

CADAVEROUS 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.

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.

Your new body is sturdy and can endure great physical punishment. You feel as if you had gained a great deal of mass or weight, although you don't actually weigh more than you would expect to.

You do not feel pain. You can be damaged, but physically harming your body does not cause you to feel pain.

You do not find physical sensations pleasurable. While you can tell rationally that something "should" be enjoyable, you don't actually experience the sensation.

Your senses of smell, taste and touch are muted. While you can judge the intensity of a sensation, you find it hard to tell different sensations apart. For example, you don't taste much difference between wine, water and tea.

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 more physically powerful, fitter and stronger than you were when alive. There is little you cannot do if you apply yourself.

You find it difficult to control your temper. You are much more likely to become angry than you are to become scared.

If you become angry you feel the urge to lash out physically at the things that have offended you.

You feel the urge to act now. Bluster, indecision and delay make you angry, as does any attempt to thwart you.

Threats and violence directed at you or your allies make you angry.

You feel almost no desire to eat, drink or engage in sexual activity.

Your feelings of empathy for others are muted. You find it difficult to care about the consequences of your own actions, or deal with other people's feelings.

Your natural physical superiority to living creatures makes it easy for you to feel disdainful and superior towards fragile living creatures.

Other undead characters are likely to share your strengths and superior qualities. Most mortals simply cannot comprehend what it is like to be undead and you may find their company tedious or uncomfortable.

Additional Rules

Minimum Phys-rep

Your body resembles a corpse. The minimum phys-rep is dark coloured veins on all visible skin unless you use make-up or prosthetics to create a more corpse like appearance.

This is in addition to the normal undead minimum phys-rep of a soul symbol.

Cadaverous Corpus

Your dense corpus gives you access to additional skills including endurance as listed in your skills and abilities sheet and summarized on your body card. These additional skills are instinctive rather than trained and cannot be taught to other characters.

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 armband, 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.