

NAME LOOK

Names: Anael, Onoel, Anael, Semalion, Zaapiel, Zophiel, Chasan, Orael, Eremiel, Radueriel, Hadariel, Ubaviel, Theliel, Suriel, Jefischa, Gatriel, Zarall, Gadiel, Dabriel, Sraosha, Dabriel, Micah, Hayyel, Mydaiel, Barrattiel, Suriel, Nelchael, Orphaniel, Samandiriel, Ophanim

Milky Eyes, Glasses Covering Empty Sockets or Bright Eyes
Hood, Bonnet, Bowler, Tangled Long Hair or Ten Gallon Hat
Wrinkled Tux, Flowing Dress, Ragged Corset or Loose Robes
Hole In Torso, Maggots Under Skin, Missing Jaw or No Nose

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

D6

ARMOR

HP

CURRENT
MAX

YOUR MAX HP IS
6 + CONSTITUTION

ALIGNMENT

☐ NEUTRAL

Appease others.

☐ CHAOTIC

Escape justice for a crime you commit.

☐ EVIL

Show people the delights of being undead against their will.

STARTING MOVES

JOIN US!

You were untimely taken from the world of the living and raised from the dead. Since being an undead, your 'life' has vastly improved. Now you seek to show others the joy they can find in death, sincerely believing that undeath is the best way to escape all the problems in your life that you don't want to deal with.

Whenever you raise someone from the dead, you get a +2 forward to your next roll.

LIVING VISAGE (CHA)

When you want to cast a glamor over yourself to appear as you did when you were alive, roll +CHA. *On a 10+, you are temporarily restored to your old self so long as you are presented as your living counterpart. This effect ends when you have a rest of an hour or more or when you will it to. On a 7-9, as above, but choose one of the following:

- One limb or section of your body isn't covered by the glamor and will need to be physically covered.
- Your disguise fails to mask the stench of your decaying body.

FREE YOU FROM LIFE (CHA)

Whenever you want to use the necromantic energies that animate you as an enchantment for your weapon, roll +CHA. *On a 10+, you take 1d4 damage that ignores armor and any weapon you are holding gains the Deathly Rebirth tag until you have a rest of an hour or more. *On a 7-9, as above, but choose one of the following setbacks:

- You take 1d10 damage instead as you use too much energy to enchant the weapon.
- The weapon cannot bear the intensity of the enchantment on it. When the enchantment ends, the weapon crumbles apart.
- The weapon becomes more malleable to adopt this enchantment and gets the -1 Damage tag until this weapon loses the Deathly Rebirth tag.

COME OVER HERE (CHA)

When you call out to someone and beckon them to you, roll +CHA. *On a 10+, the person called starts towards you, calmly walking to your side and trusting you unquestionably. *On a 7-9, your call attracts them to you but they are suspicious and keep their guard up.

BROKEN PROMISES

When someone is resurrected with the Deathly Rebirth tag you can mark an XP. If you do, the person you resurrect hates you for what you have done to them. They start a vendetta against you that they aggressively pursue.

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 ongoing to all rolls involving swimming.

☐ JIANGSHI

You can jump unnaturally high.

BONDS

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

_____ understands how good the undead life is.

_____ can raise the dead like me, just in a different way.

I wish _____ would trust me more.

THE SEDUCER

LEVEL XP

GEAR

Your load is 6+STR. You start with fashionable clothing (worn, 0 weight).

Choose your weapon:

- ☐ War fan (hand, 1 piercing, 1 weight)
- ☐ Whip (reach, -1 damage, disarm or trip opponents you damage, precise, 1 weight)
- ☐ Colichemarde (close, precise, 1 weight)
- ☐ Wand stolen from a necromancer (near, -1 damage, doesn't require ammo, deathly rebirth, 1 weight)

Choose one:

- ☐ Locket from a murdered love one (worn, 0 weight)
- ☐ Stolen wedding ring (worn, 0 weight)

ADVANCED MOVES

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

☐ DANCE OF THE DEAD

When you use intricate dance moves to dodge attacks you can use +CHA in place of +DEX for Defy Danger rolls for getting out of the way or acting fast.

☐ STAR STUCK AND DUMB STRUCK

Whenever you distract someone with your looks, you can use +CHA instead of +STR or +DEX for your next Hack And Slash or Volley roll if you attack them without warning while you are visually vexing them.

☐ DEEP YEARNING

Whenever you roll a 12+ on Living Visage you can name someone and appear as the person they long for most in this world.

