

TYBERIOUS, 3RD 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	15	30	
Str Mod.	Con Mod.	Dex Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defences	Recoveries	
+1	-1	+2	+3	+2	+3	14	8	
Str Skill	Con Skill	Dex Skill	Int Skill	Wis Skill	Cha Skill	Mental Defence	Recovery Roll	Init
+4	+2	+5	+4	+5	+6	16	3d6-1	+5

COMBAT ATTACKS

BASIC MELEE ATTACK: Attack +4 vs AC; *Hit* 3d4+1;

BASIC MISSILE ATTACK: Ranged Attack +5 vs AC; *Hit* 3d4+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.

CHANNEL LIFE (ADV): Can cast twice per battle.

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, 1ST: Channel Life, Unholy Blast, Zombie Form

SPELLS, 3RD: Chant of Endings, Circle of Death, Ghoul Form

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, 475gp

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

INCREMENTAL ADVANCES: —

<p>BONES, Skeletal Minion AC 19 PD 17 MD 13 Hit Points 22 Attack +9 vs AC; Hit 1d12</p>
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