

PALE ONE

A CLASS FOR

MÖRK BORG

By Tim Rudloff Proof reading Karl Druid
Graphic design and art Johan Nohr

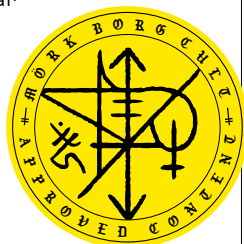
You lurk on the fringes of settlements, observing, perhaps judging, but rarely interacting. You are fundamentally other, and belong nowhere. You've had bouts of incoherent madness and self-destructive rages, but mostly you simply wait, in solitary resignation, for that which is inevitable.

Begins with d6x10s and d4 Omens.

HP: Toughness + d6

Unspoken origins (d6):

- 1 Caught by fishermen on the Endless sea.
- 2 Accidentally summoned by cultists in Graven-Tosk.
- 3 Vomited forth by a foul beast in Bergen Chrypt.
- 4 Fell from the Sky near Allíáns.
- 5 Hatched from an egg laid by a bog-witch in a Wästland swamp.
- 6 Crawled out of a crack in the ground not far from Grift.



Abilities

Your mind and movements are alien, +1 Agility and Presence, but your bones are hollow and fragile, -2 Toughness. Roll d6 on the weapon table and d2 on the armor table. You are literate, *but only in dead languages*, and cannot use scrolls. Instead, **you can intuitively use one randomly rolled Power**. The Power changes each dawn, or dusk (pick one).

Pale One blessings (d6)

1. THE STARS WERE RIGHT

Roll d4+2 for omens. Say something cryptic every time you use one.

2. MEMBRANOUS WINGS

You can fly short distances, but cannot wear armor. Birds seem to dislike you.

3. UNCOMMON CLAY

You can draw nourishment from soil, but normal food makes you sick. You smell like mushrooms.

4. MANA FROM SOMEWHERE

Spend a use of your Powers to create food for d6 people. It is weirdly delicious, but unsettling.

5. DIGITIGRADE LIMBS

You can escape any bindings, and fit through tiny spaces. Tests involving flexibility are -4 DR.

6. TOO MANY EYES

Just way too many. You cannot be attacked from surprise. You can spend a use of your Powers to leave an eye behind, and spy on a remote area. If anyone squishes the eye, you take d2 damage.

You call yourself ... (3d20)

1	Abhorred	Attacks	the Æther
2	Beneath	Attracts	the Damned
3	Clad	Awaits	the Decay
4	Errant	Blackens	the Dust
5	Familiar	Chimes	the Eye
6	Giant	Covers	the Face
7	Hidden	Dances	the Flesh
8	Lyrical	Denies	the Flies
9	Maniacal	Descends	the Flower
10	Nameless	Drowns	the Knives
11	Obscene	Echoes	the Moon
12	Painful	Proffers	the Mountain
13	Reposed	Quivers	the Plague
14	Skeletal	Rains	the Prayer
15	Strong	Reflects	the Rats
16	Sudden	Returns	the Saint
17	Unaware	Seals	the Sea
18	Unknowing	Submits	the Stranger
19	Vitriolic	Weaves	the Truth
20	Westward	Wilts	the Void

