

Deadwood Defender

Puppeted corpse, dead recruit

- Recently deceased body
- Animated by the Deadwood Knight/Sclacta of Rot
- Slow and stumbling advance
- Carrying the weapons they had in life

Quick Insight = 'Other'

Thorough Insight = 'Other'

Defender

- 3 hits
- Any armour
- Any melee weapons
- 2 hero points
- Weapon appropriate call

Champions

- 5 hits
- Any armour
- Any melee weapons
- 4 hero points
- Weapon appropriate call

Call to Arms

Champions can spend 15 seconds of appropriate roleplay to raise a Terminal character to become a Defender

Undeath Returning - Unless executed, will rise again to full hits/limbs after 15 seconds

Vulnerabilities - Instantly destroyed by a successful CLEAVE or IMPALE call

Deadwood Knight

Ancient noble, vengeful horror

- Iron-clad warrior
- Can recruit the fallen
- Unrelenting advance
- Adept weapon master

Knight

- 6 hits
- Heavy armour
- Any melee weapons
- 5 hero points
- Weapon appropriate call

Quick Insight = 'Other'

Thorough Insight = 'Other'

Call to Arms

Champions can spend 15 seconds of appropriate roleplay to raise a Terminal character to become a Defender

Strength of the Deadwood – Spend a hero point and 5 seconds of appropriate roleplay to restore all lost hits and ruined limbs

Schlacta of Rot

Ancient leader, vengeful horror

- Iron-clad warrior
- Can recruit the fallen
- Unrelenting advance
- Adept weapon master

Schlacta

- 6 hits
- Heavy armour
- Any melee weapons
- 5 hero points
- Weapon appropriate call

Quick Insight = 'Other'

Thorough Insight = 'Other'

Call to Arms

Champions can spend 15 seconds of appropriate roleplay to raise a Terminal character to become a Defender

Strength of the Deadwood – Spend a hero point and 5 seconds of appropriate roleplay to restore all lost hits and ruined limbs