

NAME LOOK

Human: Elizabeth, Gideon, Ravenor, Eishorn, Mathias, Melanie
Dwarf: Anika, Kiliz, Gima, Risa, Bazal, Storri, Ranulf, Garik, Ulfar

Eyes of a Scavenger, Dull Eyes, or Suspicious Eyes
 Long Hair Clumped With Soil, Wiry Hair or Short Frayed Hair
 Gravedigger's Garb, Night Frock or Workmen's Clothes

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
STR	DEX	CON	INT	WIS	CHA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1

DAMAGE 
 ARMOR 
 HP 

CURRENT MAX
 YOUR MAX HP IS 8+CONSTITUTION

ALIGNMENT

☐ **CHAOTIC**

Join in or start a fight just for the prospect of having something to eat after.

☐ **NEUTRAL**

Indulge in your affliction without hurting anyone or being discovered.

☐ **EVIL**

Escape justice for your imagined crimes or frame others of your condition.

STARTING MOVES

THE HUNGER (WIS)

Some strange fixation has grabbed hold of you and drives you to consume corpse meat to keep a macabre hunger at bay. Eating the flesh from the corpse of a sentient humanoid creature will heal you 1d6 points of damage and gain two Perversity points. Perversity points can be spent to activate certain moves. However, if at any point while you are a human or a ghoul and you gain more perversity points than your Wisdom score, you automatically count as rolling a 7-9 for ghoulish transformation **and** you must attack the nearest living creature (friend or foe) and when none are to be found you must head to the nearest corpse to dine. Note that if you use Ghoulish Transformation and it gives you enough Perversity points that would exceed your Wisdom score, it will also cause the above mentioned additional behavior of attacking friend and foe alike.

RACE/BACKGROUND

☐ **HUMAN**

Gain an additional perversity point and heal 1 extra damage when you consume dead flesh of a human.

☐ **DWARF**

Any digging equipment you use as a weapon gains the piercing 1 tag and adds extra 1 damage to any damage roll.

GHOULISH TRANSFORMATION (CON)

By spending 4 Perversity points, your will gives way and lets your deranged urges take hold of your body, roll +CON. *On a 10+ gain 3 Perversity points and become a ghoul. *On a 7-9 gain 4 Perversity points and become a ghoul. On a miss your body shakes and you lose 1d6 health in addition to whatever the GM adds.

If you succeed, your body shudders with the dominance of a fresh sinister hunger that has taken hold. You become a ghoul and count as being undead. You gain +5 temporary hit points, claws and sharp teeth (hand, +2 to damage rolls, 0 weight) as long as you are a ghoul. As a ghoul, you must attack the closest living threatening target, otherwise you must make your way to the closest corpse possible and begin to mindlessly feast on it. However, you do not gain perversity for eating corpses as a ghoul and to do anything other than attack the closest living hostile creature or feast on the dead, you must spend a Perversity point. When your Perversity reaches 0 or you rest, you become normal again and lose your ghoulish qualities.

BONDS

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

_____ is a rather nice chap, helped me out of a tight spot.

No matter what, _____ cannot find out about my appetite.

_____ is too dense to do anything right.

THEY ARE DEAD, THEY DON'T NEED THAT ANYMORE! (WIS)

You have learned that a corpse is a source of income and just not a free meal. Roll +WIS. *On a 10+, you may roll 1d4 and add your level for a treasure roll. *On a 7-9, you gain 1d4 rations or 3d10 coins.

PRAYING FOR THE IMMORTAL SOUL (CHA)

In quiet solace or at a moment's peace, you pray to just gods to forgive you for your sins, trying to get a hold on your thinning will. Roll +CHA. *On a 10+, you lose 1d6+1 Perversity points. *On a 7-9, you lose 2 Perversity Point and choose 1:

- You become confused and shaky till you rest.
- You become weak and sick till you rest.
- You become confused and scarred till you rest.

THE EATER OF DEAD

LEVEL XP

GEAR

Your load is 7+STR. You start with grave soil coated clothes or robes (0 weight), a knife (hand, 1 weight), 30 coins, 4 looted family heirlooms (each worth 1d6 gold, 0 weight) and a bag of books (5 uses, 1 weight).

