

# NAME




# LOOK

Names: Pullen, Fillmore, Mangle, Hurt, Sick, Lipp, Carey, Nervo, Ohno, Crossover, Yankum, Plack, Dr Swallow, Dent, Holler, Toothman, Borer, Cudd, Pullman, Rensch, Pick, Tusk, Drewel, Tucek, Butcher, Bones, Dr Hurter, Lynch, Payne, Bliss, Lancit,

Yellowing Spectacles, A Pair Of Dodgy Eyes or Empty Sockets  
Exposed Scalp, Reeking Wild Hair, Horsehair Wig or Pale Flesh  
Apron Coated In Pinkish Stains, Large Frock Coat or Old Garb  
Bent-back Frame, Twig-Thin or Bloated With Embalming Fluid

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 7 + CONSTITUTION

# ALIGNMENT

- NEUTRAL  
Heal others for no expected gain.
- CHAOTIC  
Mandatorily perform unnecessary surgery.
- EVIL  
Use the powers of medical science to ruin others.

# STARTING MOVES

## THE DOCTOR IS IN!

Undead are a frail lot of putrid, decaying creatures that rarely keep long. These poor souls face hazards of decomposition and being torn apart by generic fantasy heroes on some cliché quest to save the world. Just like all beings, undead get knocked around pretty hard and someone has to put them back together again when all the king's men slay them. That someone is you. You have spent your undead life learning the art of mending flesh with needles, plyers, knives and an assortment of other medical tools.

You start with surgeon's kit (slow, +1 to all damage healed with Fleshmender or bandages you apply to yourself or others, 12 uses, 1 weight). Whenever you are in a civilized settlement you can pay 10 coins to replenish all uses of the kit or to buy a new one.

## FLESHMEND (INT)

Whenever you would use your medical skill to patch up wounds and fix the broken bodies of others, roll +INT. \*On a 10+, you heal them for 1d8 damage and choose one of the following drawbacks. \*On a 7-9, as above, but you suffer two drawbacks instead of one:

- Your work is quick and dirty: 1 less damage is healed.
- A living creature you work on screams out in agony as you operate.
- You require additional materials: expend 2 uses of a Surgeon's kit.
- While you are busy mending wounds, the scent of blood and flesh draws the attention of others to you or your patient.
- The operation is painstakingly long.

## UNDEAD GRAFT (INT)

When you have several hours of downtime and the relevant bits of corpse that you want to graft to your undead companions, roll +INT. \*On a 10+, choose one of the following boons to permanently apply to the character so long as the graft remains attached to the bearer. \*On a 7-9, as above, but the GM picks two drawbacks from the Fleshmend move to apply:

- Additional zombified arm: +1 to all Hack And Slash rolls.
- Vampire fangs: gains fangs (hand, +1 damage, 0 weight).
- Bestial claws: +1 to all damage rolls.
- Half-rotted wings: the bearer of the graft can take grace-lacking flight.
- Second layer of skin: +2 Max HP.
- Coat of mummified flesh: +1 armor.

Your companions can only have 1 graft at a time.

## 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.

# 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.
- JIANGHI  
You can jump unnaturally high.

# BONDS

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

\_\_\_\_\_ is quite fond of the graft I've given them.

If it wasn't for my skills, \_\_\_\_\_ would have been dead long ago.

Even if they don't trust the undead, \_\_\_\_\_ is the best companion I have.

# THE STICHER

LEVEL   
XP

## GEAR

Your load is 7+STR.

You start with a surgeon's kit (slow, +1 to all damage healed with Fleshmender or bandages you apply to yourself or others, 12 uses, 1 weight), a stained jacket (worn, 0 weight) and a bone saw (hand, 1 weight).

Choose three:

- Scalpel (hand, -1 damage, 0 weight)
- Remnants of a failed medical experiment crammed into a box (1 weight)
- Pickled brain in a jar (1 weight)
- Grafter's duster (worn, 1 armor, 1 weight)
- Several fine needles and two spindles of sewing thread (0 weight)
- Butcher's apron (worn, 0 weight) and assorted cutting tools (1 weight)
- Mortal's balm (6 uses, +2 to all damage healed with Fleshmender, 1 weight)
- Mortician's Talisman (worn, +1d4 to all damage rolls made with any kind of medical tools improvised as a weapon, 0 weight)
- 50 coins

## ADVANCED MOVES

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

### DECAYING PHYSICIAN

All damage you heal with Fleshmend is increased by 2.

### DEFT HANDS

Whenever you roll a 7+ for Fleshmend you can choose one less drawback.

### WELL STOCKED

Your surgeon's kit has the following tags (slow, +2 to all damage healed with Fleshmender bandages you apply to yourself or others, 16 uses, 2 weight).

### MEDICAL IMPROVISATION

You can expend a use of a surgeon's kit to get a +1 forward to your next damage roll.

### HOLD STILL!

Whenever you and the subject of your surgery have several hours of downtime you heal them double the amount of damage you normally would with Fleshmend.

### I'VE DONE THIS A MILLION TIMES BEFORE

Ignore the Slow tag on bandages and surgeon's kits you use.

### I'M MY OWN DOCTOR

You can use Fleshmend and Undead Graft on yourself.

### I'VE GOT A LITTLE SOMETHING ON HAND

You can expend three uses of a surgeon's kit to produce an antitoxin.

### MY OWN LITTLE MIXTURE

You can expend three uses of a surgeon's kit to remove a debility from yourself or another.

### SURGEON'S STARE

Whenever you take time to look over an injury you know what inflicted the injury and how long ago it was.

### A FEW THINGS I'VE PICKED UP

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

### LATEST BATCH OF IDEAS

You get to add the following grafts to the Undead Graft list:

- Additional skeletal legs: gain +2 Load.
- Clusters of stolen eyes: +1 to all Discern Reality rolls.
- Whip-like tongue: (reach, +1 to all rolls to disarm someone, 0 weight).
- Fleshy Pouch: you can hide an additional item that weighs 1 or less in a secret pouch on your body that is unnoticeable until it's opened.

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

### UNDEAD SURGEON

All damage you heal with Fleshmend is increased by 2.

### MEDICAL MASTERMIND

*Replaces: Deft Hands*

Whenever you roll a 12+ for Fleshmend you don't have to choose any drawbacks.

### I'LL NEVER RUN OUT EVER

Your surgeon's kit has the following tags (slow, +3 to all damage healed with Fleshmender bandages you apply to yourself or others, 20 uses, 3 weight).

### A QUICK FIX!

In addition to healing damage, you can use Fleshmend to reattach severed limbs, replace organs or any other elaborate surgery.

### GRAFTING INNOVATION

You can use Undead Graft on living subjects.

### GRAFT OPTIMIZATION

*Requires: I'm My Own Doctor and Grafting Innovation*

You and your companions can have up to two grafts instead of one.

### CORPSE SCRUTINY

Whenever you look over a dead body you can ask the GM what killed it, when and if any unnatural forces were involved.

### OPEN FOR BUSINESS

Whenever you would spend several hours of downtime in a civilized settlement providing medical skills and knowledge from folk who will accept the help of an undead creature you get paid a number of coins equal to 10 times your level.

### QUICK LEARNER

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

### DARKEST OF DESIGNS

*Requires: Intelligence of 18, Latest Batch Of Ideas*

You get to add the following grafts to the Undead Graft list:

- Monster's limb: +2 to all damage rolls.
- Massive salvaged wings: the bearer of the graft can gracefully fly.
- Living boneplate: +2 armor.
- Armor made from still functioning undead: +4 Max HP.
- Bulky animal legs: +4 Load.