

# NAME




Names: Nihlath, Myrkul, Azoth, Mordecai, Nija, Nihasa, Prosperine, Zente, Dante

# LOOK

Haunted Eyes, Dead Eyes, or Inky Black Eyes  
Deep Hood, Bald, or Styled Hair  
Tattered Robes, Heavy Cloak, or Funerary Attire  
Bony Body, Pale Body, or Corpulent Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6 + CONSTITUTION

# ALIGNMENT

## LAWFUL

Carry out a spirit's last request.

## NEUTRAL

Help someone to understand death or soothe their grief.

## EVIL

Exploit your power over death for personal gain.

# STARTING MOVES

## UNDERTAKER

When you **perform last rites over a recently dead or dying sentient creature**, you gain 1 Soul, and you may ask the deceased's player the following questions, they must answer you truthfully:

- What caused your death?
- What regret burdens your soul?

You may hold a maximum of 3 Soul. **You begin play with 2 Soul.**

## SOUL MAGIC

You can cast any spell from the Reaper spell list of your level or lower without needing to prepare them first. When you **cast a Reaper spell**, roll+WIS. \*On a hit, the spell is successfully cast. \*On a 10+, choose a consequence from the list below. \*On a 7-9, choose two consequences.

- You spend 1 Soul
- The spell has other effects as well
- You may not cast this spell again until after the next time you Make Camp
- You draw attention to yourself or put yourself in a spot, the GM will tell you how

## CASTIGATE

When you **verbally rebuke an undead creature and spend 1 Soul**, roll+CHA. \*On a 10+, choose three. \*On a 7-9, choose one.

- You deal your damage to the target, ignoring armor
- You place a burden upon them, limiting their supernatural abilities
- The target may not come any closer to you, as long as you lock its gaze
- You may ask two questions from the Discern Realities list about the target

## DEATH LORE

When you **first encounter an important creature, location, or item that pertains to spirits, the undead, or the afterlife**, you can ask the GM any one question about it; the GM will answer truthfully.

Additionally, when you **Spout Lore about spirits or the lands beyond the Black Gate**, you roll with WIS instead of INT.

# RACE

Death doesn't care who or what you are. All are equal in his eyes. Choose any race you want, it doesn't matter.

# BONDS

Fill in the names of your companions in at least one:

One of \_\_\_\_\_'s ancestors gave me a message for them, but I'm waiting for the right time to give it to them.

I brought \_\_\_\_\_ back from Death's Door.

\_\_\_\_\_ fears the power I wield over souls. I will help them to understand.

\_\_\_\_\_ 's beliefs about the afterlife are wrong. I shall try to show them the truth.

## GEAR

Your load is 6+STR. You start with dungeon rations (5 uses, 1 weight), two coins, and the tools you use to perform last rites, describe them! Choose two:

- Scythe (close, two-handed, 1 weight) and antitoxin (0 weight)
- Sacrificial dagger (hand, 1 weight) and bandages (3 uses, slow, 0 weight)
- Bag of books (5 uses, 2 weight)
- Healing potion

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### ASHES TO ASHES

When you perform last rites, you may choose to turn the corpse you have used to ashes. That corpse can never be raised again, including as an undead, nor can its spirit be contacted in any way, short of direct intervention by Death himself.

### CANOPIC JARS

The maximum number of Soul you can hold is now 4.

### EXORCIST

You can now use Castigate on spirits and extra-planar creatures. When you do, add the following option to the Castigate list:

- You drive the target out of any person or object they are possessing, and prevent them from possessing anything else as long as you are present

### FERRYMAN

When you **Parley with ghosts and other intelligent undead**, you may offer the comfort of oblivion as leverage. If they accept, they depart this world for the one beyond the Black Gates.

### I SEE DEAD PEOPLE

You no longer have to roll to cast the spell Spirit Medium; you can just cast it whenever you like. Additionally, Spirit Medium no longer has an ongoing cost.

### PHANTOM GUARD

While you have at least one Soul, you have 2 armor.

### REVERENCE

Choose a spell from the cleric list. You may cast that spell as if it were one of your own.

### THE SCALES OF LIFE AND DEATH

When **someone takes their Last Breath in your presence**, they take +1 to their roll.

