

RISEN HUSK



- Your character's body has been raised as a walking corpse.
- You have five body hits and may call DOUBLE with any melee weapon.
- If you are wearing any armour, it provides a single point of protection.
- You may call MASS DETECT LIVING at will.
- You DETECT as, and are affected by calls that affect, UNDEAD.
- You do **not** DETECT as, and are **not** affected by calls that affect LIVING.
- You cannot talk or use skills. Moaning is just fine.
- You have no soul; any ability which attempts to affect or communicate with your soul will fail.
- Your main goal now is to find, kill and then devour LIVING creatures. Thirty seconds of obvious devouring is an acceptable execution method.
- You have the intelligence of a clever animal, and will obey the simple orders of the character who raised you.
- In the presence of LIVING creatures, you will eat them unless ordered every minute not to.
- You can never be mortally wounded. If an effect would start your death count, call RESIST. You still take **all** other effects of the mortal blow.
- If you become incapacitated, you will regenerate to full hits after 5 minutes unless someone executes you.
- After you have been executed, your body rots away within seconds. Leave any in character items, go OOC and report to GOD.
- If at any time you do not wish to continue playing this role then please go OOC and report to GOD. Do not feel bad about doing this.

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