

Undead

Undead are player characters or NPC's who are neither alive nor dead. They cannot be killed by normal means since they are not alive. Instead, they may be destroyed by magic and by silvered weapons, in most cases. Lesser undead include ghosts, ghouls, revenants, skeletons and zombies. Greater undead include night- gaunts, spectres, vampires, wights, and wraiths. Greater undead have the power to drain life force (in the form of Endurance and Fatigue) from living victims. They cannot affect other undead in this manner, nor can they affect extra-dimensional beings (demons, devils, etc.). It is possible for characters to become undead in certain cases. When this occurs, the character's abilities will be altered somewhat, depending upon the type of undead he becomes. His characteristics may be decreased or increased to fall within the appropriate range for the class of undead to which he belongs, but should be altered by the GM as little as possible. For example, a character with a Physical Strength of 10 who became a vampire would have his PS increased, but probably not by more than 5 (so as to possess the minimum Physical Strength for a vampire). A character who becomes undead retains his Rank in all skills, talents and magic which are useable to him in an undead state. They may continue to acquire Experience and Rank, but all Ex- perience costs are doubled for undead characters. Undead beings recover automatically from being stunned at the beginning of each Pulse, if they have not already recovered.

Lesser Undead

Lesser Undead include all undead who do not have the power to drain life force from the living of this plane.

Ghost

Description: A ghost is the insubstantial form taken by the spirit of a recently deceased individual. It may appear in exactly the form the individual himself took in life except for a certain shimmering quality and the fact that a ghost seen in direct sunlight will tend to fade into the background. Ghosts are usually produced when an individual dies in particularly traumatic circumstances.

Talents: Ghosts have no skills or magical powers and cannot harm living beings directly since they are insubstantial. However, they can frighten living beings (especially the unwary) into flight. A character facing a ghost must roll 3 times his willpower or less on D 100 to keep from panicking and fleeing from the ghost's presence. Add 20 to the dice roll if the ghost was unexpected.

PS	None	MD	None
AG	None	MA	5-23
WP	5-23	EN	None

Weapons: Ghosts have no natural weapons and may use no man-made weapons. They cannot harm others directly and cannot be themselves harmed by physical means.

Ghoul

Description: Ghouls are a form of undead who specialize in devouring the flesh of the living or of recently dead characters. They are physically humanoid in all respects except that they may be ravaged by sickness or maimed by the wounds which killed them. Their undead status has robbed them of most of their intelligence and agility, but has also made them fearless.

Talents: Ghouls possess no skills or magic. They possess two special characteristics: Any character bitten by a Ghoul will automatically die if the wound becomes infected and will rise at dawn on the day after his death as a Ghoul. Ghouls can only be killed by destroying their motor center. Thus, they are unaffected by specific Grievous Injuries.

PS	14-18	MD	8-12
AG	6-12	MA	None
WP	18-25	EN	18-24

Weapons: Ghouls may use their hands in Melee or Close Combat as unranked weapons. They may only Strike once per Pulse (i.e., no Double Strikes). Ghouls may Strike twice per Pulse in Close Combat (once with hands and once with teeth). Their bite has a Base Chance of 40%, damage of [D - 4] (but with + 20 to Infection Checks in addition to any modification for bites) and is never Ranked.

Revenant

Skeleton

Description: Skeletons are animated figures formed magically from the bones of the dead. They are controlled and animated by the will of an Adept in the same manner as zombies are. Often they will be clothed and armed. Skeletons immediately fall apart and turn to dust whenever they cease to be animated by an Adept. Skeletons may never be Stunned.

Talents: Skeletons have no special talents, skills, or magic. However, their special magical nature makes them immune to damage from weapons rated for A type damage (arrows, thrusting swords, stabbing weapons). They may use weapons, including Ranked weapons, shields and armor.

PS	10-16	MD	14-18
AG	12-16	MA	None
WP	20-25	EN	8-12

Weapons: Skeletons may attack using the unarmed combat rules, but will probably be armed with a weapon of some sort.

Zombie

Description: Zombies are another variety of living dead. In this case, the dead are animated by a spell cast by a member of the College of Necromancy. They may (when newly dead corpses are used) appear nearly normal except for a slight earthen hue. When old corpses are used, however, the zombies may be no more than skeletons held together by a few strands of sinew.

Talents: Zombies have no skills or talents and are not magic users. Like Ghouls, they are unaffected by Grievous Injury since their motor center must be destroyed before they cease to be animated.

PS	10-16	MD	6-10
AG	4-8	MA	None
WP	18-25	EN	16-22

Weapons: Zombies never use weapons. They may attack with hands using the bare-handed attack rules. Their hands are never Ranked.

Talents: Spectres may possess the entire gamut of human talents and skills. In addition, they are Dark Mages of the College of Celestial Magics. Their touch is ice cold and any character coming in contact with a spectre which is in full physical form suffers [D + 3] damage drained directly from Endurance. A character whose last point of Endurance is drained by a spectre becomes a half-strength spectre.

PS	3-30	MD	3-25
AG	10-20	MA	17-30
WP	20-30	EN	20-30

Weapons: Spectres have no natural weapons other than their touch. They also are not weapon users even in their most substantial state. Damage from contact with spectres is never absorbed by armor.

