

TORCHBEARER

The Terrible Price

The following rules describe how to save both the worthy and unworthy from the fate of death.

Upon Meeting Death

At Level 1

Make new level one character. Transfer to your character any remaining unspent rewards from your deceased one.

At Level 2 or Higher

You may make a new level one character as above, or take on your deceased character's friend as your new character. Your friend is the same level as your former character, but the GM provides their class and abilities.

At Level 4 or Higher

At level 4, you can use the previous options or you can to to pay the Terrible Price.

Pay The Terrible Price

To pay the Terrible Price, the player of the deceased must pay one persona point. Put the point into the "spent" column for leveling purposes. Then reduce the characters Nature cap by 1 (typically from 7 to 6), reduce current Nature to 1/1, remove one Nature Descriptor of GM's choice and log one failed test of your choice.

Once paid, return the character to play at an appropriate juncture agreed upon by the GM and players. Tell the group how you miraculously survived.

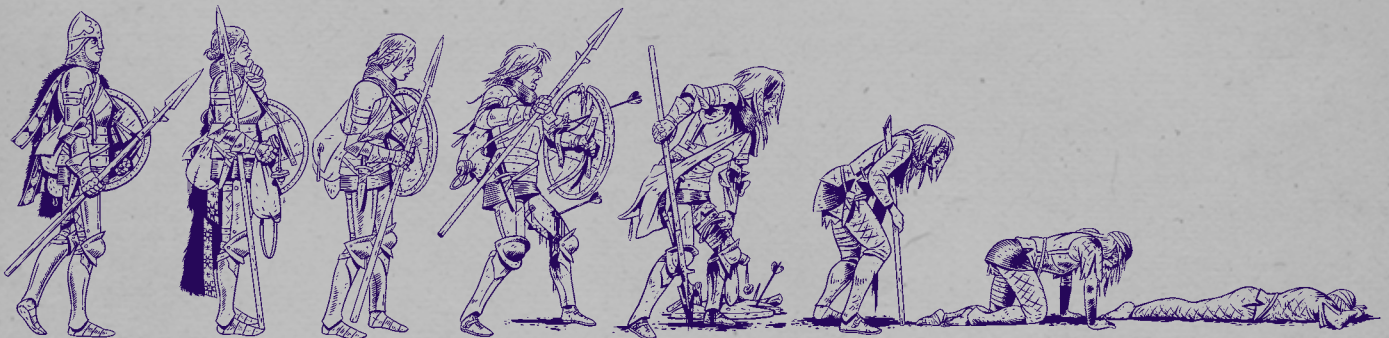
If you cannot pay the persona point, you cannot pay the Terrible Price.

At Level 5 or Higher

You may use the options of the previous levels or you may take on the role of your former mentor or companion.

The Master Becomes the Student

Take on the role of your deceased character's former mentor. You must have chosen a mentor when creating your characer to use this option.



Companionship

Or you may take on the role of your henchman, companion or cousin. When you do so, you start as four levels below your deceased character's level. However, companions may lay claim to their benefactors treasure and worldly possessions (provided there are no other arrangements made by the deceased for inheritance).

You may only choose this option if you've taken the appropriate level benefit for your character.

Raise Dead Prayer

A cleric of 9th or 10th level can invoke a prayer to raise the dead. This prayer can be used on any character, regardless of level. It has the following cost: Reduce raised character's Health cap by one (reduce Health rating if at cap), wipe out all pending advances for abilities and skills, check off Angry, Afraid and Exhausted conditions.

If you are lucky enough to count such a powerful figure as member of your party, perhaps they'll invoke the prayer to save you. If not, such potentates often demand a high price for their services, even for friends.

Journey to Hell

Hell is a place: Somewhere on your world is a cave that leads to the netherworld, or a tree whose roots stretch to the land of the dead, a sea that borders life on one shore and death on the other, or a wall at which our world ends and the Dry Land begins. Thus you can journey to Hell.

And in Hell rest the souls of the dead.

Your friends can journey to Hell to try to reclaim your soul. Once there, your friends must win back your soul by bartering with the Immortal Lords that hold it, tricking them perhaps even stealing it from the very guardians of Hell.

If you are so released, once you return to the land of the living, check off the Hungry and Thirsty, and Exhausted conditions. There is no other penalty.

For the quest, the player of the deceased may create a new character or take on their friend or mentor as appropriate (according to their level).