

DARK AEONS: THE ATLANTEAN CHRONICLES

THE DEADER

The Deaders are the spirits of the restless dead that have utterly refused to let go of their mortal lives and through sheer force of will, the Deader takes over a mortal host in order to continue living the mortal life that they believe was cut short.

Deaders take over the bodies of the living and their consciousness utterly supresses the consciousness of the host that they are occupying. The only times that a Deader loses their host is when the host body must eventually sleep. For eight hours the Deader is back to residing in the Mirror World while they wait for their host body to regain the Life Force that was burned away through the Deaders possession of the body.

Some Deaders come back to the world of the living because they feel cheated out of the life they had, others come back avenge themselves upon those that they feel wronged them during their mortal lives, and some believe that they wont be allowed into the gates of Heaven until the do some special task that is worthy of transidence into the next life.

TEMPLATE COST: *Advantage: Deader* (20 Study Points)



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DEADER STRENGTHS & WEAKNESSES

DEADER STRENGTHS

Ectoplasmic Form

The Deader is able to take on a semi-physical form that is made out of the spiritual energy that is known as “ectoplasm”. Through this form, the Deader is able to be seen by the living and is able to interact with the Physical World as if they still had a physical body. It costs a Deader 5 Life Force Points per Scene/Hour that they use this power. This *Ectoplasmic Form* has the same number of Health Ranks that any living Persona would have. A Deader is capable of performing Sorcery Spells and Rituals that they may have known during their living days, but only those that require only a Scene/Hour to complete, anything beyond that would force the Deader’s *Ectoplasm Form* to disincorporate.

Enhance Attribute

A Deader can enhance an Attribute of their Host at the cost of 1 Life Force Point per Attribute increase; this only last for a Scene (1 hour). The Only Attributes that can be enhanced in this manner are: Agility, Brawn, Intellect, and Vitality. Through these temporary increases only the Toughness derived Attribute can be enhanced, all other derived Attribute are set at their fixed normal Ranks.

Manifest

A Deader can manifest its presence to those in the Physical World, thereby allow the living to see and hear them. To manifest, the Deader needs to spend 1 Life Force Point and make a Psionics + Control + Card Check against a Target Difficulty of: Difficult. Please note that the Deader that is manifesting has no physical form and can only manipulate their environment through the use of Psychokinesis.

Psychokinesis

PSYCHIC SKILLS	Control
TALENT CATEGORY	Rare
ACTIVATION COST	1 Life Force Point

Description

Psychokinesis is the Psionic Talent that allows the Deader to move objects, deflect attacks, and strike at opponents with the power of the mind. Through Psychokinesis; a Deader can do things from choking an opponent’s throat, to crushing an opponent’s heart to the point that it can kill them. A Deader could use the power of the mind to pick up a sword and attack an opponent, to throwing a chair or desk at their opponent. Distance is not a factor as long as the Deader can clearly see the opponent they are trying to affect. Simple rule of thumb; if the Deader can see their intended target, they are far game.

Many in this day and age believe that Psychokinesis is all connected to the spirit world; or Mirror World for those in the know.

To use Psychokinesis; the Deader needs to spend 1 Life Force Point, then Deader makes a Psionics + Control Skill + Card Contest against their intended target; against the targets Resist Psionics Ranks + Card, if they are attempting to crush an opponents heart or throat, or cause bodily harm with Psychokinesis allow. If the Deader is using Psychokinesis to toss a desk or chair, or is trying to slice at their opponent with a sword, or even use a gun; the opponent must make an Agility + Dodge + Card Contest as normal. The Deader will always use their Psionics + Control Skill + Card on all attempts to use this Psionic Talent; it is not possible to add the Psychics Firearms Skill or Melee Weapons skill to this Contest because their Agility Attribute is not being used in conjunction with this Contest.

If the Contest is successful, the Deader is able to use Psychokinesis. Whatever their target is, it takes a point of damage due to the effects of this Talent, against people, for every 2 points over their target number that Psychokinesis succeeds; the Deader does an additional point of wound damage to their target. Obviously, when Psychokinetics become enraged or deranged, they can have horrifying effects on their environment around them and the people that inhabit that environment.

Should a Psychokinetic pull a Joker when attempting to use their Talent, they automatically take a point of wound damage, whatever they were attempting to do fails, and they lose the activating point of Life Force. Jokes in *Center Stage Game System* are meant to have bad effects.

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STEAL LIFE FORCE

A Deader can attempt to drain the Life Force of living creatures within 20 feet of it. This requires that the Deader uses its Psionics + Control + Card versus the Target's Resist Psionics + Card. If successfully, the Deader is able to drain 2 Life Force Points from its Target.

A Deader can also attempt to drain the ambient Life Force of an area, requiring that the Deader use their Psionics + Control + Card against a Target Difficulty of: Difficult. If successful, the Deader is able to drain 2 Life Force Points from the environment around them, once per hour. Doing this tends to lower the temperature of the area by about 30 degrees.

DEADER WEAKNESSES

FEAR OF THE HOLY

The Deader condition produces an instinctive Fear of the Holy; because of this Deaders must make a Psyche Check at "Difficult" when dealing with representatives of the Faith. If they fail this Psyche Check, the Deader must flee the area that the person of Faith is currently residing.

TRUE NAME

A Deader's True Name holds immense power over it. In short, the Deader's True Name is the name that was given to them by their parents on the day of their birth. In order to use a Deader's True Name against them, a mortal must have a Fetish that the Deader possessed during their living days; fetishes are incredibly personal items like a pocket watch, a pair of reading glasses or even the finger bone from the Deader's remains. If a Deader's True Name is used against them by a mortal that has a fetish that the Deader possessed in life, the mortal is able to banish the Deader from the Physical World until the evening of the next New Moon.

Additionally, a mortal armed with a fetish or the Deader's True Name may force the Deader to appear in their presence no matter how far away they summoner is from the Deader. Once the Deader has been summoned into a manifested form it is no longer bound by any banishment that it may have been under and may freely use its powers to reenter the Physical World. Any further attempts to invoke the True Name of this Deader by the banishing mortal will fail.