

# REVENANT

The power of your faith allows your soul to be protected from the worst ravages of death. You have not been restored to full life, but you have been given another chance to set right the wrongs you left unresolved in life. If you have any concerns or questions regarding these rules then you should consult a referee.

## Physical Changes

Your new body is very different to the body you possessed in life.

You have a physical body that is similar to that you possessed in life.

You do not need to breathe, eat food or drink liquids and feel little desire to do so.

You still however require sleep and still feel pain and tiredness in the same manner as other sentient races

## 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.

You feel an overwhelming urge to exact vengeance on the people who have wronged you.

You are intimately aware that you owe your existence in your current state to the will of your deity, and that your time in the mortal world is limited.

## Rules

Please note that these rules have not been released to the general Maelstrom player base. We strongly recommend that you do not tell other players OOC about the existence of these rules.

**Blessed Body:** You have the skills Endurance, Great Endurance and Heroic Endurance.

You can be damaged and mortally wounded as normal, and are affected by healing magic like any other living creature. It is possible to staunch your wounds, and a mortal wound you take can be treated by anyone who can treat the wounds of your original race.

**No Digestion:** You can eat although you have no need to do so and have no perceptible digestions. You cannot be asphyxiated and a standard poison or drug will not affect you. Substances are coded on their lummy interior with a letter/number combination. Only substances beginning with an "A" code can potentially affect your character; all other substances will have no effect, and you should ignore any instructions on these lummies.

**Devoted Soul:** Your soul is different to that of a normal mortal being. You cannot link yourself to an eidolon using the theurgic spell "Shatter the Maelstroms Fetters" and you cannot become soul pacted to an eidolon.

You are devoted to the same god you served in life, and are affected by all things that would affect a devotee, this includes the ability to pray. If you cease being devoted for any reason, you should immediately put on your OOC armband and report to a referee as your soul immediately flees your body as it dissolves to nothing.

**Theurgic Energy:** You DETECT as THEURGIC. For example if a DETECT THEURGIC call is used against you, then you must raise your hand for a few seconds or shout "yes" to indicate that you have been affected. You are affected by any call that affects THEURGIC. You are not LIVING and are not affected by any calls that only affect LIVING eg FEAR LIVING.

**Creature of Faith:** You are effectively a member of a magical race. You are immune to any effect, beneficial or hostile that states that it does not affect magical creatures. For example, you give no benefit to someone who attempts to use "The Thief of Life" on you.

**Free Will:** You have the same free will that you possessed when you were alive.

**Return from Death:** You recover naturally from wounds at the same rate as a living creature. If you are reduced to zero hits then your body is so badly damaged that you are affected by all the normal rules for characters that become incapacitated.

Like normal characters if you have been incapacitated for five minutes then you become debilitated. If you have been executed or have reached your maximum death count 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 lummy that specifically states that it affects eidolon characters. Put on your OOC armband, leave all IC items behind and report directly to a referee to report your character's death.

**Enduring Creatures:** You must go straight to GOD to report your death. You must see a referee at GOD who will check to see if you are permitted to return to life. If you are allowed to do so, they will tell you where you should re-enter play.

**Radiant Soul :** You do not have the ability to learn new skills. You also lose any skills you had in life.

**Final Death:** Any character who knows your true name may use the lay to rest skill on you whilst you are incapacitated or unresisting. If the skill is used on you then your soul immediately leaves your body. You must go OOC and report to a referee immediately to report your character's death.

**Soul Symbol:** You must display a soul symbol prominently on your brow. You display your own soul symbol and will need to register it with the referees. This soul symbol does not change.

**Banish:** If you are the target of a BANISH THEURGIC TRUE NAME you should go to GOD immediately and inform a referee. If you have been banished, you have effectively been killed and may still return from death depending on the circumstances of the banishment.