☐ A NEW WARDROBE IS IN ORDER

Whenever you roll a 7+ for Living Visage you can change the appearance of your clothing.

☐ I CAN BE ANYTHING YOU WANT

Whenever you roll a 7+ for Living Visage you can change your appearance to be that of any sentient humanoid race.

☐ COME HITHER

Whenever you roll a 7+ for Come Over Here you can draw an additional person to you.

☐ LOOK AT ME! (CHA)

Whenever you focus all of your effort on holding someone's attention, roll +CHA. *On a 10+, they become distracted by your looks, voice and ignore the world around them, providing an opening for you and your companion's to exploit. *On a 7-9, as above, but their attention becomes less than desirable in an uncomfortable or violent manner.

☐ CHEAP MUSCLE (INT)

When you call out to deceased bodies to assist you in the Near range, roll +INT. *On a 10+, you turn 1d6 whole dead bodies into undead thugs. Treat them as your character but with access only to the Defend Basic Move. The undead thugs have 1 HP, +1 to STR, -2 to all other stats and a d6 for damage dice. The thugs loyally follow your orders until they are destroyed or you release them from your service. You can only have a total of undead thugs equal to your level under your control at once. *On a 7-9, as above, but your undead thugs start with the Weak condition.

☐ BOUNCERS (INT)

When you call out to deceased bodies to assist you in the Near range, roll +INT. *On a 10+, you turn 1d6 whole dead bodies into undead bodyguards. Treat them as your character but with access only to the Defend Basic Move. The undead bodyguards have +1 to CON, -2 to all other stats, 8 HP and a d6 for damage dice. The bodyguards loyally follow your orders until they are destroyed or you release them from your service. You can only have a total of undead bodyguards equal to your level under your control at once. *On a

Choose two:

- ☐ Leather armor (1 armor, worn, 1 weight)
- ☐ 3 throwing daggers (thrown, near, 0 weight)
- ☐ Wristband given to you by a former spouse (worn, +1 ongoing to Armor when you are at half of your Max HP or less, 0 weight)
- ☐ Vial of enchanted oils (+1 forward to your next +CHA roll, 3 uses, 1 weight)
- ☐ 40 coins

New tags-

Deathly Rebirth: A weapon with this tag is imbued with the same magic that necromancers use to animate undead. When a living creature is slain by a weapon with this tag, it will come back to life in an hour as a free-willed undead. They will retain their personality and their memories.

7-9, as above, but your undead thugs start with the Sick condition.

☐ UNDEAD LIKE THE REST

You can learn any one move from another class with the Unliving Starting Move. Treat your level as one lower for choosing the move.

☐ FLUID BACK-STEP

Whenever you are damaged by an attack with the Hand, Close or Reach tag, you can immediately back away from the attacker without opening yourself up to anyone. Once removed from the tangle of melee, you get a +1 forward to your next Defy Danger roll against the foe you just stepped back from.

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

☐ I'M THE BOSS HERE

You can gain total and unquestioned control over one undead you animate through the Deathly Rebirth tag. Though they can still freely act and think, they are forced to follow your orders.

☐ SURPRISE!

Whenever you attack someone without warning, count your damage dice as a d10 for the next damage roll you make against them.

☐ YOU LOOK IDENTICAL

Requires: Deep Yearning

You only need to roll a 7+ on Living Visage for Deep Yearning to take effect.

☐ EYES UP HERE

Whenever you distract someone with your looks, they are unaware of any weapon you draw with 2 or less weight.

☐ DON'T CROWD NOW, ROOM ENOUGH FOR ALL

Requires: Cheap Muscle and/or Bouncers

Count your level as two higher for the number of undead thugs and undead bodyguards you can have at once for the Cheap Muscle and Bouncers Advanced Moves.

☐ MORE BODIES TO PLAY WITH

Requires: Cheap Muscle and/or Bouncers

You animate 2d6 undead thugs or undead bodyguards instead of 1d6 for the Cheap Muscle and Bouncers Advanced Moves.

☐ BEGUILE UNDEAD (CHA)

When you want to gain control of undead through the force of your personality, roll +CHA. *On a 10+, an undead you can see must follow one command from you to its intended word. *On a 7-9, an undead you can see follows one of your commands strictly to the word, capitalizing on any vagueness in your orders.

☐ IF ANY OL' ZOMBIE CAN DO THIS, SO CAN I

You can learn any one move from another class with the Unliving Starting Move. Treat your level as one lower for choosing the move.