

# THE DEATHLESS ELITE



*Immortality, the oldest human desire! Many have sought it through the ages by deeds and mighty works, in vain screaming: "we were here! forget us not for we were worthy". Not you, though - as the heirs to wealth and power beyond imagining you had vanquished death long ago, and not even the Fall changed that.*

REACH   
TREATY

GRASP  SLEIGHT 

**ALLIANCE MOVE:** Whenever a family or faction realises your character personally played a key role in their history, gain 1-Treaty on them.

FACTION

YOURS ON THEM   THEIRS ON YOU

SURPLUSES

NEEDS

MOOD 

DATA 

TECH 

# NAME:

## STATS

Choose one:

**Reach 0 Grasp +1 Sleight 0** if the Before's elite transcended the world and watched it burn.

**Reach -1, Grasp +1, Sleight +1** if the ravenous appetites of the Before's elite caused the Fall.

**Reach +1 Grasp +1 Sleight -1** if the philanthropists among the Before's elite averted extinction.

## DOCTRINE

Every Deathless Character starts with an extra Move or +1 to a Stat, but they must choose one:

**Eternal Passions:** name an object of their adoration - a person, a place, a treasure. You would rather die than see it harmed.

**Echoes of the Past:** describe a set of actions from the past and repeat it in ritual fashion whenever possible.

**Predators of Dust:** name one thing you must take from others for consumption.

## LIFESTYLE

You inhabit the Last Redoubt - a looming and ominous fortress. Choose its main feature:

**Lords of the Domain:** your Redoubt can always keep in an internal threat imprisoned, or keep out an external threat.

**The Haunted Castle:** the Redoubt's ghostly defenders relentlessly hunt intruders.

**Travellers of the Labyrinth:** the Redoubt's ever shifting halls can take you to the dark places of this world and beyond.

## TRADITIONS

Chose one of each, or create something else:

**Populace:** Direct descendants competing to earn immortality; hereditary worshippers and servants; perfected clones of the elite.

**Style:** Black velvets, lace, fishnets and tinged leathers; animal masks, diaphanous smart materials and heavy jewelry; black rubber and latex dripping in hooks & chains.

**Governance:** A council of flickering holograms; the demanding voice in their heads; mumblings and dreams of cryogenized elders.

## LANDMARKS

Draw a sign of one from each on the map:

**Before:** An artificial island bathed in eternal sunlight; a fortress of glass and stone perched in a remote location; a gigantic forest of symmetry and beauty.

**The Fall:** A luxurious space shuttle, crashed; crazed weather battering a sterile land; a slender tower turned into a haven for the desperate.

**A Threat:** A violent revolutionary for the destitute; a ring of memory traffickers; a gang of body and organ harvesters.

## HISTORY

Ask the other families to volunteer for each:

*Which one of you first found power in the confines of the Redoubt?* They say the price they paid for that power and give you 2-Treaty.

*Which one of you was saved by an inhuman traveller?* Give them 2-Treaty as you crave to know more about this wanderer.

*Whose kin suffer as our thralls?* Give them 2-Treaty, and they say why the thralls can't leave.

## RESOURCES

Pick two as Surpluses and get the rest as Needs: **Defences, Engineering, Progress, Leadership, Rare Materials.**

## INHERITANCE

Your characters get +1 to Lore or Sway. **Quick characters pick one:**

**Reanimator:** if you're there when a character marks their Dead box, you can revive them instead of triggering their Death move. They come back with 1 less Sway, minimum of -2.

**Chamberlain:** for the purposes of Call for Aid, you're considered to have relevant backstory with every character.

**Mercenary:** while on a battlefield, you roll **Find Familiar Faces** and **Forge a Path** with advantage.

**Diplomat:** you can spend 1-Treaty to gain advantage on **Find Familiar Faces** and **Unearth Forgotten Lore**.

**Chauffeur:** you gain advantage on **Defuse** rolls while driving a vehicle for a passenger.

## MOVES

*Take Last Redoubt and one more.*

### ■ LAST REDOUBT

Your family's fortress is vast. You can't ever hope to occupy all its levels, and you have forgotten more of its secrets than you will ever know.

**Choose an amazing but unreliable feature:**

Its sprawling halls present a lavishing feast.

Its ghostly servants offer wise counsel.

Its vanishing gardens provide solace.

**Choose an uncontrollable defense:**

Deadly wails that echo on and on.

Automated shells that kill with brutal precision.

Mists that lead the unwary astray.

**Choose a lurking threat:**

A curse upon all who venture too deep.

Monsters that infest the lower levels.

A genius loci guarding a key location.

### PARLIAMENT OF GHOSTS

Your ancestors linger, always willing to lend you their knowledge of the past. **After consulting the preserved remains of your ancestors**, roll **Uncover Secrets** and **Unearth Forgotten Lore** with advantage whenever you use the ghost's advice.

**When the age turns**, they reveal a previously unknown landmark or custom from the past.

Your characters can always have battered, half-understood journals from the Before. In addition, pick 3:

### HOW DO YOU FIGHT?

A blasting bronze staff (*melee, ranged, area*)

Voice-boosting torc (*ranged, aberrant, area*)

Rings of power (*melee, brutal, area*)

### HOW ARE YOU DEFENDED?

Kinetic shield belt (*regal, mantle, hardened*).

Hi-tech upgrades (*implanted, mobile, comms*).

Ornate power armor (*regal, powered, sealed*).

### WHAT SPECIAL VEHICLES DO YOU HAVE?

Attack jet (*air, swift, turret*).

Land fortress (*land, transport, durable*).

Gene-boosted charger (*land, mount, mighty*).

### WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Bodyguards (*Quality 2, Escort and protect*).

Nurses (*Quality 2, Treat and care*).

Stewards (*Quality 2, Manage and purchase*).

### LIFE EVERLASTING

You can live forever: your family members may always return in future ages if you wish. Your characters gain an extra harm box:

#### ○ Unfazed

If you trigger your character's Death move, you may spend 1-Tech to bring them back within a few days.

### THE MODERN PROMETHEUS

When you take the dead and the dying to the Redoubt's labs you can provide **Professional Care** regardless of Surpluses. You can even revive them from death. Either way, they come back wrong: they lose 1 Sway, to a minimum of -2.

Also, all your Companions start with a free Speciality of "Unnaturally Hale".

### STORM LORDS

**Whenever your Family is gripped by profound emotion**, the Redoubt's systems hear and reshape the Homeland's weather to match. As long as the weather persists, the listed Surpluses become useless and do not contribute to Mood.

**Sorrow:** a frigid fog or simmering haze.  
Negates *Surplus: Scouts* and *Surplus: Safety*.

**Rage:** a fierce wind that whips dust, sand or snow into a storm.  
Negates *Surplus: Crops* and *Surplus: Trade*.

**Horror:** raging thunder and lighting.  
Negates *Surplus: Morale* and *Surplus: Leadership*.