

OSSEUS 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.

The material making up your body lacks weak spots or vital areas. You have no internal organs, and you do not bleed.

Your new body is extremely precise, and possesses natural accuracy.

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

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 do not have strong emotions. While you can still express emotions, you do so by “rote” rather than because you are feeling something.

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

One of the weaknesses of living creatures is that they are slaves to their emotions. When others show strong emotions, it is hard for you not to feel disdain or pity.

You find it hard to keep an arrogant belief in your natural superiority in check.

You can bring sudden death to living creatures without them ever getting close enough to threaten you.

You have almost no desire to eat, drink or engage in sex.

Additional Rules

Minimum Phys-rep

Your appearance is especially skeletal or withered. You should ensure that all visible skin is noticeably white, with your eyes and lips outlined with dark makeup.

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

Osseus Corpus

You cannot be mortally wounded

You must call RESIST if you are targeted by any mortal blow that would normally mortally wound you

You do not have blood or internal organs and cannot be mortally wounded. You must call RESIST if you are hit by a COUP DE GRACE, or any mortal blow that is not stopped by your armour if you have any. You suffer all the other effects of the mortal blow, thus a ZERO STRIKEDOWN will knock you over; a SINGLE CLEAVE will cause one point of damage and render a limb unusable.

For example, you have one point of armour when you are hit on the arm by a character calling SINGLE CLEAVE. Your armour protects you against this mortal blow so you must not call RESIST. A second SINGLE CLEAVE on your arm will cause the loss of one body hit and render your arm useless. You must call RESIST to show that you are not mortally wounded.

As you cannot be mortally wounded, you cannot be the recipient of any power or ability that transfers a mortal wound to you. Any attempt to do so will automatically fail and you must call RESIST.

If you suffer a CLEAVE on a limb then the limb is rendered useless as normal, although you are not mortally wounded. You cannot use the limb again until you have regained at least one lost body hit.