Choose your defenses:

- ☐ Leather armor made from corpse hides. (1 armor, 0 weight)
- ☐ Burial pendant (worn, heal 1d8 damage, 3 uses, 0 weight)

Choose your weapon:

- ☐ Pick axe (close, clumsy, +1 damage, two-handed, 2 weight)
- ☐ Shovel (close, clumsy, two-handed, 1 weight)
- ☐ Cumbersome walking cane (close, 1 weight)

Choose one:

- ☐ Coffin lid shield (+1 armor, 1 weight)
- ☐ Fancy aristocrat's outfit (0 weight)

Choose two:

- ☐ Pick axe (close, +1 damage, two-handed, 2 weight)
- ☐ Shovel (close, two-handed, 1 weight)
- ☐ Suspicious rations (5 uses, 1 weight)
- ☐ Jar of graveyard soil (0 weight)
- ☐ Burial pendant (worn, heal 1d8 damage, 3 uses, 0 weight)
- ☐ 4 looted family heirlooms (each worth 1d6 gold, 0 weight)

ADVANCED MOVES

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

☐ FRESH MEAT

Killing an enemy grants you a +1 forward to your next Hack and Slash roll and gains you a Perversity point.

☐ SECRETS OF SUSTENANCE

Spend a Perversity point and consume the flesh of a dead creature to cast the cleric spell Speak with Dead.

☐ DISTURBING RATIONS

Roll +INT. *On a 10+, you can strip the meat off a whole dead to make 5 rations that do not spoil. If these rations would be made from a dead sentient creature, they count as corpse meat and heal you. *On a 7-9, same as above, but you heal for one less point of damage. On a failed roll, the meat is simply ruined by your awful cooking skills and is utterly useless.

☐ DEATH'S SCENT

Spend a perversity point to automatically locate any carrion, undead, fresh blood or creatures with a current HP of 3 or less.

☐ GRAVE SHIFT

You can see in natural darkness without the aid of light.

☐ JUST OUT FOR A MIDNIGHT STROLL

You gain an extra 1 XP at the end of a session in which you have robbed a grave.

☐ TASTE OF FLESH

After eating corpse meat, gain a +1 forward to your next roll.

☐ GRAVEDIGGER'S PRICE

Spend half as much coins to hire a grave digger or spend the normal amount of coins to hire a grave robber that is willing to keep your secret. In either case, you count as having a bond with this hireling.

☐ PARANOIA

Spend a perversity point to get a +2 forward to the next Discern Reality roll you make.

☐ AN ACQUIRED TASTE

Heal an additional 1 damage when you consume corpse flesh.

☐ DID YOU CHECK EVERY POCKET?

When you roll for treasure, add an extra 1d4 to the roll.

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

☐ FRENZIED INDULGENCE

When you consume corpse meat, you can choose to heal 1d10 points of extra damage and gain 1d8 perversity points.

☐ TOMB RAIDER

Requirements: Grave Shift

Gain the Trap Expert move from the thief class.

☐ A GOOD MEAL WASTED

Spend a Perversity point to use the Turn Undead move from the cleric class.

☐ SEASONED GRAVE ROBBER

Requirements: DEX of 11 or higher

Gain an advanced moved from the Thief class. You can take this move twice.

☐ VULTURE'S EYE

Spend a Perversity point to know all the properties and price of an item you eye over.

☐ I'VE TOLD BETTER LIES

You can use Parley to shift blame and focus away from you when your grim palate comes up in conversation or as an acquisition.

☐ FEAST OF FAMINE

Requirements: An Acquired Taste

You heal an additional 1 damage when you eat corpse meat.

☐ GRASPING FOR CLARITY

Requirements: WIS of 12 or Less

Gain +1 WIS.

☐ ENJOYING IT MORE THAN I SHOULD

When you become a ghoul, you may gain a Perversity point to get a +2 forward to your next Hack and Slash roll.

☐ GHOULISH BANQUET

Gain +2 to all damage rolls while you are a ghoul. Additionally, you gain +1 armor.