

TENEBOUS 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 much less physically solid than a typical undead form. It is composed of a material that feels soft and pliable. You are still a physical, corporeal being but you feel as if you have little mass or weight.

You feel uncomfortable in bright light. Direct sunlight is almost painful where it strikes exposed skin, although it does not cause you damage. You can avoid the discomfort bright light brings by muffling yourself up or keeping to shadowy or covered areas.

You hunger for the life-force of the living. If you use your ability to Feed on the Living you receive a rush of near-orgasmic pleasure, and you instinctively know this.

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 uncomfortable if too many people are paying attention to you. While you can still speak in public (for example) you will be uneasy doing so. Your instincts urge you to keep to the edges of crowds or in corners, or to cover yourself against the scrutiny of others with hoods, cloaks or veils.

You feel drawn to the dying. The urge to feed on the life-force of creatures who are already dying creatures is very strong. Even if you do not feed, you have an instinctive urge to watch as a dying creature expires rather than help them recover.

You feel uncomfortable in direct face-to-face confrontations. Your instinctual response to a confrontation is to withdraw and return later when you have the advantage, or to use abilities such as Dreadful Presence to make someone else withdraw.

You are constantly aware that living creatures are dying, albeit slowly. Every breath a living creature draws brings them closer to death. When you are in close company with the living, this awareness can be almost overwhelming. This sensation does not occur around undead, eidolons, golems or facets.

Additional Rules

Dark Apotheosis

You can develop new abilities as you gain experience of this undead form. You can only learn these abilities while you possess a tenebrous corpus.

Dreadful Presence

You can cause fear in living creatures. Once every thirty seconds you may call FEAR LIVING against a character within 5m. You do not need to use any additional vocals.

Feed on the Living

If you execute a living, mortal being 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 not only is the target dead but their soul is forced to leave their body and all your lost body hits are immediately restored. This will not heal a mortal wound, however.

This ability does not work on eidolons, facets, golems or undead.

Minimum Phys-rep

Your appearance is especially pale. You should ensure that all visible skin is noticeably white.

As well as this additional minimum phys-rep, you may wish to consider ensuring that as much of your body as possible is covered, possibly adding a hooded cloak and gloves. A tenebrous corpus makes you especially sensitive to exposure to bright light.

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

Semi-physical Form

The material that makes up your body leaves you resistant to penetrating attacks. You may call RESIST against any THROUGH attack that strikes you. The attack does not bypass your armour, nor does it cause you a mortal wound, but you still suffer any other appropriate effects of the blow.

Tenebrous Corpus

You have one less maximum body hit than a typical character.

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.