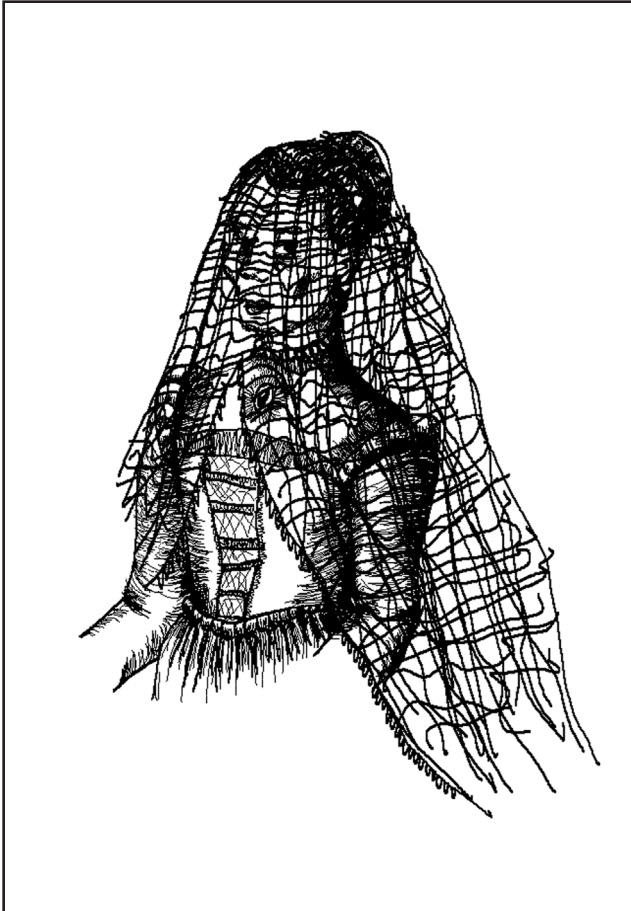


# THE WIDOW

# 1/2



You will never let the dead go. In the village, you are treated with an awkward mixture of pity and respect. Mentions of your name are invariably followed by a weighted pause. And yet, you are empowered: a single person carrying the legacy of two with no more tears to shed.

## STARTING SKILLS

Death, and choose one of the following:

- Destitute Aristocrat (you have a pedigree!)
- Local Gossip
- Religious Rites.
- Ex-Spouse of a (roll on *TenFootPolemic's d200 failed medieval career* table). If your dead spouse was another character, select one of their class' starting Skills instead.

## STARTING EQUIPMENT

A Memento (required to use your abilities), a Hooded Lantern, 3 Oil Flasks, as well as your choice of two of the following:

- Waterproof black Mourning Cloak (as leather)
- Socially acceptable Black Veil
- Discipline Whip (1D4 nonlethal damage)
- Ouija Board to contact spirits
- Cranky Small Dog that can follow two one-word commands of your choice

## CLASS PROGRESSION

- Death's Companion, Gravitas, Wail
- My Dead Spouse
- Eulogy
- Epilogue

## STORY BEATS

Every time you take a level in this class, your story evolves. Roll a D4. You can get the same result multiple times.

### 1. A new suitor appears!

You gain a new Follower. There is a 1-in-6 chance they are rich, otherwise roll on *TenFootPolemic's d200 failed medieval career* table for them.

### 2. You take on new responsibilities.

As a widow, you must take the responsibilities of your dead spouse. Choose another Skill from your starting list.

### 3. New notarial documents are found.

Roll a D4 and inherit the following:

1. A Horse;
2. A Boat moored in the nearest harbor;
3. Roll on *Goblin Punch's d100 Minor Magical Items*;
4. An Estate and Debts amounting to a Chest of gold.

### 4. You are haunted!

Once per night, you can be visited by a Ghost for 10 min. Roll a D4. You can reroll if you have a Ouija Board:

1. A figment of your imagination;
2. Your dead spouse, chatty about local deaths;
3. Your dead spouse, enraged and hostile. You can find the ghost's stats on [saltygoo.github.io](https://saltygoo.github.io);
4. Death itself. It comes to wager HP in a game of blackjack. Permanently gain or lose them.

# THE WIDOW

# 2/2

## DEATH'S COMPANION

Death has become familiar to you. You have 1 **Trauma** in your Psyche from your spouse's death. Once per day, you can take 10 minute in penance to recover 1 HP per **Scar** and **Trauma** you have. If you have a *Discipline Whip*, the healed amount is doubled.

## GRAVITAS

There's a certain grave aura radiating from you. If you want, **humanoids**, **animals** and **undead creatures** that see you can be prevented from laughing, intentionally making loud noises, and otherwise behaving in an impolite way. Named characters are allowed one saving throw each day to become immune forever.

## WAIL

Your voice is the perfect vessel for pain. On your turn, you can perform a wail that will shock as many people, animals and undead creatures of your choice as you have **Scars** and **Traumas**. You then must save or lose your voice for 1 hour. Your repertoire is as follow:

- *Enraged Shriek*. Targets inflict 1D6 extra damage with their melee attacks next turn.
- *Howl of Despair*. Targets must focus on you during their next turn. You have advantage on your rolls against them.
- *Melancholic Moan*. Targets must save or become lost in their thoughts for their next turn. Ends if they are attacked.
- *Pitiful Cry*. Targets avoid interacting with you during their next turn.
- *Religious Plea*. Target undead creatures take 1D6 psychic damage.

## MY DEAD SPOUSE

Bad luck seems to cling to people who have hurt you. You can attempt simple **combat maneuvers** such as tripping or disarming against anything you can see who has spurned you. For any normal witness, it looks like fortuitous luck or clumsiness on the part of the victim, but for people who can see ghosts, the culprit is obvious.

## EULOGY

When you see a named character die, you can begin a passionate, loud eulogy. As long as you do so, it is as if the character was still there speaking through you with full authority, except you can now decide what they say. You must save every 10 minutes of the eulogy or lose your voice for 1 hour.

## EPILOGUE

Your story as a widow ends. Death, your true companion, comes to finally claim you. **You die** a peaceful death, and yet...

When you die, you become a ghost. This character can now become the follower of your next character or one of your companions. As a ghost, you have no inventory slots except for your *Memento* and cannot inflict or take mundane damage.

### Goo GLOG Rules Reminder

#### Skill

A skill is an experience stored in your psyche. All rolls that can be related to a skill you have become easier.

#### Psyche

It's like your inventory but for abstract things. You have as many slots as twice your Willpower. They can be filled with Skills, Spells, Class Levels, Followers and Beliefs.

#### Scars & Trauma

You gain a *Scar* when you reach OHP and survive, and you gain a *Trauma* when one of your companions dies. *Scars* go in your inventory and *Traumas* go in your psyche. They cannot be normally removed.

#### Chest of Gold

The quantity of gold coins needed to level up.