a crime, or do just about anything else that pays well. Ghost is not a sadist, but neither is he particularly upset by sadistic behavior in others (assuming that it isn't being directed at **him**). Ghost likes to live comfortably, and doesn't much care if

other people get hurt in the process. Or if they benefit from it, to be fair. Ghost pays well for services.

Ghost has also spent a good deal of money and time upgrading his body in a variety of ways. Some of the timelines he's visited offer various cybernetic and biological modifications, and Ghost has happily availed himself of them. His speed and reflexes are, however, completely natural; Ghost suspects that this is related to his Jumping power, but he doesn't really care all that much. There probably isn't money in it.

There also isn't money in getting caught, which is why Ghost tries to keep as low a profile as he can. He's not afraid of getting killed; most governments and organizations know that dead people can't Jump. He **is** afraid of having a tracking and/or control chip implanted in his skull, which is honestly not an irrational fear in Ghost's case. Even in worlds where Jumpers are known quantities the populace prefers that Jumpers be squeaky clean altruists with a code against using their powers for evil, greed, and/or havoc. Which means that said populace would react very badly to somebody like Ghost.

Tactics: Despite Ghost's pretensions towards being a ninja (to be fair, he did train in it, on a parallel world where

ninjitsu was an actual thing), his assassination strategies rely heavily on the man's ability to approach his target and bypass security procedures via Jumping. He prefers to evade pursuit by the same method, with the caveat that Ghost always tries to be alone when he Jumps away. If for no other reason than it's easier to not have to kill the inconvenient witnesses in the first place.

Customization notes: the 600 point version of Ghost is already fairly terrifying, if not relentlessly so. At higher point totals, first give Ghost a few memorized timelines (these are treated as IQ/Easy skills, to replace the IQ roll to activate Jumper) and add Reliability (+5% per +1). Also, give him more languages and improve the ones he knows at higher levels. A 650 point Ghost probably has Merchant and History at useful levels, has certainly increased his Damage Resistance (sub-dermal armor), and increased his tech and combat skills.

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