

# TYBERIOUS, 2<sup>ND</sup> 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        | 14                | 24            |      |
| Str Mod.  | Con Mod.  | Dex Mod.  | Int Mod.  | Wis Mod.  | Cha Mod.  | Physical Defences | Recoveries    |      |
| +1        | -1        | +2        | +3        | +2        | +3        | 13                | 8             |      |
| Str Skill | Con Skill | Dex Skill | Int Skill | Wis Skill | Cha Skill | Mental Defence    | Recovery Roll | Init |
| +3        | +1        | +4        | +5        | +4        | +5        | 15                | 2d6-1         | +4   |

## COMBAT ATTACKS

BASIC MELEE ATTACK: Attack +3 vs AC; *Hit* 2d4+1;

BASIC MISSILE ATTACK: Ranged Attack +4 vs AC; *Hit* 2d4+2;

## ONE UNIQUE THING

Half-resurrected Archbishop of the Empire.

## 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.

WASTING AWAY: If CON is negative, +1 to necromancer spell attacks.

DEATH KNELL ADVENTURER: When you use Deathknell, one of your nearby conscious allies can gain the healing instead of you.

## 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 +4

## NOTES

EQUIPMENT: Dagger, Throwing Stars, 325gp

MAGIC ITEM: Potion of Healing (recovery+1d8)

INCREMENTAL ADVANCES: —

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| BONES, Skeletal Minion<br>AC 18<br>PD 16<br>MD 12<br>Hit Points 18<br>Attack +7 vs AC; Hit 1d8 |
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