

Helheim class

- HD, attack, save, and XP as fighter
- Benefits: toughness (damage reduction), body augmentation, undeath
- Drawbacks: recovery and charisma loss, stench, no missile weapons

A helheim is a zombie raised from the body of a hero or person with otherwise exceptional will. Such zombies are often employed by witches as enforcers of curses or avengers. Sometimes, the witch's necromancy is not sufficient to fully dominate the creature, however, and the helheim becomes free.

Toughness Helheims ignore 3 points of damage from mundane weapons, including claws and teeth. Each time a helheim suffers damage, they lose one point of charisma permanently. These points never return, and represent the descent of the helheim into a mass of patchwork, stitched flesh.

Augmentation As helheims grow in power, they may incorporate body parts from defeated foes. For each experience level, a helheim can incorporate one special body part. Such parts may be added or replaced during downtime with surgery, but only from fresh bodies slain by the helheim's own hand in combat. The remains of an execution will not do, being tainted by passivity and oppression, the qualities most inimical to a zombie-creature's autonomy. Incorporated parts may grant additional capabilities. For example, a harpy's wings might grant awkward flight. Actual abilities may be less literal, however, as negotiated between player and referee. Any powers granted should be determined with an eye toward maintaining future challenge within the game.

Undeath Helheims do not need to eat or breathe, but they must periodically fall into reverie, much like sleep, to retain their humanity. Otherwise, the helheim will slip back into a partially catatonic state waiting for necromantic commands.

Recovery Helheims do not recover as normal. Instead, damaged limbs or body parts must be physically stitched back together or replaced. Any necromancer or mundane surgeon can accomplish this task, but a helheim may not repair themselves without assistance.

Stench The stink of the grave is never entirely absent from a helheim, as the zombie body is continually rotting from the flux of necromantic energy. This stench makes it impossible for a helheim to surprise enemies with a sense of smell unless chaotic circumstances would make such senses useless.

Weapons For all their great strength, a helheim's motor control and visual acuity are crude. Though they can use thrown weapons such as daggers and small axes, they cannot effectively use missile weapons. Beyond several hundred feet their undead eyes perceive only a phantasmagoric riot of swampy color.

The helheim class is suitable either for new first level characters or as an option for deceased player characters raised from the dead.

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