

Tortured Soul Brief



“In life they were humans or orcs”

- **Emissaries of terror** - harbingers of madness, pain and torment
- **Armed with fetters** - carrying the weapons they had when alive
- **Grim shadows** - swathed in ghostly hood and robes

“Created using drugs, hearth magic and torture”

“Motivated purely by anger, pain and spite”

- **Driven by malice** - the torture they endured fuels them to seek battle
- **Creator bound** - strong link of subservience to those who made them
- **Hatred of life** - actively hostile to the living who oppose them

HARSH THROATY HISS, NO COMMUNICATION

Shade

Cursed victim

- Wounded by the weapon of a Tormented Soul
- Cursed by fettered weapon
- Violent outburst when they die
- Driven by malice and pain

Shade

- 2 hits or as former character
- Armour as former character
- Weapons as former character

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

Vulnerabilities - Permanently destroyed by a Level 1 Exorcism

Tortured Soul

Creature of malice

- A shade of their former self
- Deliberate in their advance
- Menacing to their foes
- Carrying the weapons they had in life

On zero hits they dissipate and reappear nearby after a short time

Tortured Soul

- Ideally Heavy Armour
- 5 hits
- Any weapons or shield
- 4 Hero Points
- Heroic Call appropriate for weapon

Quick Insight - Human, Soul Curse (Spiritual Trauma)

Thorough Insight - Human, Soul Curse (Spiritual Trauma), Exorcism Rank 3

Vulnerabilities - Permanently destroyed by “Exorcism Rank 3”

Tormented Soul

Broken fallen hero

- A shadow that may recall those it once knew
- Deliberate in their advance
- Menacing to their foes
- Carrying the weapons they had in life

On zero hits they dissipate and reappear nearby after a short time

Echoes of Life - A Tormented Soul might recognise, react and converse with those it knew when alive

Tormented Soul

- Ideally Heavy Armour
- 6 hits
- Any weapons or shield
- 5 Hero Points
- Heroic Call appropriate for weapon

Quick Insight - Human, Soul Curse (Spiritual Trauma)

Thorough Insight - Human, Soul Curse (Spiritual Trauma), Exorcism Rank 3

Vulnerabilities - Permanently destroyed by “Exorcism Rank 5”