

# Cursed Skinwalker

A CLASS FOR

## MÖRK BORG

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You should have died, but something grabbed a hold of your soul as it seeped into the river of Death and sealed you once again in mortal flesh. Only this time the cage is not yours alone—in the currents of the afterlife your soul mingled with that of another dying creature, leaving you halved. Now you live a shared existence, locked in everlasting struggle between man and monster. You should have died.

Begins with 2d6×10s and d2 Omens.

HP: Toughness + d8

### First Died (d6)

- 1 Clutching the body of a lover.
- 2 By an arrow in the brain.
- 3 Minutes after being born.
- 4 At the hands of a friend.
- 5 Murdered in your bed.
- 6 On the back of a plague-cart.

### Abilities

Weakened mind, roll 3d6-2 for Presence. Bestial instincts, roll 3d6+1 for Strength and Toughness. Roll d6 on the weapon and d2 on the armor table.

*Give into the advances of your antithetical other and change your very anatomy into the likeness of its being.* Shifting your bones as such occupies a single painful round. Armor and weapons are likely unusable in your new form. One (1) of the following creatures stands ever at the other side of your existence:

### Creature shapes (d6)

1. **MURDER-PLAGUED RAT**
  - **Tiny:** Agility tests, including defence, are DR8.
  - Your **bite** (d4) carries disease, victims test DR14 Presence or attack their closest ally, until either is dead.
2. **FLAYED AND DRIPPING WOLF**
  - **Ferocious,** attacks are DR10.
  - Your **fangs** (d6) crit on a natural 19 as well as a 20. On a crit, all enemies test Morale.
  - **Slick from blood,** -d2 incoming damage.
3. **BONESKULLED RAVEN**
  - **Fast and flying,** defence is DR10. Make two attacks per round with your claws (d4).
  - Your **bony scalp** (d6) acts as a weapon and a shield: -1 damage and you may choose to ignore all damage from one attack. The skull will heal in d6 days.
4. **BEAR FROM BERGEN CHRYPT**
  - **Hulking and massive:** tests for Strength and Toughness, as well as attacks, are DR10. Defence is DR14.
  - **Thick hide,** -d4 incoming damage.
  - Your **claws and bite** deal d8 damage.
5. **LIFE-AND-DEATH-LIZARD**
  - **Regenerate** d4 HP per round.
  - **Bite** (d6) or **spit acid** (d4, 1 in 4 chance armor is lowered one tier).
  - **Scaly skin,** -d2 incoming damage.
6. **DOOMSAYING MONKEY**
  - **Dextrous:** Agility tests, including defence, are DR10.
  - **Light armor and weapons remain usable.**
  - Your **third eye** allows you to read unclean scrolls at DR10.