### SPIRITS OF KNOWLEDGE

When you **enter a new place**, the spirits of the dead will tell you a fact from the history of that location or something that has changed since you were there last.

### VITAL TRANSFER

When you **touch someone**, you can spend 1 Soul to heal them of 1d6 damage, as many times as you like, as long as you have Souls to spend. You can use this ability on yourself if you wish.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

### CROSS THE VEIL

When you **step partially into the land of shadows and spend 1 Soul**, you turn yourself insubstantial. You can pass through solid objects, and mundane weapons will pass through you. You may still be repelled or harmed by magic or energy. Attacking or casting a spell ends this effect.

### DUST TO DUST

*Requires: Ashes to Ashes*

When you **reduce a living creature to zero HP**, you may turn its corpse to ashes, as per the Ashes to Ashes move. If you do, you instantly gain 1 Soul.

### EXPEL

*Requires: Exorcist*

When you deal damage with Castigate, deal +1d6 damage, and when you **reduce an undead, spirit, ghost, or extra-planar creature to zero HP**, it is henceforth barred from appearing on the material plane in any form. If the creature would be sent back beyond the Black Gates, Death will personally make sure it never leaves his domain again.

### GRIM REAPER

Any weapon you wield draws power from beyond the Black Gates. Your weapon can affect insubstantial creatures as if they were solid, and your attacks get +Soul piercing.

### MEMENTO MORI

When you **take your Last Breath**, take +Soul to the roll.

### PHANTOM ARMOR

*Replaces: Phantom Guard*

While you have at least one Soul, you have 3 armor.

### REST IN PEACE

You no longer need to spend Souls to use Castigate.

### SOUL MASTERY

When you cast a spell, on a 12+, choose no consequences.

### SPIRITS OF WARNING

When you **consult the spirits of those who died at your location**, roll+CHA. \*On a 10+, a spirit will guide you past danger, keep you from becoming lost, or show you something hidden. \*On a 7-9, a spirit will show you a danger, but no more than that.

### VITAL INFUSION

*Requires: Vital Transfer*

When you use Vital Transfer, you heal 2d6 damage per Soul spent instead.

## FIRST LEVEL SPELLS

### ☐ SPEAK WITH DEAD

LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

### ☐ SPOOK

LEVEL 1

ONGOING

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, or fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

### ☐ SPIRIT MEDIUM

LEVEL 1

ONGOING

While this spell is ongoing, you can detect and interact with ghostly, insubstantial, or extra-planar entities, and you take -1 to cast a spell. Any such creatures will be aware of you while this spell is ongoing, and more likely to interact with you.

### ☐ CORPSE LANTERN

LEVEL 1

You draw a spiritual lantern from beyond the Black Gates, which floats nearby you. It gives off no heat or sound and requires no fuel but is otherwise like a mundane lantern. You have complete control of the color of the lantern. The spell lasts until the next dawn.

## THIRD LEVEL SPELLS

### ☐ SÉANCE

LEVEL 3

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes; just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

### ☐ SHROUD

LEVEL 3

ONGOING

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

## FIFTH LEVEL SPELLS

### ☐ GRIM VISIONS

LEVEL 5

Cast this spell and gaze into a reflective surface to see where Death thinks you are needed most right now. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They will then tell you something useful about how you can interfere with the grim portent's dark outcomes.

### ☐ UNHOLY BLIGHT

LEVEL 5

ONGOING

A swarm of vicious insects from beyond the Black Gates of Death fill the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d4 damage, which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

## SEVENTH LEVEL SPELLS

### ☐ DEATH GRIP

LEVEL 7

Touch an enemy and strike them with the power from beyond the Black Gates, dealing 2d8 damage to them and 1d6 damage to yourself. This damage ignores armor.

### ☐ MARK OF DEATH

LEVEL 7

Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.

## NINTH LEVEL SPELLS

### ☐ FINAL JUDGMENT

LEVEL 9

The mindless undead creature you touch is destroyed and you steal its negative energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.

### ☐ DOOM

LEVEL 9

Name a city, town, encampment, or other place where people live. Death will pay them a little "visit", in the Biblical sense, during the next night.



# REAPER SPELLS