

TYBERIOUS, 1ST LEVEL HUMAN NECROMANCER

Str Score	Con Score	Dex Score	Int Score	Wis Score	Cha Score	Armor Class	Hit Points
12	8	14	16	14	16	13	18
Str Mod.	Con Mod.	Dex Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defences	Recoveries
+1	-1	+2	+3	+2	+3	12	8
Str Skill	Con Skill	Dex Skill	Int Skill	Wis Skill	Cha Skill	Mental Defence	Recovery Roll
+2	+0	+3	+4	+3	+4	14	1d6-1

COMBAT ATTACKS

BASIC MELEE ATTACK: Attack +1 vs AC; *Hit* 1d4+1;

BASIC MISSILE ATTACK: Ranged Attack +2 vs AC; *Hit* 1d4+2;

ONE UNIQUE THING

RACIAL POWER AND ABILITIES

QUICK TO FIGHT: At the start of each battle, roll initiative twice and choose the result you want.

FEATS

SKELETAL MINION ADVENTURER: Skeletal Minion uses Escalation Die.

SUMMONING ADVENTURER: Summoned creature uses Escalation Die.

CLASS FEATURES, TALENTS, POWERS, AND SPELLS

DEATHKNELL: As a quick action, you can drop a nearby enemy that has 5 hp or fewer down to 0 hp.

When you drop an enemy using Deathknell, you heal 1d6 hit points.

SKELETAL MINION: You have a skeleton minion the same level as you that acts as a servant, fights alongside you in battle, and is replaced by a new skeletal minion when it inevitably collapses or is destroyed.

SORTA DEAD: In some ways, you're dead already. You don't need to eat or sleep or breathe. You can't drown in normal water/liquid, though magical gas will probably still affect you.

When a spell or effect targets or applies to undead, you can decide whether you want to count as undead for that specific effect.

The first time you die each level, roll a normal save, adding your Charisma modifier. If you succeed, you heal using a free recovery instead of dying. If you were dying because of last gasp saves, consider yourself saved from the last gasp problem also.

SPELLS: Channel Life, Chant of Endings, Summon Undead, Unholy Blast

ICON RELATIONSHIPS

The Priestess (Positive 2 die)

The Lich King (Conflicted 1 die)

BACKGROUND SKILLS

Resurrected Imperial Priest +4

Archeologist +2

Village Priest +2

NOTES

EQUIPMENT: Dagger, Throwing Stars, 25gp

INCREMENTAL ADVANCES: —

<p>BONES, Skeletal Minion AC 17 PD 15 MD 11 Hit Points 14 Attack +6 vs AC; Hit 1d6</p>
