

# Final Words

**This is an extension rule (<sup>Ex</sup>) and is not part of the official rules.**

When a character is killed, though they are mechanically [dead](#), they may save vs. death once, any time up to and including the 1 turn downtime at the end of the encounter. If they pass, they may speak for up to 1 minute. After that, they are gone.

No spellcasting, device use, ability use, movement, combat, or anything other than speaking is possible.

Final Words can be used in order to ask for [divine intervention](#). They can even be used for this purpose if the character is unconscious when they die.<sup>1)</sup>

<sup>1)</sup>

It's the trope where the character is praying in their mind while they're passed out, or having a religious moment when unconscious, or such.

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