

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*.