

NAME

You keep the same name of your character if you are Newly Risen.

If you were Previously Raised, choose a name from that class.




LOOK

Choose looks from your Past Life's class with the following features added:

Greenish Decaying Skin, White Lifeless Husk or Fleshless
Long Nails And Ruined Hair or Carefully Preserved Features
The Gaze Of: Someone Tottally Lost or One Who Has Meaning

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 5 + CONSTITUTION

ALIGNMENT

Only select one of these alignments if you selected Previously Raised.

- GOOD**
Save others from danger or harm.
- NEUTRAL**
Avoid conflict at a cost.
- EVIL**
Show others how cruel life can be.

STARTING MOVES

BACK FROM THE DEAD

Newly Risen: Somehow, after being slain from the mishaps of adventuring, you awake from death. You are encased in a strangely familiar prison made from your own body. Some strange force has brought your character back to life as an undead. You play as the resurrected version of that character with the same name, original race and alignment from their last class. Your Past Life is the class your character was playing when they died. You know any two Starting Moves from your Past Life's class. You can only choose this option if the class you were last playing fails a Last Breath roll and dies.

Previously Raised: You have been raised from the dead a while back and have been adventuring ever since. You choose any one class not currently in play as what you were before you were slain, making it your Past Life class. You know any two Starting Moves from your Past Life's class.

RETURNED WITH REASONS

You force yourself to go on even in this wretched state, finding any worthwhile cause to keep you sane and motivated. Fill in one of following blanks as the reason you continue on:

- To avenge _____.
- To achieve _____ before _____.
- To discover the truth about _____.
- To locate _____.
- To get even with _____.
- To claim _____ for your own.
- To set things with _____ straight.

At the start of each session you Hold 2. You can spend this hold to get a +2 forward to any roll that involves one of the goals listed above that you have filled out. If, at any time, the reason you have filled out is resolved or becomes truly impossible, simply remove it and find a new purpose. You have a -1 ongoing to all rolls until you have at least one blank filled in.

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.

AM I REALLY THE SAME PERSON?

When you create this character, select one of the level 2-5 Advanced Moves from this playbook.

CLOSURE

Whenever one of the reasons you have filled for Returned With Reasons is resolved in a outcome you wanted, mark an XP. You can only mark an XP this way once per session.

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 ignore the Clumsy tag on any armor you wear.
- 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, over obstacles and onto roofs.

BONDS

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

_____ doesn't believe I'm the same person.

I made a promise to _____ in life and I intend to keep it.

I don't understand why _____ mistrusts the undead.

THE RETURNED

LEVEL

XP

GEAR

Your load is 6+STR.

If you are Newly Risen, start with all of the equipment that you had on your person before you died and subsequently rose again.

Choose four of the following if you are Previously Raised:

- Hatchet (hand, 1 weight)
- Whip (reach, 1 weight)
- Adventuring gear (5 uses, 1 weight)
- Splintered shield (+1 armor, 2 weight)
- Salvaged plated coat (1 armor, worn, 1 weight)
- Memorabilia from your previous life (0 weight)
- Strange map that portrays a location you never heard of (0 weight)
- Militia bow (near, far, 2 weight) and bundle of arrows (ammo, 1 weight)
- Bag of books (5 uses, 1 weight)
- 30 coins

ADVANCED MOVES

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

LINGERING INSTINCTS

Get a Starting Move from your Past Life's class. You can take this Advanced Move twice. Each time you do you get to pick a different Starting Move to learn.

GETTING A FEEL FOR THE NEW DEAL

Get one Advanced Move from your Past Life's class. Treat your level as one lower for choosing the move. You can take this Advanced Move up to five times. Each time you do you get to pick a different Advanced Move to learn.

RETURNED FOR BATTLE

Your damage dice becomes that of your Past Life's class. Whenever you roll your damage dice, roll two dice and pick the highest instead.

RESTORED FEATURES

Your Max HP becomes that of your Past Life's class +2.

BURDENS OF THIS LIFE AND THE LAST

Your Load becomes that of your Past Life's class +2.

OLD HABITS

Choose a second alignment from your Past Life's class. You can mark an XP for completing either or mark two XP for fulfilling both at the end of a session.

USELESS AND EXPENDABLE ORGANS

You get +4 Max HP.

BANQUET OF BRAINS

Requires: Zombie

Your gore stained teeth now have the following tags (hand, whenever you damage a living creature heal 2 damage, +1 damage, 0 weight).

BONE TO PICK

Requires: Skeleton

You add the 1 Piercing tag to all damage rolls you make.

HEADLESS HORSEMEN

Requires: Dullahan

A fiendish Nightmare from the rulebook (page 310) serves as your mount. Whenever this beast would die a new one will appear for you the next day.

AUXILIARY MEDIC

Requires: Mummy

Whenever you use Bandages on yourself or others you ignore the Slow tag.

SEABORN UNDEAD

Requires: Draugr

You heal 3 extra damage when you are healed while immersed in water.

HOPPING VAMPIRE

Requires: Jiangshi

You get a +1 to all Defy Danger rolls involving jumping to avoid danger.

NO PAIN IN DEATH

You get +1 armor.

HIGHER PURPOSE

You can fill in the blanks for three reasons instead of one for Returned With Reasons.

I WAS ONCE A...

If your Past Life's class had a Race option, choose one of those options and you now benefit from its bonus. If you are Newly Risen, instead you benefit from the race option you had selected before your character died.

PALE STRANGER (CHA)

Whenever you would meet someone from your past who you don't want to recognize you, roll +CHA. *On a 10+, your undead appearance draws more attention to it than your actual person and they don't recognize you. *On a 7-9, as above, but some suspicion hounds them about you and they might tell others about you or investigate.

FRIGHTFUL FAÇADE (CHA)

Whenever you would use your new undead look to frighten the living, roll +CHA. *On a 10+, your gruesome appearance makes their heart flutter and their courage wane. They will do 1 of the following. *On a 7-9, as above, but the GM chooses instead:

- Flee from you in total terror while screaming for help.
- Freeze on the spot as their wits leave them.
- Frightfully lash out at you.

PLAY DEAD (INT)

When you would go limp and pretend to be the normal kind of dead, roll +INT. *On a 10+, so long as you don't move, you convince anyone looking at you that you are a genuine mundane dead body and choose 3 of the following. *On a 7-9, as above, but choose 2:

- No one will try to bury or cremate you.
- No one will loot your corpse.
- No one will inspect your body.
- You witness something that you might not otherwise have happened upon.
- Foes turn their back towards you.

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

FUELED BY PURPOSE

You get a +4 forward instead of a +2 forward for Returned With Reasons.

DUTY IN DEATH

You Hold 4 instead of Hold 2 for Returned With Reasons.

SHATTERED PAST

You get to add 1d4 to the number of Hold you would get at the start of each session for the Returned With Reasons Starting Move; however, you must Spout Lore to remember anything about your life from before you died.