



DEATH MAGIC  
SPECIALITY PROFILE

AN EXPANSION FOR  
HAVEN FALLEN



Sample file

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# FOREWORD

This Speciality Profile is provided to expand gameplay and further options for Character creation.

Some of the background lore for the Speciality is provided, but the nuances of culture and tradition may be further refined by the Storyteller (or the Player in conjunction with the Storyteller). The Known Universe is an almost unimaginably vast space, therefore truths and new pieces of information are constantly being brought to light.


As with all Original Frontiers systems the Storyteller has the final word on all matters pertaining to gameplay. If a rule within this book comes into conflict with the good of the story, the Storyteller is free to bend, amend, or ignore that rule to their discretion.

Above all I wish you a fun, expressive and creative roleplay experience.

## BACKGROUND


Death Magic is the result of the void of energy caused by the extinguishing of sentient life. Those who choose to channel it's power must first acquaint themselves with the veil between the land of the living and the land of the lost. Standing on the precipice, the Virzana of the Veil (the term for a practitioner of Death Magic), gazes out into the abyss. To their mind's eye that which is presented is an abundant bounty. A sea of souls ripe for the harvest. There is a risk when channelling all Magic, but Death Magic carries it's own burden. The Virzana becomes further detached from their own fragmented soul each time they consume the soul of another. Those who interact with a Virzana of the Veil are left with a brief





but unaccountably deep-seated aching within. This unease is magnified by the power of the Virzana in question. This makes those who practice Death Magic social pariahs.

The first Virzanas to practice Death Magic were the Diaru of the ice Planet Ashnar, a now fabled world at the furthest reaches of the Known. Their ancient texts speak of a Goddess of the Ice who took the best practitioners beneath her lake each winter. It is said the ritual they were forced to endure was the stopping of their heart, that they may come face to face with Death itself. When the summer months came to Ashnar the practitioners were allowed to return to their tribes, but were irreversibly changed by their experience. This continued for countless generations until those who learned the arts of Death Magic grew with immense power and the Diaru of Ashnar became as Gods themselves, able to flee the Planet's surface on chariots of ice. The Goddess of Ice, left alone in her dominion, cursed those to whom she had revealed her secrets that they would wander



through the Known as freaks and outcasts.

Though the overwhelming majority of Galactic Society want nothing to do with the Virzanas of the Veil, there is no denying their value in extreme situations. Most possess fortress-like minds and an ironclad will. They are also aware of the way in which they are perceived. Some practitioners of Death Magic choose not to follow the full path of the Veil, instead using some aspects to bolster their own connection to Universal Energy. These individuals find it easier to navigate societal practices, but never truly unlock Death Magic's full potential.

## DEATH MAGIC IN GAMEPLAY

Death Magic techniques pertain mostly to Combat and Spirit Magic. Each Technique corresponds to a Level, and each new Level of a Technique requires and replaces the previous Level. The cost (in XP) to unlock each Level of a Technique is listed. The required Skill Rating is also listed. The Player may wish to simply note “Death Magic” on the Specialities section of their Character sheet, and then refer back to this guide when using Death Magic Techniques. The Player may choose to list Techniques specifically if this is helpful for them. Whatever works best for the Player and the Storyteller is the correct way. The rules for Failed Magical Manifestation do not apply to Death Magic Techniques.

### THE BONUS DIE

Some Techniques call for a Bonus Die. This means the Die used for the Technique is rolled as normal, along with another Die of the same type. The most favourable result on either Die may be chosen by the Player to complete the intended Action.

**LEVEL 1 TECHNIQUES** – *Require 2 Skill Points in Spirit*

**SOUL CONSUME** – Cost 130CXP, 135MXP

*The feast of the soul is the key to the truth.*

Receive -1 Difficulty to your next Turn's Action immediately after killing a sentient being.

**COMMAND DEATH** – Cost 140CXP, 145MXP

*Call upon Death itself to do your bidding.*

May resurrect and command a deceased being within a 10m radius for up to 1d3 of Turns.

**DEFY DEATH** – Cost 250CXP, 250MXP

*It is you who chooses when you cross the Veil.*

May roll 1d6 when the Target of an Action which would kill your Character or NPC under Command Death. On the result of 5+ the Character or NPC does not die.

Level 1 Practitioners of Death Magic start to receive +1 Difficulty to Personal and Combat Actions as soon as the first Level 1 Death Magic Technique is unlocked.

**LEVEL 2 TECHNIQUES** – *Require 4 Skill Points in Spirit*

**SOUL CONSUME** – Cost 330CXP, 335MXP

Receive -2 Difficulty to your next Turn's Action immediately after killing a sentient being.

**COMMAND DEATH** – Cost 340CXP, 345MXP

May resurrect and command a deceased being within a 10m radius for up to 1d6 of Turns.

**BOLSTER SPIRIT** – Cost 360CXP, 365MXP

May roll a Bonus Die if next Turn's Action requires Spirit Magic, immediately after killing a sentient being.

**DEFY DEATH** – Cost 550CXP, 550MXP

May roll 1d6 when the Target of an Action which would kill your Character or NPC under Command Death. On the result of 4+ the Character or NPC does not die.

Level 2 Practitioners of Death Magic start to receive +2 Difficulty to Personal and Combat Actions as soon as the first Level 2 Death Magic Technique is unlocked.