

Name

Look

Dwarf: Banen, Grimli, Thanin, Adalia, Marah, Moriah
Elf: Gurben, Morguldor, Thawion, Amarthien, Daenis, Morwen
Human: Abdul, Mortimer, Xykon, Anita, Circe, Morganna

Piercing Eyes, Glowing Eyes, or Sunken Eyes
Bald, Slick Hair, or Straggly Hair
Tattered Robes, Stylish Robes, or Holy Robes
Withered Body, Thin Body, or Scrawny Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1)

Strength Weak -1 STR	Dexterity Shaky -1 DEX	Constitution Sick -1 CON	Intelligence Stunned -1 INT	Wisdom Confused -1 WIS	Charisma Scarred -1 CHA
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Damage 

Armour 

HP Your max is 4+Constitution 

Alignment

Starting Moves

- Good**
Placate a restless spirit and guide them to the afterlife.
- Neutral**
Maintain the balance between life and death.
- Evil**
Use your powers to bring about death and suffering.
- _____

Spirit Stone
You possess a spirit stone which you use for storing and focusing Essence; if you do not have the spirit stone at hand you are unable to use any moves requiring Essence. You may hold an amount of Essence equal to your level.

Blood is the Essence of Life
When you draw the blood of a voluntary subject (yourself or another), roll+INT. * On 10+, the subject takes 1d4 damage (ignoring armour) and you gain 1 Essence. * On 7-9, you also choose one:

- The subject takes an additional 1d4 damage.
- The subject takes -1 forward.

Race

- Dwarf**
The maximum Essence you may carry is equal to your level+1.
- Elf**
When you discern realities add "Who here is soon to die?" to the list of questions you can ask.
- Human**
When you have 0 Essence and meditate for an hour at night you gain 1 Essence.
- _____

Spirit Rend, Spirit Mend
When you channel Essence to physically affect yourself or another, roll+INT. * On 10+ choose 1 of the following effects.

- A tendril of spiritual energy coalesces and lashes out to strike a target. The target suffers 2d4 damage.
- Spiritual energy binds the subject's wounds closed and restores their vigour. The subject gains 2d6 HP but the process is unnerving and they take -1 forward.

* On 7-9 choose 1 of the above effects and also 1 of the following drawbacks.

- The magic drains power from your spirit stone, spend 1 Essence.
- The strain of channelling spiritual energy is a distraction, take -1 forward.

Bonds

Death is coming for _____ unless I can somehow prevent it.
_____ does not understand my powers, I must educate them.
A spirit told me a secret about _____.

Apprentice Psychomancy
When you focus Essence with magical intent, roll+INT.

* On 10+, you successfully cast one of the following spells:

- *Phantom Messenger* - A Shade will repeat a short spoken message, no more than ten words, to someone within an hour's walk (though the Shade takes no time to travel) and return to you with their response.
- *Ghostly Vision* - You are able to see regardless of lighting and your vision can penetrate a thin layer of mundane material. You take -1 ongoing to all spell casting rolls while this is active.
- *Spiritual Sense* - You may determine if a subject is alive, dead or undead. You may also sense whether they have ever passed beyond the Black Gates and been resurrected.

* On 7-9, you also choose one of the following drawbacks:

- The magic drains power from your spirit stone, spend 1 Essence.
- The strain of channelling spiritual energy is a distraction, take -1 forward.
- You draw unwanted attention or put yourself in a spot. The GM will tell you how.

Gear

Your load is 7+STR. You carry dungeon rations (5 uses, 1 weight) and a spirit stone which stores and focuses Essence (a jewel, amulet or charm; describe it). Choose your defences:

- Hardened leather and bone armour (1 armour, 1 weight)
- Robes (0 weight) and Adventuring Gear (5 uses, 1 weight)

Choose your weapon:

- Sacrificial Dagger (hand, 1 weight)
- Blackened Staff (close, two-handed, 1 weight)
- Sharpened Scythe (reach, +1 damage, two-handed, 2 weight)

Choose one:

- Healing potion (0 weight)
- Bag of Books (5 uses, 2 weight) and two antitoxins (0 weight)
- 21 coins

Advanced Moves

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

□ Last Rites

When you take the time to perform last rites over a recently deceased being that had a soul, roll+CHA. * On 10+, choose one of the following effects.

- The spirit converses with you, you may ask the deceased a single question that they will answer to the best of their knowledge.
- The spirit empowers your spirit stone, you gain 1 Essence.
- * On 7-9, you also choose one of the following drawbacks.
- The spirit lashes out at you causing you to suffer 1d4 damage.
- The spirit resists your will and strains you, take -1 forward.

□ Spectral Shield

So long as you carry at least one Essence, you have +1 armour.

□ Death's Scythe

When you would deal class damage you may channel spectral energy into your attacks, spend 1 Essence to deal +1d6 damage.

□ Knock, Knock, Knocking

When you attempt to call back the soul of an ally who is taking their Last Breath, you may spend up to 3 Essence to grant them an equal bonus on their Last Breath roll.

