Resurrection Results

Spell may be either a "quality" or "corrupted" version

Roll 3D6, apply any applicable modifiers below, and consult table A. Then roll 3D6, add one fifth the result from the initial roll (round down), subtract 1 if the subject has previously been resurrected, and consult Table B. The results of both tables reset if the subject dies and is subsequently re-resurrected.

+1 Noticeable care is taken to retrieve all of body

+1 Low tech is used to help retrieve all of body (magnifying glass)

+2 Medium tech is used to help retrieve all of body (late 20th to early 21st century)

+3 High tech is used to help retrieve all of body (post early 21st century)

-2 Noticeable care is not taken to retrieve all of body

-2 Body retrieval is hurried

-2 to -4 Wind, intentional interference, or other condition complicates body retrieval

-3 Caster used a "corrupted" version of the spell

-6 Active theft or gross negligence complicates body retrieval

Table A

3 or lower Screaming, convulsing mass of body parts

4 Disfigured but with spirit intact (Roll on table C)

5 Body intact but possessed (Possibility of retrieval of proper spirit)

6 Body intact but no spirit (Possibility of possession or retrieval of proper spirit)

7 Spell successful, but subject develops cannibalism, resulting in further Sanity loss, and slowly transforms into a Ghoul in 3D6 years

8-9 Body or Spirit older or younger then desired

10-11 Spell successful, but subject will always smell like rotten flesh

12-13 Spell successful, but subject develops polymorphous light eruption (rash from sunlight)

14 Spell successful, but subject must eat enormous quantities of food

15 Spell successful, but subject will always appear slightly grainy or out of focus

16 Spell successful, but subject will always appear pale, gaunt and sickly

17 Spell successful, but subject must sleep twice as long as normal

18+ Perfect success

Table B

3 Subject's body begins to decay and liquify, restoring death in 3D6 days

4-5 Subject's body decays, becoming a zombie in 3D6 months (may be subject to control)*

6-8 Subject undergoes physical degeneration, becoming blind, deaf and toothless in 3D6 years

9-12 Subject develops arthritis/connective tissue problems which become crippling in 3D6 years

13-15 Subject's "normal" body temperature is approximately 92°F, and they always feel cold 16-17 Subject resumes life for ordinary duration

18 Subject's CON increases by 2 and their life span increases by 10 years

Table CBody Part Effect

1. Hands

Too many
 Too few

- 2. Feet
- 3. Arms

Deformed
 Relocated

- 4. Legs
 5. Head
- 6. Eyes
- 7. Mouth
- 8. Body Inside Out

*Zombification can be held in check by injection of a serum made partly by the saliva of either a cat or a dog, every 28 days post-infection. For one day, the injection causes mild symptoms that resemble the behavior of whichever animal was used for the serum.

At the Keeper's discretion, there may be other methods of staving off zombisim, and possibly even a cure.