

REVENANT

In Brief- Sent back from hell with powers and the mission to warn others of hell's suffering.

The PC was an ordinary person, who did bad things and had self-destructive attachments, then died and was reborn in the hell realms. After having experienced the tortures of hell, the PC was chosen by a benevolent force (perhaps Yama, the dharmapala king of the hell realms). This being guided the soul on a tour of the hells, showing all the various tortures. Time passes more quickly in the hells, and the soul may have toured the hells for weeks or months while only a few days passed in the physical realm.

The being then sent the soul back to his or her earthly incarnation. The revenant was given a mission: to describe to people the suffering of the hells. The hope is that such information will convince people to avoid bad karma so they will not end up in the hells. The revenant's cold corpse, dead for some time, suddenly came back to life. The injury or ailment that killed the revenant eventually healed.

Some revenants were given special powers by the entities that sent them back. Some can go in to a trance and see the hell realms. A few can even communicate with the beings there. People who have lost a loved one may pay a revenant to search the hell realms, to make sure the person did not end up in hell. If so, the revenant will be paid to give advice and comforting words to the tortured soul. Other revenants have been given the power to discern people currently bound for hell, or to make the hell realms visible through their orations.

Revenants earn most of their money by begging. Since warning people about hell is a holy (suffering-easing) cause, helping a revenant, even with a few coins, is considered an act of good karma.

Revenants have a reputation for being either stupid, crazy, or both. Some were psychologically damaged by the suffering they endured in the hell realms. Others may have had their brains damaged by the injury or illness that killed them. Others are known to have been weird long before whatever caused their deaths (something about their oddness is what caused them to be chosen to return).

Skills

Free Skills: Storytelling (3), Hell Realms (4)

Skill Costs: Combat 10, Crafts 7, Divination 6, Exorcism 7, Folk Knowledge 5, Medicine 8, Scholarship 13, Sorcery 12, Tantra 14, Travel 8, Weathermaking 12, Western Knowledge 20.

Special Skills: The Revenant special skills cost 7 skill points each.

Money- 750 Srang + 30 per month.

Special Bonus Characteristics

Experienced Sufferer (Mandatory Advantage)- Having experienced the tortures of hell (having been sawed in to pieces, or boiled in molten iron, or frozen until his or her flesh fell off) the physical discomforts of this world seem tame to the PC. The PC gets +10 to save vs. pain, fear and nausea.

Traumatized (Mandatory Disadvantage)- The PC is psychologically damaged. At least one of the PC's attachments must be a dark attachment (see p.129) and the PC will gain no Bonus Points for it.

Starting Karma- PC starts with -10 to current KMA.

Suggested Skills- Farming, Foreign Language: Chinese, Funerary Rites, Oratory.



Yama- The demon lord of death, a powerful dharmapala.