

QUEST OF THE DAMNED

You play as an undead. You come from the land of the dead (the afterlife). While in the afterlife you are called upon by the god of death on a mission to help souls stuck in the mortal realm finish their unfinished business and let them finally rest in peace. In exchange the god is willing to grant any almost offer you request. From sending a message to a living loved one, finding your lost soul mate in the land of the dead, or just making your afterlife a little better. The unfinished business can be anything. From helping families forgive, killing bad guys, returning lost heirlooms, making cookies, filing paperwork, anything the soul needs to feel fulfilled.

HOW TO PLAY

CHECKS: When a player would need to do something that would require some major effort they would need to make a check. The GM can make the players check for anything but should do it for situations that would be physically exhausting, socially difficult, requires some keen sense, anything that would be otherwise easy were it not for your aforementioned deadness.

Any time a character needs to make a check they roll 2d6 and depending on the total it will fail, succeed, or succeed with some sort of mishap.

1–6: you don't get what you wanted
7–9: you get what you wanted, but something else happens
10+: you get what you wanted

PAST LIFE: When you make a character you must choose at least 4 qualities that describe your past life. 2 positives and 2 negatives. you can choose to add more traits but there must be an even amount of positives and negatives. Positives can be anything you were good at or good traits you had. (positive examples would be: Smart, Brave, Strong, engineer, doctor, good with animals.) Negatives would be any flaws in your character whether it's personal issues, personality traits, any fears you have, or just things you are bad at. (negative examples would be: weak, dumb, easily distracted, illiterate, easily scared, bad with animal)

When you're in a situation where you have to make a check you can add +2 to your check if you feel like your positive qualities would help in the situation. (you add multiple +2 to the check if you feel like multiple positive qualities apply. If, however, your GM feels as if your negative qualities would hinder the situation then the total of the dice suffers a –2 per negative qualities that affects it. If your flaws remove all your dice you just instantly fail the check.



WOUNDS AND SCARS: You start off with 0 wounds. Whenever you are hit, harmed, or hurt in any way you have to take a wound and must roll for injury. When you roll for injury you 1d6 and you must roll greater than your current wound count. If nothing happens but you roll equal to or lower than your current wound count you must roll 2d6 on the injury table or you can make up an appropriate injury for the situation.

Injury Table

2–4: minor scar
5–6: noticeable scar
7: major arm injury
8: major leg injury
9: visibly broken bones
10: lost limb
11: lose an eye
12: broken jaw

After taking an injury you remove all your wounds and write it down as one of your flaws, meaning the injury can affect future rolls. You can remove injuries and wounds by resting or fixing yourself up.

ROTTEN: Your rotten starts at 0. Your rottenness determines how “alive” you look. The lower it is the more dead and corpse-like you look while the more alive you look. You can lower your rotten by 1 and gain 1d6 for any check you make. (you can do this multiple times per check.) rotten can be rewarded by GMs for good roleplaying, helping other players, or having your character be nice. When your rotten gets lower and if you interact with someone who is alive the GM rolls a check for the npc to see if they notice that the player they are talking to is dead.

+5: you look completely alive
+4–2: you look alive but sickly
+1: you look like you are very sick
0: you just look strange
–1: you look weird but most people will ignore it (DC to notice: 9)
–2–3: you look freshly dead (DC to notice: 6)
–4: look look like you’ve been dead for a while (DC to notice: 4)
–5: blatantly obvious you’re dead and Everyone instantly knows you’re a zombie.

DOORWAYS AND COMPLICATIONS WITH THE DEAD:

Players, at any given time, can create a portal to and from the land of the dead as long as no alive people are watching, as the portal will instantly vanish if they see it. The land of the dead is extremely similar to the alive world to the point that the palace looks almost the same, were it not for an interesting morbid twist here and there. If a player wants to leave the land of the dead they can just create a portal wherever and the portal in the alive world will be made near where they entered but somewhere where no one will see. Undead people in the land of the dead cannot be brought to the alive world and alive people cannot be brought to the land of the dead. It’s impossible for either to even enter the portal. Only players can travel between the 2 realms.

Also players can communicate with whatever ghosts, more specifically, they can communicate with whatever ghost whose business they are finishing. At any time a player can call upon the soul to talk, ask questions, or to try and get a better understanding of what they need to do.