




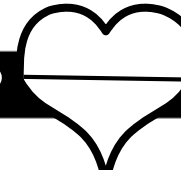
Name

Look

Dead eyes, Sharp eyes, or Commanding eyes  
Strong face, Scarred face, Cruel face  
Torn garments, Old garments, or Practical outfit  
Graceful Build, Spare build, or Solid build

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

|  |  |  |   |  |   |       |     |
|--|--|--|---|--|---|-------|-----|
| Strength<br><input type="text"/><br><input type="checkbox"/> Weak -1<br><input type="text"/> | Dexterity<br><input type="text"/><br><input type="checkbox"/> Shaky -1<br><input type="text"/> | Constitution<br><input type="text"/><br><input type="checkbox"/> Sick -1<br><input type="text"/> | Intelligence<br><input type="text"/><br><input type="checkbox"/> Stunned -1<br><input type="text"/> | Wisdom<br><input type="text"/><br><input type="checkbox"/> Confused -1<br><input type="text"/> | Charisma<br><input type="text"/><br><input type="checkbox"/> Scarred -1<br><input type="text"/> | Score | Mod |
|  |  |  |   |  |   | 1-3   | -3  |
|  |  |  |   |  |   | 4-5   | -2  |
|  |  |  |   |  |   | 6-8   | -1  |
|  |  |  |   |  |   | 9-12  | 0   |
|  |  |  |   |  |   | 13-15 | +1  |
|  |  |  |   |  |   | 16-17 | +2  |
|  |  |  |   |  |   | 18    | +3  |

Damage   Armour  HP  Max HP is 6 + Constitution

Drive

Starting Moves

- Fury:** hurt someone just to slake your bloodlust
- Exequy:** set a ghost peacefully to rest
- Morbidity:** Toe the lines between life and death

**Kin to Ghosts**

You are able to converse with spirits of the dead as if they were living. They can sense this, and will be more inclined to appear before you.

**Words from Beyond**

When you go among the dead and ask for advice, roll+WIS. On a hit, a spirit gives you advice about your situation, but on a 7-9, it comes with strings attached. They want something from you as well—a favour, a sacrifice, or just an ear that will listen, perhaps. The GM will tell you what. If you act on the advice the spirit gives you, take +1 forward.

**Spill the Blood**

When you deal damage to an enemy, hold 1 blood. When you have a moment to rest, you can spend all your blood on yourself or feed it to someone else, healing 1d6+blood damage. If you go a day without dealing damage to an enemy, lose all the blood you have gained.

**BONDS**

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

\_\_\_\_\_ has tasted my blood and I theirs. We are bound by it.

\_\_\_\_\_ draws spirits to themselves, knowingly or not

\_\_\_\_\_ helped me lay an unquiet spirit to rest

\_\_\_\_\_ does not truly understand death

# Gear

Your load is 8 + STR. You start with your clothes, a backpack, a torch, some dungeon rations (5 uses, 1 weight), and choose two weapons:

- Chainmail (1 armour, 1 weight).
- Axe (close, 1 weight).
- Rapier (close, precise, 1 weight).
- Ragged bow (near, 2 weight) and a bundle of arrows.
- And a piece of specialized gear:
  - Adventuring gear (5 uses, 1 weight).
  - Bag of books (5 uses, 2 weight).
  - Curved sword (close, 1 weight).
  - Ritual dagger (hand, 1 weight).
  - Spear (reach, 1 weight).
  - Shield (+1 armour, 2 weight).
  - Bandages (3 uses, slow).

# Advanced Moves

When you gain a level from **2-5**, choose from these moves or choose a spell from the next page.

## Blood Red

In combat, you can spend your blood, 1-for-1 to:

- Block a blow meant for someone else. You take the damage instead.
- Disarm a foe.
- Free yourself from constraints or bonds.
- Increase the damage of one attack by +1.

## Circle of Protection

When you draw a magical circle on the floor or ground, roll+WIS. On a 10+, it will keep spirits, ghosts, or extra-planar entities in or out until someone else breaks it. On a 7-9, it will keep them in or out momentarily, but not for long.

## Ghost Slayer

You are able to interact with ghostly, insubstantial, or extra-planar entities, including dealing damage to them with your weapons. If they are possessing someone, though, you can't necessarily deal with them separately.

## Merciless

When you deal damage to something that can bleed, deal +1d4 damage.

## South of Heaven

When you have less than half your maximum hit points left, your attacks gain the forceful and messy tags and you deal +1d6 damage.

## Medium

When you allow a spirit to inhabit your body, roll+WIS. On a 10+, it may use your body to converse with the living until you banish it or move to a new location. On a 7-9, it may use your body only as long as you are unconscious—choose how much time you will allow it beforehand.

## Spirits of Knowledge

When you arrive at a new settlement, 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.

When you gain a level from **6-10**, you may choose from these moves as well.

## Curse of Ghosts

When you pronounce a curse upon someone, name one condition that will lift the curse and roll+WIS. On a 10+, ghosts will haunt this person until they fulfill the condition or until one week after you curse another person. On a 7-9, ghosts will pursue them for a few weeks, until they fulfil the condition, or until you curse another person. On a miss, the ghosts rebel against you, and it is you who suffers a curse.

## Angel of Death

When you hack and slash or volley, you may spend blood before rolling. For each blood you spend choose an extra target. Roll once and apply damage to all targets, but gain no blood for this attack.

## Grave Digger

When you first encounter a ghost, you may ask its player one of the following questions:

- How could I put this ghost to rest?
- What caused this ghost's death?
- Where is this ghost's grave?
- Whom does this ghost haunt?

Add all of these questions to the discern realities list when you closely study a ghost.

## Bloodthirsty

Replaces: Merciless

When you deal damage to something that can bleed, deal +1d8 damage.

## Spirit of Warning

Requires: *Spirits of Knowledge*

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.

## Geistjäger

When you attack a spirit, ghost, or extra-planar entity, your damage die is 2d6.

## Reign in Blood

Replaces: *Spill the Blood*

When you deal damage to an enemy, hold 1 blood. When you have a moment to rest, you can spend all your blood on yourself or feed it to someone else, healing 1d6 damage per blood. If you go a day without dealing damage, lose all the blood you have gained.