

The Speaker of Bones

In the dark of darkest nights, listen to the rattles in the wind and the graves. Whisper to the spirits, newly dead or long departed, and bend them to your will.

Creating a Speaker of Bones

To create your Speaker of Bones, choose or detail name, look, stats, moves, artifacts, bonds, oaths, and awakening.

Name

The Most August...

- Jackal
- Serpent
- Vulture
- Wolf

of...

- Ashen Faces
- Mourning
- The Grave
- The Wakeful Spirits

Look

- Your face... (the face of a skeleton), (with soul-less eyes), (gaunt and sickly)
- Wearing... (armor of bones), (a rag-like gray robe), (simple peasant's clothes, dirty and unkempt)
- Attended by... (a pack of scavengers), (wails of mourning), (his disciples, grim and wicked)

Stats (Choose one set)

- : Body -1 Senses +1 Spirit +0 Voice +2
- : Body -1 Senses +0 Spirit +1 Voice +2
- : Body -1 Senses +2 Spirit -1 Voice +2
- : Body -1 Senses -1 Spirit +0 Voice +3

Basic Moves (You get all the basic moves)

Speaker of Bones Moves (Get "Whispers" and one other)

- Whispers: When you **augur** in the presence of the dead, roll+voice instead of +senses and add these to the list of questions:
 - How did you die?
 - What is your unfinished business?
 - How could I compel your help?
- Wake: When you into a field of the dead (a graveyard, yes, but also a battlefield, or anywhere

else teeming with corpses) and speak to wake, roll+voice. On a hit, a group of skeletons and zombies arises relative to the size of the field and they'll do your bidding. On a 7-9, they serve a few hours, at most. On a 10+, they serve until the next sunrise. On a miss, they still rise, but not under your control.

- Visions of Death: When you gaze upon someone or something for the first time, ask the MC how it will die, decay, or be destroyed.

- Death's Door: When you're on the boundary of life and death, about to pass over, say what price you're willing to pay and what purpose binds you to your life, then roll+spirit. On a hit, pay that price, then stabilize and heal your harm clock. On a 7-9, you must immediately and irrevocably pursue that purpose until it's complete, or else die without recourse. On a 10+, pursue at your leisure. If you ever renege on your price or purpose, die immediately.

- Ask and Listen: You can **scrutinize** the dead as well as you do the living.

Artifacts (You get...)

- A weapon suiting your station
 - A scythe, wicked and serrated, that cuts souls and not flesh (2-harm psi-harm hand ap)
 - A butcher's cleaver that constantly drips blood (2-harm messy frightening hand)
 - A shovel for digging graves, supernaturally clean and sharp (3-harm messy hand useful)
 - A swarm of biting flies, unnaturally hungry and violent (1-harm remote close/far area(small) messy)

- Armor suiting your station
 - Ghostly robes or a cloak, ethereal, which provide no armor but deal 1-harm ap to any living thing that comes in contact with them
 - Armor of heavy pieces of grave stones, light as air around you (2-armor)
 - Armor of human bone (1-armor frightening)

- And one:
 - A hand-mirror that shows the viewer what they'll look like when they're dead
 - A scroll with the names of the dead on it
 - A whistle that makes no sound, but conjures the spectres and ghosts of the dead
 - A monocle that lets one see the dead as they were when they lived

Bonds (Choose any or all, but at least one.)

_____ was with me before I was the Speaker. (+1)

_____ fears death more than he loves life. (+3)

_____ respects the dead and the dying. (+1)

- If there's a Deathless Sacrifice, change his bond with you to -1 and get a bond with him at +3.

Oaths (Choose any or all, but at least one.)

- When you lay the dead to rest, mark XP.
- When you commune a message from the living to the dead or the dead to the living, mark XP.
- When you fulfill someone's unfinished business, mark XP.

Awakening (Detail)

Someone close to you died, or else a multitude of people died in your presence, or else you spent your whole life surrounded by the dead. One day, a deathly chill descended on you and would not leave. Another, and you began to hear them. Yet another, and they began to hear you. Finally, you accepted your mantle and your station as the Speaker of Bones.

Improvement

When you roll a highlighted stat, reset a bond, or fulfill an oath, mark XP. When you mark the fifth, unmark all XP and choose one:

- +1 to any stat (max +2)
- +1 Voice (Voice +3)
- +1 Spirit (max +3)
- Get another Speaker of Bones move
- Get another Speaker of Bones move
- Get a move from another playbook
- Get a move from another playbook
- Gain a gang (small 2-harm 1-armor) of skeletons who serve you loyally
- Gain an ally (advisor), a spirit of the dead who speaks to you in whispers
- Gain a mount, a skeletal steed (2-power 1-looks 1-armor) and the move "Master Rider"