

NAME




LOOK

Name: Tybout, Sagar, Amaud, Helyas, Zayn, Herveus, Gunterius, Engerramet, Milon, Guido, Raulyn, Sheniif, Helena, Melisenda, Helissent, Sephare, Mohaut, Elyscia, Geua, Jakolina, Mawdelyn, Mactilda, Aalis, Aliss, Rechemay, Madlen, Alice, Emelyn, Emelina, Mawde, Bathia, Merek, Elyot, Yvain, Gibbon, Malgerius

Tiny White Pupilless Eyes, Great Red Eyes or No Eyes At All
Pale Skin, Burned Skin, Maggot-Riddled Skin or No Skin At All
Your Armor Is: Dented, Rusty, Blood Stained or Elegant
You're: Reeking Of Slaughter, Eerie Quiet or Clouded By Flies

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 10+CONSTITUTION

ALIGNMENT

- EVIL**
Claim at least three lives.
- CHAOTIC**
Slay those who would defy you.
- LAWFUL**
Grant death to those who have earned it.

STARTING MOVES

DEATH'S CHAMPION
Despite what most believe, Death is a kind being. As he visited you he gave you a choice; to follow him into the darkness or to serve and stay amongst the living. You chose the latter, hoping for a second chance. After your choice had been made you awoke, raised now as an undead knight in service of Death. You are bent on sending other souls to Death's domain as you adventure and travel across the world.

You ignore the Clumsy tag on any armor you wear.

TYPE OF UNDEAD

- ZOMBIE**
You start with gore stained teeth (hand, whenever you damage a living creature heal 1 damage, 0 weight).
- SKELETON**
You can freely remove any limb while retaining control of it and you can reattach any severed limb.
- DULLAHAN**
You get +1 armor.
- MUMMY**
You start with bandages (slow, 3 uses, 0 weight). At the end of each session replenish any spent uses of bandages you are carrying.
- DRAUGR**
You get a +2 to all rolls involving swimming.
- JIANGSHI**
You can jump unnaturally high.

INSTRUMENT OF DEATH

Death has given you a weapon to carry out his will (hand, 1 weight). Choose three of the following features to add to your weapon:

- The weapon can harm foes in melee: Close or Reach tag.
- The weapon can harm foes at a distance: Near tag and requires ammo.
- Lethal edge: +1 Damage tag.
- Massive: Two-handed and Forceful tags and +1 weight.
- Coated in barbs: Messy and +1 Damage tags and +1 weight.
- Eerily slender: 1 Piercing tag.
- Energy beam: Doesn't require ammo.
- Vampiric touch: Heal 1 damage whenever you deal damage with this weapon.
- Elemental enchantment: The weapon erupts with an elemental themed energy of your choice.

After you select all the features of your weapon you can describe how it looks.

ENTOMBED IN ARMOR

Death has clad you in armor to shrug off the blows of those who would retaliate from his grasp (1 armor, worn, clumsy, 2 weight). Choose any of the three following features to add to your armor:

- Unearthly craftsmanship: +1 armor.
- Layers of metal plates: +1 armor and +1 weight.
- Bejeweled: +1 to all +CHA rolls and +1 weight.
- Sorcery folded steel: +3 Max HP
- Coated in scrolls and ancient texts: +1 to all Spout Lore rolls.
- Forged from cursed relics: +1 to all Defy Danger rolls and -2 to all damage rolls.
- Spiked gauntlets: +1 to all damage rolls.

After you select all the features of your armor you can describe how it looks.

UNLVING

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.

BONDS

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

_____ is a servant of death, even if they don't admit it.

_____ fears the splendor of death. I'm not sure if that makes them worthless or wise.

_____ heals others and cheats Death of his rightful prize. They should think carefully before denying Death.

THE DEATHBRINGER

LEVEL

XP

GEAR

Your load is 10+STR.

