

Dead Player Characters

YOU ARE DEAD! But this is a special place, so you persist for a little while, as an echo. The accounts are not settled, and so you do not yet rest. You have two interventions that you can make in the world of the living – a helpful one and a harmful one. Each can be used once. That you are not gone seems to have something to do with balance and the Moon – you do not understand it, but you can feel it.

Kindness

If you have not spent your Kindness card, you still have it. If you have spent it, the DM will give you a fresh one. It works normally.

Cruelty of the Ghost

The DM gives you a special Cruelty card. You can use it against a living PC to try to get him to fail a d20 roll – you can interrupt with Cruelty of the Ghost, just as he was otherwise about to succeed. Briefly narrate how you were cruel to him in the past, and then he must roll a *charisma saving throw versus difficulty 15*.

If he succeeds, he takes *1d4 damage*.

If he fails, he takes *1d4 damage and fails the roll*, even though he otherwise would have made it.