

NAME _____




LOOK _____

Status: Lord/Lady, Duke/Duchess, Earl, Yarld, Count, Countess, Ser, Baron/Baroness
Name: Raymun, Verenyse, Greenwell, Sefton, Fastina, Luce, Marse, Cerenna, Aldona, Updyke, Ronnet, Emphyria, Lowe, Edwyn, Josetha, Clint, Whalen, Wynara, Grix, Bennet, Shirei, Cholmond, Dysa

Golden Monocle, Silver Spectacles or Refined Gaze
Powdered Wig, Top Hat, Wiry White Hair or Bald Lumpy Scalp
Red Satin Gown, Royal Purple Doublet or Flawless Frock Coat
Oozing With Scented Perfume, Corpse Reek or Thick Cologne

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 6+CONSTITUTION

ALIGNMENT

- NEUTRAL
Flaunt needlessly at others.
- LAWFUL
Use laws to your advantage.
- EVIL
Steal or ruin others to gain power or wealth.

STARTING MOVES

MORE MONEY THAN ONE COULD SPEND IN A LIFETIME
In life you had been a noble of some dynasty that you greatly prospered from, filling your purse with more coins than you knew what to do with. Death was your only problem until you put a necromancer on your payroll to raise you from the dead.

You can roll +CHA for Carouse rolls and can carry 200 coins as 1 weight.

FAMILY TREASURE

- Your family has a great treasure tied to their lineage. Choose your family's origin:
- Military Officers: Family Saber (close, +2 damage, precise, 2 piercing, 2 weight).
 - Relic Collectors: Choose any one Magic Item from the rulebook to start with.
 - Old Money: 300 coins and priceless jewelry (worn, worth 500 coins, 0 weight).
 - Devote Bloodline: You get the Deity, Commune and Cast A Spell Cleric Starting Moves. You count as a Level 1 Cleric for these moves.
 - Wizard Lineage: You get the Spellbook and Cast A Spell Wizard Starting Moves. You count as a Level 1 Wizard for these moves.

MASQUERADE (CHA)

When you wish to disguise yourself or others in expensive livery with excessive perfumes, costumes and aliases, roll +CHA. *On a 10+, a number of people up to your level will be perfectly disguised as upper class members of society. This disguise also convinces onlookers that any disguised undead appear as living people. This lasts as long as they choose to don their costumes. *On a 7-9, as above, but there might be a wardrobe malfunction later on or someone might see you applying the disguises.

GENTLEMEN'S DUEL (CHA)

Whenever you would challenge an opponent to tasteful one on one combat, roll +CHA. *On a 10+, the opponent heartily accepts your challenge, wishing to beat the ignorance out of you. So long as no one attacks either duelist, the two will continue single combat until one duelist has been slain or yields. Should anyone interfere with the fight, the opponent sees this as nothing more than a trick and gets a +1 ongoing to their armor and damage rolls until they make you suffer for this injustice. *On a 7-9, as above, but the opponent needs to be tempted with something that you must give them before they agree to single combat.

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.

SUCH AN UNWIELDY THING

You are disgusted by weighty and inelegant designs. Leave those for the poor people; they need them more than you do. You cannot use items with the Two-Handed or Clumsy tag.

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 ongoing to all rolls involving swimming.
- JIANGSHI
You can jump unnaturally high.

BONDS

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

- _____ lacks a taste for the finer things in unlife.
- _____ appreciates the finer things in unlife.
- I feel bad for _____ because they are poor.
- I think _____ might be onto one of my deceptions.
- _____ is an excellent swordsman; a worthy opponent for a duel.

THE UNLIVING ARISTOCRAT

LEVEL _____

XP _____

GEAR

Your load is 6+STR. You start with a fashionable ivory cane (close, 1 weight) and 100 coins (1 weight).

Choose your defenses:

- Funeral fullplate (3 armor, worn, clumsy, perfect fit, 3 weight)
- Exquisite dress coat and vest (worn, worth 50 coins, 0 weight)

Choose your weapon:

- Rapier (close, precise, 1 weight)
- Dueling rapier (close, precise, 1 piercing, 2 weight)

New tags-

Perfect Fit: You ignore Such An Unwieldy Thing while you are wearing an item with this tag.

