Respawning (Darksouls, Death wound alternative)

When a player character is reduced to 0 Position, they are dead. In the world of DARK SOULS: The Roleplaying Game however, this is not the end. Instead, the player character will reawaken, sometime later, at the site of the last bonfire they visited. When a player character dies, they lose all their collected souls, but, when they awaken, are restored to full Base Position, and all their abilities are once again ready to use.
Determining the nearest bonfire is based on the area the player characters are currently exploring. If player characters have not visited or rested at a bonfire, it can still be used as the closest bonfire for purposes of awakening after being killed.
If more than half of a party of player characters are killed, they have failed. Instead, the player character will reawaken, sometime later, at the nearest bonfire to where they died.

As noted previously, when a character dies, they respawn at the nearest bonfire. They lose all collected souls, but are otherwise returned to full Position, and all their abilities are ready to use once again.
When a player character respawns is up to them, though they cannot rejoin the battle that killed them if it continues. If a player character wishes to rejoin a battle after dying and respawning, the creature they are engaged with regains all Position, though the character and their allies do not.

They may, however, explore separately from their main party until the fight is completed, or alternatively, simply wait at the bonfire. Whenever a player character is killed and respawns, a part of them dies or is lost. Memories of their past selves fade, to be replaced only be emptiness. The unkindled do not die, but they do diminish. When a player character respawns, they must succeed on a DC 18 Wisdom save or should they fail, they must roll on the Hollowing Effect table.

1 Empty. There is nothing left of you to be consumed. You, whatever that means, are gone now. You are a mindless thing. You must create a new character.
2 Flesh Withers. Your skin tightens on your bones, mummifying even as you watch. Lose 2 from your Charisma Score.
3 Darkness Falls. What is left of you? Almost nothing now. Reduce one Attribute by 2.
4 Dismal. Any joy or laughter you used to retain is entirely gone. Reduce your starting Charisma Score by -1.
5 Atrophy. Your muscles are starting to fail you, weakening. Reduce your starting Strength Score by -1.
6 It's Getting Dark. The world is darker than it was. Reduce your passive Perception total by -1.
7 Indifference. Death does not care about you; why should it? You are merely one more thing cursed to resist your natural end. No changes occur.
8 Murmur. You have returned but something has lodged in your mind from beyond. A voice is in your head now, whispering strange thoughts.
9 Fortune. You have the eerie sense that you have already lived this life in some way. Next time you die, you make your Wisdom saving throw to avoid hollowing with advantage.
10 Morbidity. Your focus is increasingly on your failing mind, the loss of your senses, and the gradual erosion of self. Reduce any skill of your choice by -1.
11 Humanity's Absence. You have become cold, callous, and unmoved by human suffering. Reduce your Wisdom Score by -1.
12 Dulled Senses. You are slower to react to threats as they present themselves. Reduce your Initiative by -1.
13 Miracle of the Grave. Perhaps you are less than you once were, but this time, upon returning to life, you feel alive. Gain +2 to any single attribute.
14 Death's Blessing. You have returned tougher, hardier. Add an extra +1d6 to your starting Base Position.

15 Toughening Bone. Your bones have hardened, and they protrude through the skin strangely, granting you +1 AC.

16 Immune. Death has cleansed you of some of the frailties of human life. You are immune to Poison and to the Poisoned effect.

17 At Last. You thought this death would be your final demise. You braced yourself for this conclusion to your being, but instead you found yourself returned. You make your next skill check or combat roll at disadvantage.

18 Death’s Kin. You are a member of the dead, you carry the burden of the grave with you and it scares those who look upon you. Gain +1 whenever making any Charisma (Intimidation) checks.

19 Absent Minded. Your mind wanders, no longer able to focus on the things that you took joy in. Reduce your starting Intelligence Score by -1.

20 Forgotten. Some memory, some fragile recollection of your past or current life has gone. Between you and the GM, decide what this memory is and what effect its loss has on you.

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