Choose two:

- Crossbow (near, +1 damage, reload, 3 weight) and bolts (3 ammo, 3 weight)
- Memorial shield (+1 armor, 2 weight)
- Tower shield made from a coffin (+2 armor, 4 weight)
- Cursed dagger (hand, +1 damage against the undead, 0 weight)
- Crossbow bolts crafted by the reaper himself (4 ammo, 1 weight)
- 20 coins

Choose two:

- A standard made from your own tombstone (2 weight)
- Ring made from various teeth (0 weight)
- Procession robes (worn, 0 weight)
- Cloak made from human skin (worn, 0 weight)
- Pendant made of black onyx carved in the shape of a skull (worn, 0 weight)
- Collection of skulls (1 weight)

ADVANCED MOVES

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

EXTENSION OF THE BODY

Reduce the weight of the weapon and armor you get from the Instrument of Death and Entombed In Armor Starting Moves by 1.

A CLOSE FRIEND

The weapon you get from Instrument Of Death can never be broken or damaged and always returns to your hand when you will it.

STEEL COFFIN

The armor you get from Entombed In Armor can never be removed from you and cannot be destroyed or damaged by any means.

DIRE ARMAMENTS

You may choose an extra feature to add to the weapon you get from Instrument Of Death.

CORPSE STEEL

You may choose an extra feature to add to the armor you get from Entombed In Armor.

CHAMPION OF THE DEAD

Get one Advanced Move from another class that has the Unliving Starting Move. Treat your level as one lower for choosing the move.

GRIZZLY WOUNDS

You get a +2 forward to Parley with anyone who made a damage roll against you and sees you unaffected.

TRAGIC END

Whenever you would gruesomely end the life of another, Hold 1. You may spend this hold at any time to get a +1 forward to your next damage roll.

DESPOIL EARTH

Whenever you would spill the blood of the living onto the ground, the area becomes unhallowed and the wounds of the living cannot be mended by healing magics.

DEATHLY MIGHT

You get +1 Strength.

UNFEELING BULK

You get +1 Constitution.

NIGHTMARE STEED

A fiendish Nightmare serves as your mount. Treat it as your character but with access to only the Basic Moves. The nightmare has +0 to all stats, 10 HP and a d6 damage dice. Whenever this beast would die a new one will appear the next day.

TOUCH OF DECAY

Whenever you touch a plant it begins to wither. Whenever you touch food it spoils.

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

AVATAR OF THE DEAD

Get one Advanced Move from another class that has the Unliving Starting Move. Treat your level as one lower for choosing the move.

OATH OF DESPOILMENT

Requirements: Can't have Oath Of Murder

Whenever you make use of the Despoil Earth move, you can tell the GM what additional effects are burned into the place you despoil.

OATH OF MURDER

Requirements: Can't have Oath Of Despoilment

Whenever you would spend Hold from Tragic End, you get a +2 forward instead of a +1 forward.

SPARED FROM THE END

Once each session, you can have a companion who drops to 0 HP drop to 1 HP instead.

DEATH IS ETERNAL

You can make Last Breath rolls.

DEATH'S QUARRY

Requires: Nightmare Steed

Whenever you speak aloud the name of your foe, you get a +2 forward to damage rolls against them and a -2 ongoing to all damage rolls against any different foe until your named foe is claimed by death.

MESSENGER OF DEATH

Requires: Wisdom of 16.

You dedicate yourself to Death as if he was a deity. You gain the Commune and Cast A Spell Cleric moves. When you select this move, treat yourself as a Cleric of level 1 for using spells. Every time you gain a level thereafter, increase your effective cleric level by 1. The only exception is that, in addition to the normal amount of spells you would know, you always have the Raise Dead spell prepared.

UNTIRING BLOW

You can use +STR or +CON for Hack And Slash.

- If you would use +STR for the roll, you get a +1 forward to your damage.
- If you would use +CON for the roll, the foe you're attacking gets a -1 forward to their next damage roll made against you.

ESSENCE OF VEHEMENCE

You get +1d6 to all damage rolls.

DEATH'S CHOSEN

Your damage dice is now a d10.

DEATH'S RIGHT HAND

Requires: Death's Chosen, Touch Of Decay and Level 8 or higher

Your damage dice is now a d12.