ADVANCED MOVES

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

DEEP POCKETS

You can carry up to 300 coins as 1 weight.

MASTER FENCER

You add the +1 Damage tag to all weapons you wield with the Precise tag.

GRACEFUL PARRY

You get +1 Armor whenever you are wielding a weapon with the Precise tag.

MAGNIFICENT RIPOSTE

Whenever you wield a weapon with the Precise tag, you deal 1 damage that ignores armor to any foe who damages you within range of your weapon.

POMMEL SMACK

Whenever you deal damage with a weapon that has the Precise tag, you can have it deal an extra 1 damage and all of its damage becomes Stun damage.

REDOUBLEMENT

Whenever you would fail a Hack And Slash roll, get a +1 forward to your next Defy Danger roll.

CUNNING FEINT

Whenever you would deal damage with a weapon that has the Precise tag, instead of dealing damage you can grant a +2 forward to the next roll against your victim.

SHORT TERM INVESTMENT

You get 1000 coins. You can take this Advanced Move twice.

MAYBE MY LITTLE FRIENDS CAN HELP?

Whenever you would roll +CHA for any roll made to convince someone of something, you may bribe those you are convincing by spending increments of 50 coins up to your level. For each 50 coins spent, you get a +1 forward to your roll.

BALLROOM REGULAR

On a 7+ roll of Masquerade, you can freely disguise yourself in addition to the normal amount of people you would disguise.

THRONG OF SERVANTS

You gain a small collection of undead serfs that follow you around, carrying your possessions while clumsily trying to satisfy your every whim. At the start of each session, you have 3 serfs. For every serf you have you get +1 Load. Serfs cannot fight, are fragile and are destroyed when they take any damage. At the end of each session, you gain back any serfs lost. Any time you would take damage you can have any serf sacrifice themselves to absorb the blow and reduce the damage by half.

ETERNAL SERFDOM

Requires: Throng Of Servants

Each Serf gives you 2 extra Load and, as long as you have 2 or more serfs, you add a +1 to all your Discern Realities and Spout Lore rolls.

Choose one:

- Family crypt in a civilized settlement of your choice (increase the number of undead serfs you can have from the Throng of Servants Advanced Move by 2)
- Ancestral estate in a civilized settlement of your choice, stocked with supplies and servants (counts as a manor)

Choose two:

- Onslaught of fabulous jewelry (worth 100 coins, 1 weight)
- Age-worn family heirlooms (0 weight)
- An insignia ring baring your family crest (0 weight)

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

REALLY DEEP POCKETS

You can carry up to 400 coins as 1 weight.

DINNER FOR THE DEAD

You can consume rations whenever you rest. If you do, you heal an extra 3 damage.

DEATHLY COUNTER ATTACK

Replaces: Magnificent Riposte

Whenever you would deal damage to a foe with Magnificent Riposte, you deal 2 damage instead of 1.

SWIFT RETREAT

Replaces: Redoublement

Whenever you would fail a Hack And Slash roll, get a +2 forward to your next Defy Danger roll.

RICASSO SWAT

Whenever you deal stun damage with a Precise tag it deals an additional 2 damage.

MY PRIDE IS AT STAKE!

You get a +1 ongoing to all rolls as long as you are in single combat.

RELENTLESS TAUNTS

You get a +2 to all Gentlemen's Duel rolls, but the hatred of your foe will be so great that they get a +1 ongoing to all damage rolls towards you.

LONG TERM INVESTMENT

You get 2000 coins. You can take this Advanced Move twice.

SURELY SOMEONE MUST BE IN NEED OF SOME COIN?

No matter what civilized settlement you are in or what kind of trouble you are in or about to get into, you can always find the amount and kind of hirelings you want.

MASTER OF FACADES

Requires: Ballroom Regular

You can disguise double the amount of people you normally could with Masquerade.

FLATTERY IS THE BEST ARMOR

Whenever you Defy Danger using charm and social grace you get a +2 to the roll.

FESTIVAL OF SERVANTS

You can have up to 6 serfs instead of 3.

FORWARD MY SLAVES!

You deal 1 extra damage for each serf you have when both the serfs and the foe you are damaging are within the Hand, Close or Reach range.