

DEGENERATE CORPUS

These rules are intended to supplement those found on the Undead Biology sheet. If you have any concerns or questions, you should consult a referee who will be able to explain how these changes work.

Additional Phys-Rep : Rotten Appearance

Your appearance is especially rotten and decayed. You should ensure that all visible skin is noticeably bruised and diseased looking.

As well as this additional minimum phys-rep, you may possess claws (see the Rending Claws ability below), and might wish to add fangs and even small horns to your phys-rep.

This is an additional phys-rep to the normal Undead minimum phys-rep of a soul symbol.

Physical Changes

The new body that has been crafted for you through necromantic ritual is very different to the body you possessed in life, or the temporary bodies created with less powerful magic.

You have a dreadful, insatiable hunger. If you use your ability to Feed on the Living you receive a rush of near-orgasmic pleasure, and you instinctively know this.

While your body appears rotten and decayed, it is actually stronger and more resilient than a living body.

Your teeth and fingernails are supernaturally tough. You can inflict damage in combat if you wear weapon-safe claws.

Mental Changes

Your new body influences your mind. The suggestions and guidelines given here reflect that influence, but you should interpret them as appropriate to your characterization.

Your hunger drives you to want to consume meat, blood and even bones. Even if you do not use your ability to feed on the living you feel the urge to consume dead and living creatures.

You are constantly aware of how easy it is to kill living creatures. They are weak and fragile.

You are disdainful of the tools mortals use to arm and protect themselves. Those who rely on weapons and armour are weak, and it is easy to consider them as little better than prey animals.

Additional Rules

Degenerate Corpus

You have the skills Endurance, Great Endurance, Heroic Endurance, Extraordinary Endurance and Awesome Endurance.

Rending Claws: You can use weapon-safe claws to call DOUBLE or SINGLE STUN. Claws cannot be used to attack whilst

your character is debilitated or incapacitated. Claws are covered by the one-second rule as normal, and must be passed as weapon safe by a Profound Decisions weapons checker at each event before you can use them in combat. For use in melee combat, claws must be at least 10cm long,

measured from the finger tip or knuckle, depending on which style they are. Smaller claws can be worn for roleplaying use, but cannot be used to cause damage in combat. If the claws are struck or used to parry during combat then that counts as a hit on the hand.

Claws cannot be SHATTERED but can be cut off with an axe or dagger if you are incapacitated or unresisting. Your claws will not grow back during the lifespan of this body.

Feed on the Living: If you execute a living, mortal being and are able to devour their soul then you immediately regain all lost body hits. You must still have a weapon-safe phys rep and role-play with the victim for thirty seconds in a way that makes it obvious to everyone in the vicinity that not only are you executing the target but you are "feeding" on them in some way. If you complete the execution without interruption, then the target is dead and as long as their soul is still present for you to devour then all your lost body hits are immediately restored. Once the execution is complete you must present your show-me lammy which explains what rules they should follow. Take their soul card from them and hand it to a referee within the next 24 hours. This ability will not work on any of the five magical races as they are inedible nor on any character whose soul immediately flees the body at the exact instance of death, such as a soul tainted character.

Devour Corpse: Using your teeth and fingernails (or weapon-safe claw phys rep) you can eat a corpse completely within five minutes of obvious role-playing. You must remove the body card completely and hand it to a referee within 24 hours.

Unholy Hunger: You must successfully use your Feed on the Living ability before time-out on every day of an event. At time-in on every day after you fail to meet this requirement, you will lose two of your additional levels of Endurance, until you have none left. At time-in on the day you would lose the last of your additional levels of Endurance your form fails, just as if your body had been slain. You cannot recover these lost levels of endurance by any means except using your Feed on the Living ability. Whilst you have missing levels of Endurance, every time you use your Feed on the Living ability you will gain two of the missing levels back instead of having all your lost body hits restored.

It will be assumed that you use this ability regularly in downtime. Many of these deaths will take the form of unimportant NPCs, but your presence in an area will result in regular deaths among the working population. If that area is being actively protected you are likely to suffer extreme repercussions for your actions that may include your death and thus the loss of your degenerate corpus.

Bestial Nature: You cannot use any weapon or armour skills other than those granted by your Degenerate Corpus. You temporarily lose all offensive skills, and you cannot use Light Armour, Heavy Armour or Shield skills. You must rely on the abilities granted by this undead form.

The Undead Body and Soul

These are the standard rules that apply to all undead and are repeated here for clarity.

If you have been incapacitated for five minutes then you do not become debilitated. Instead, the damage to your body becomes as severe as if you had been executed or had reached your maximum death count. In all these cases the body must be abandoned so your soul immediately flees and your body dissolves away to nothing. You must not give

anyone your character's body or soul card unless they have a show-me lammy that specifically states that it affects undead characters. Put on your OOC ammband, leave all IC items behind and report directly to a referee to report your character's death.
You DETECT as, and are affected by, any calls that affect NECROMANTIC or SOUL TAINTED.