Vampire

Description: Vampires are human (or humanoid) beings who have entered the netherworld of "life-drinkers." They support their existence by drinking the blood of the living (or recently dead) members of their own species (but not necessarily their own race). A character becomes a vampire only by performing a Ritual of Becoming Undead or by being killed by a vampire who drains the character's last point of Endurance. A character who dies in this manner rises at sunset of the third day after his death in the form of a vampire and must, thereafter, be treated in all ways as a vampire. Once the character's last point of endurance has been drained, the character may not normally be resurrected or prevented from becoming a vampire. He may be destroyed in the same way as a vampire once he rises from the dead, but not before. Vampires always appear to be the age they were at when they became vampires. All physical wounds or disfigurements during life are, however, removed. A character may sometimes be prevented from becoming a vampire by being pinned in his coffin by a stake driven through the heart.

Greater Undead

Greater undead include all those undead who have the ability to drain life force from the living of this plane.

Spectre

Description: Spectres are undead beings half of this world and half of another plane. They enter this world most fully at night and may disappear entirely during the day. If exposed to direct sunlight, they permanently dissipate. Spectres are humanoid in shape, but tend to show an easily discernible blue glow when viewed in the shadowed areas they prefer.

Talents:

Vampires retain all magical and racial skills acquired during their life and may learn any number of new skills. They lose all magical knowledge unless they were, while alive, members of the College of the Mind. All vampires are automatically members of the College of Sorceries of the Mind. Any character who was a member of this College while alive retains any Rank he achieved with the knowledge of that College. Vampires have the following special skills. They can change shape between the following forms: Bat, rat, wolf, cloud of mist or their "natural" human shape. It takes one full pulse for the transformation to occur. A vampire must implement only a pass action during a pulse in which he attempts to change shape. Vampires are hypnotically attractive to members of their own species (including other races). They possess most of the characteristics that they did during their life except that their Physical Strength and Willpower are both increased by 50% (round up). They gain the ability to summon control and communicate with all common land mammals and are especially adept at communicating with and summoning bats, rats and wolves. This ability operates automatically as a talent of the same type as G-1, G-3, and Q-1 of the College of Earth Magics, except that the Base Chance is always increased by 20 when a vampire attempts to summon, control or communicate with an animal. Vampires lose 1 point from Fatigue (and from Endurance when Fatigue is exhausted) each hour during which they do not feed. When a vampire feeds, they add 1 point per pulse (for each 10 seconds when not in combat) to either Fatigue or Endurance (their choice) for each point they drain from their victim. The vampire's Fatigue and Endurance may never be raised above their normal maximum level by this method. A vampire whose last point of Endurance is removed because they have failed to feed is permanently destroyed. A vampire feeds by entering Close Combat with a character and drinking that character's blood or by hypnotizing the character into allowing them to drink the character's blood (using a Spell of Hypnosis). Characters hypnotized by a vampire will not

PS	15-30	MD	15-25
AG	15-25	MA	15-25
WP	25-30	EN	15-25

Weapons: Vampires are treated in all ways as human beings for purposes of combat except that they cannot be harmed by normal weapons. They have no special weapons except their ability to drink blood as described above. This ability may not be used against characters wearing armour other than cloth, leather or wicker unless the victim is first hypnotised and opens his armor so that the vampire can reach his neck.

Wight (barrow wight)

Description: Wights are a form of ghost. They normally appear in their human form, but vary in substantiality in direct proportion to the time of day. Bright sunlight makes them fade into the spirit world while moonlight and starlight increases their corporeality. When in a corporeal state (usually just after moonrise), they are capable of harming humans just as if they were, themselves, alive.

Talents: Wights may exhibit any and all human skills and talents. They may use magic, but are limited to the Celestial Magics (Conjurations of Night and Stars) at Rank 10 or above due to their unique status as beings who themselves wax and wane substantial in direct proportion to the power of celestial bodies. They can use weapons, wear armor and carry shields just as they did when they were alive.

PS	15-30	MD	15-25
AG	10-20	MA	15-30
WP	20-30	EN	10-25

Weapons: Wights are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a wight may drain the life force of any character with whom he comes into physical contact. Whenever a character strikes or is struck by a wight, the contact does [D + 2] damage. Damage inflicted on a character in this manner is never absorbed by normal armor.

Wraiths

Description: A wraith is much like a wight in that he appears human and tends to wax and wane insubstantial. However, a wraith dissipates entirely in full sunlight and may never reform. Consequently, wraiths stay in dark areas where the sun does not penetrate and only come out at night. The natural pallor of a wraith is replaced by a silvery aura in bright moonlight when its power is at its height.

Talents: Wraiths cannot harm living beings by physical means, nor can they engage in any physical skills. However, a wraith can, when its power is high, perform Celestial Magic at Rank 8 or above. The touch of a wraith operates in the same manner as the touch of a wight except that +4 is added to the damage die roll. Even at their most substantial, they are not otherwise physical beings.

PS	2-5	MD	2-5
AG	25-35	MA	15-30
WP	20-30	EN	15-30

Weapons: Wraiths have no natural weapons and cannot use physical objects. They can use magic.