

Vauden Zombie Heritage

Vauden Zombies – are not like normal zombies raised by a necromancers, Vauden zombies are not slow in fact they are just as intelligent & skilled as the living. They are created from willing followers who surrender their lives to a high priest (Hougan)/priestess (Mambo) who by the use of potion/herbs and magic preserves their bodies at the point of death and prevent their spirits from crossing over into the spirit realm. These zombies are already dead so can only normally be killed by decapitation or total mutilation of their bodies, but they are not immortal and have their own problems, they also need the Mambo/Hougan's potion and magic to stop their bodies rotting.

Zombies are created in ritual sacrifice performed by their master to a willing victim; unwilling victims will die during the ritual. Hougan and Mambo's can only create a limited number of Vauden style zombies, this is normally 2 or 3.

Vauden Zombie Heritage

Talents: Vigour, Fortitude, Mind Blank, Vauden Zombie Nature

Flaws: Must take at least Level 1 Vauden Zombie Nature. You cannot take the talents Regenerate or Tenacity.

Level 1 (Newly Created)

Extra Disadvantages

- Must receive 1 dose of 'Zombie Potion' once per day or your body will rot to compost over the following 24 hours. Note it is only the actual Mambo or Hougan that created you that can create the Zombie Potion you need to survive since it uses their master blood. Zombie Potions normally have a 1 week shelf life.
- Must receive 1 HAP to bind your soul from a Mambo or Hougan once per day or your soul will return the spirit realm and the character will die. A normal Magic user or spirit speaker may be able to help with this HAP in a crisis however this HAP from a non Hougan or Mambo will reduce the Zombies level in all talents by 1 level for the day.
- If you had any magic abilities of your own these are now gone, you can no longer cast spells or use Mage sense.
- Your flesh is cold and clammy and your skin is pale.

Extra Advantage

- Immunity to pain – your pain nerves are rotted away, you do not feel pain.
- Your normal death count from injury is tripled.

Level 2 (Zombie)

Extra Disadvantage

- You have an offensive odour about you.
- You are affected by blessed weapons, True Faith and repel undead spells and other spells that affect the non living; consecrated ground feels at the very least uncomfortable. You are undead.

Extra Advantage

- Once past your death count you do not die you remain at the point of death until your body is repaired and you are revived by the application of 3 HAP from a Hougan or Mambo. Your creator may do this for 2 HAP. This application of HAP does not repair the damage you still need to be healed/repaired first.

Level 3 (Soul tethered)

Extra Disadvantage

- If you reach zero mind points permanently your spirit/soul is shattered/torn apart and you effectively die, you cannot return from this, your spirit is lost and character no more. Permanent Zero mind point means you're on zero mind points for longer than an hour. The only way to re-gain lost permanent mind points for a Vauden Zombie is to make a deal with a Baka (since the Loa have all gone)
- Your soul is now tethered to your physical body; you therefore cannot go into the astral. Under certain circumstance your creator Mambo/Hougan can release you from your body and tether your soul to theirs using 3 HAP to create the tether, under such circumstances you can travel with them into the Astral. Once tethered to master you cannot move more 10 paces away from them, if released you will immediately return to your body.

Extra Advantage

- Your soul is protected inside your body; it cannot be removed or attacked from the astral plain into the real world. You are therefore immune to attacks from ethereal, i.e. creatures that exist partially in the real world and partially in the astral.

Level 4 (Stable fully Zombified)

Extra Disadvantages

- Your flesh is now in bad way, obvious stitches and pieces of peeling flesh, you can no longer disguise what you are.
- Magical damage or damage from magical sources has double the effect on you, and blessed weapons do double damage to you.
- Helpful magic cast by others is now unhelpful, things like healing, imbue etc.
- Magic can no longer put your body back together, only regular mundane healing such as surgery, touch of grace or Chi Healing now works.

Extra Advantage

- You are immune to all 1 point damage hits except from magic or blessed weapons

Level 5 (Zombie Tank)

Extra Disadvantage

- Every time you are decapitated or continue to fight through excessive amounts of critical damage you lose a permanent mind point. What this means is if you reach zero HAP so cannot negate criticals and you are now at a point where you would normally be on a death count, you lose a mind point in lieu of dying.

Extra Advantage

- You May negate any hit that would have caused a critical (or worse) hits for 1 HAP, if the source of the hit was a blessed weapon or magic then it takes 2 HAP to negate. This HAP use is automatic and while ever you have HAP you still count as having 1 Hit point to all locations.