□ I am become Death

When you take upon yourself the visage of a robed, skeletal reaper, roll+CHA. * On 10+ choose two. * On 7-9 choose one:

- Undead are unable to approach within reach of you.
- Intelligent undead that can see you are briefly dazed.
- Living beings that can see you act as though Cause Fear (1st level Cleric spell) has been cast upon you.

□ Animate Corpse

When you channel Essence to animate a suitable corpse, take -1 to your current *and* maximum Essence and roll+CHA. * On 10+ the corpse gains 2d4 skill points. * On a 7-9 it gains 1d4 skill points.

The corpse is granted a semblance of life and will obey simple commands to the best of it's ability. It has no cost (other than your current/max Essence) and automatically passes Loyalty tests.

When an animated corpse is destroyed (at which point it disintegrates) or you choose to release it (causing it to disintegrate) then take +1 to your maximum Essence (returning it to normal).

□ Adept Psychomancy

When you use Psychomancy you may also choose from the following spells:

- *Phantom Spy* - A Shade will spy up on a person or place within an hour's walk (though the Shade takes no time to travel) and report to you what it sees and hears there.
- *Ghostly Walk* - You are able to become incorporeal, while in this state you can still be seen and heard but are unable to interact with the material world and can pass through solid objects. You take -1 ongoing to all spell casting rolls while this is active.
- *Spiritual Malaise* - The subject of this spell is inflicted with an illness of the soul and cannot be healed by magical or mundane means until the following sunrise.

□ Death's Knell

When you foresee and announce the impending death of an opponent, spend 1 Essence. All attacks against this opponent take +1 ongoing until they are killed or their fate is somehow changed.

□ Liturgy

Gain the Wizard move *Ritual*. Your requirements are likely to include dealing with spirits or risking danger from beyond the Black Gate.

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

□ Blood on the Altar

Requires: Last Rites

When you spend time to sacrifice the life of a subject in a properly prepared location you gain Essence which may exceed your normal maximum (up to double your normal limit). If the sacrifice is willing then you gain 1d4 Essence if the sacrifice is unwilling then you gain 1 Essence.

□ Spectral Armour

Replaces: Spectral Shield

So long as you carry at least one Essence, you have +2 armour.

□ Grim Reaper

Requires: Death's Scythe

When you would deal class damage you may channel Death's power into your attacks, spend 1 Essence to deal the maximum possible damage.

□ On Death's Door

Requires: Knock, Knock, Knocking

When you bargain with Death to return a soul from beyond the Black Gates, it is always possible. However, Death will require payment which may range from sacrificing of something or someone to the completion of a specific quest.

Death may allow the soul to return immediately, but it is not permanent until the terms of the payment have been fulfilled.

□ The Destroyer of Worlds

Requires: I am become Death

When you use I am become Death you may also choose from the following options:

- All undead currently within reach suffer your class damage.
- A chosen intelligent being that can see you is unable to act other than speaking until you leave their presence or they suffer damage.
- The veil is drawn aside, within the vicinity the mortal and spirit worlds may see and interact with one another freely.

□ The Living Dead

Requires: Animate Corpse

When you use Animate Corpse, you may spend an additional point of Essence in order to grant the corpse the spark of life. The corpse now possesses a human level of intelligence and is able to act independently. It will avoid obviously suicidal action where possible but remains completely obedient.

□ Master Psychomancy

Requires: Adept Psychomancy

When you use Psychomancy you may also choose from the following spells:

- *Phantom Guard* - A Shade will watch over a location for you. If that location is entered by a being you have not authorised the Shade will either travel to you instantly and report the intrusion or attack the intruder until they leave.
- *Ghostly Possession* - You may leave your own body (which enters a coma like state) and possess a lifeless corpse. You have full control over this corpse but do not automatically gain access to any moves which might require special training. The body has hit points equal to what it had in life; if it is destroyed you are cast back into your own body and suffer 1d6 points of damage. If your own body is destroyed then you take your Last Breath.
- *Spiritual Decay* - You may cast this spell on the corpse of someone killed in the last hour. Their soul is damaged beyond repair and they may no longer be resurrected or restored to life.

□ Spirit Guide

You have permanently bound a Shade from beyond the Black Gates to your spirit stone. You are always considered to have leverage when you parley with the Shade and it may freely choose to share information with you if it suits its purposes.

Name the Shade and choose a desire:

Freedom, Knowledge, Vengeance, Suffering

Choose a trait:

- It may leave your spirit stone and travel afield until you recall it.
- It can manifest in the physical world. If it is destroyed then it reforms at midnight.
- It is loyal to you. Take +1 to Parley with it and it is more inclined to assist you freely.

□ Phylactery

When you permanently place your own soul within your spirit stone for protection you transcend death to become an immortal lich.

When you die, so long as your spirit stone remains intact, you do not take your Last Breath. Instead, your body reforms at the location of your spirit stone at midnight. If your spirit stone is destroyed then your soul is also destroyed, you do not take your Last Breath and cannot be resurrected. You cease to exist.