

TYBERIOUS, 4TH LEVEL HUMAN NECROMANCER

| Str Score | Con Score | Dex Score | Int Score | Wis Score | Cha Score | Armor Class | Hit Points | |
|-----------|-----------|-----------|-----------|-----------|-----------|-------------------|---------------|------|
| 12 | 8 | 15 | 17 | 14 | 17 | 16 | 36 | |
| Str Mod. | Con Mod. | Dex Mod. | Int Mod. | Wis Mod. | Cha Mod. | Physical Defences | Recoveries | |
| +1 | -1 | +2 | +3 | +2 | +3 | 15 | 8 | |
| Str Skill | Con Skill | Dex Skill | Int Skill | Wis Skill | Cha Skill | Mental Defence | Recovery Roll | Init |
| +5 | +3 | +6 | +5 | +6 | +7 | 17 | 4d6-1 | +5 |

COMBAT ATTACKS

BASIC MELEE ATTACK: Attack +5 vs AC; *Hit* 4d4+1;

BASIC MISSILE ATTACK: Ranged Attack +6 vs AC; *Hit* 4d4+2;

NECROMATIC SPELLS: Attack +9

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.

SORTA DEAD(ADV): Resist Poison/negative energy 16+.

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, 1000gp

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

INCREMENTAL ADVANCES: —

DEATHMARK WAND: (Recharge 11+) This ghastly wand resembles a bony finger. When you activate the wand, you must nominate an enemy on the battlefield. Your next attack on that enemy inflicts 1d4 extra negative energy damage for each round since you nominated the foe. Quirk: Enjoys watching others struggle or run.

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| <p>BONES, 4th Level Skeletal Minion AC 21 PD 19 MD 15 Hit Points 27 Attack +10 vs AC; Hit 2d6</p> |
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CLASS FEATURES, TALENTS, POWERS, AND SPELLS

SPELLS, 3RD: Channel Life, Chant of Endings, Circle of Death, Ghoul Form, Summon Ghoul, Zombie Form

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.