

Final Words

This is an extension rule (^{Ex}) 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.

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