

DEATH HABIT

Prerequisite: The character has died and come back to life somehow.

Death is not always the end. There are many ways back from beyond the veil, including rewriting history and discovering it was all a dream. Once a character has crossed that marker once, they might find their relationship with death changes. It costs only 2 Character Points to purchase this trait, but the Gamemaster must approve the selection.

Effect

When the character dies, they immediately gain 5 Story Points to add to their current total, and they can spend these points either immediately or (with the Gamemaster's approval) at a later point. (This is in addition to any Story Points ordinarily earned by the character, e.g. for a heroic sacrifice.) This large infusion of Story Points allows the player to change the course of the adventure or perhaps to arrange for another unlikely return from death.

[good](#), [special](#), [died](#), [characters](#)

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