

NAME _____




LOOK _____

Names: Deathglare, Deathbiter, Viralford, Lostglare, Grimshate, Icas, Mebeth, Greyscale, Copse, Lifebane, Grimspest, Blightfester, Deadstar, Coldrose, Nightfever, Paleshard, Gallowlord, Heartreaper, Soulcrutch, Doombranter, Deathcheater

Face of Skeletal Features or A Empty Darkness Under A Hood
Plethora Of Rings, Obsidian Shard Pendant or Stained Sash
Temple Robes, Old Wizarding Robes or Rusted Breastplate
Skinless Skeleton, Leathery Molded Flesh or Fluid Darkness

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6 + CONSTITUTION

ALIGNMENT

STARTING MOVES

EVIL
Slay the living just to utilize their corpses.

CHAOTIC
Use your magic to get what you want.

DARK ARCANA (INT/WIS/CHA)

Whenever you would cast a spell stored in your Necromantic Tome, roll +STAT. *On a 10+, you flawlessly cast the spell. *On a 7-9, the spell has a side effect determined by the GM or you are oblivious to the world around you as you cast the spell.

NECROMANTIC TOME

When you make this character and every time you level up you can choose any one spell whose level is equal to or less than your level from another class and add it to the tome.

PHYLACTERY

You possess a small trinket that has your immortal soul sealed away inside. Your phylactery is your means of cheating death. So long as your phylactery is in one piece, whenever you would reach 0 or less HP or your necromantic tome is destroyed, in 1d4 days you and/or your necromantic tome are recreated and spawned from the phylactery. When all of your phylacteries are destroyed you drop to 0 HP and are gone forever.

UNLIVING

You are unaffected by all the constraints of living creatures, with no need to sleep or eat rations to heal damage. Healing magics of the living harm you instead of heal you. You cannot make Last Breath rolls and are simply destroyed when you reach 0 HP unless you have at least one Phylactery left.

CREATE UNDEAD (INT/WIS/CHA)

When you wish to animate bodies of dead humanoids into undead servants, roll +STAT. *On a 10+, you can animate all the dead bodies near you and, in any combination, make the following undead servants:

- 1/2 a body: You create a shambling undead half the size of a person from left over limbs, organs and other fleshy bits. These servants are too pathetic to fight but will carry out any simple orders you give them.
- 1 body: You create an undead hordeling, be it zombies or skeletons. The servants you create have the Horde tag. They act as one entity with access to only the Basic Moves with a +1 modifier to one stat and +0 for all others. For each undead in the hoard the hordeling has 2 HP and for every two undead in the hoard the hordeling gets +1 to all damage rolls.
- 3 bodies: You create a larger undead that has a useful adaptation to you, +2 to all damage rolls, 8 HP, 1 armor and only has access to the Basic Moves. It has +2 to two stats and +0 to all others.
- 5 bodies: The massive abomination you create has two useful adaptations, +4 to all damage rolls, 12 HP, 2 armor and only has access to the Basic Moves. It has +3 to one stat, +2 to two stats and +1 to all other stats.

*On a 7-9, as above, but the GM tells you what complications arise from your ritual. At any one time you can control a number of undead whose total amount of bodies used is less than or equal to 2+ your level.

BEFORE LICHDOM

AMBITIOUS WIZARD
You use +INT for Dark Arcana and Create Undead.

DARK PRIEST
You use +WIS for Dark Arcana and Create Undead.

VILE SORCERER
You use +CHA for Dark Arcana and Create Undead.

BONDS

Fill in the names of your companions in at least one:

_____ understands who is in charge here.

Being turned into a mindless undead might actually improve _____'s intelligence.

I should exchange ideas with _____. Their 'talents' intrigue me.

THE LICH

LEVEL _____
XP _____

GEAR

Your load is 7+STR. You start with your necromantic tome (1 weight) and a harvesting sickle (hand, 0 weight).

Choose your weapon:

- Totem of skulls (reach, two-handed, you get a +1 to all Dark Arcana rolls, 2 weight)
- Wand carved from a femur (near, +1 damage, doesn't require ammo, 1 weight)
- Grim scythe (reach, two-handed, +2 damage, 3 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

DARK MAJESTY

You can control an additional 3 bodies worth of undead with Create Undead.

A SPOILING OF OTHER SORTS

You can use dead plants in place of bodies for Create Undead.

MEAT ALTERNATIVE

You can use dead animals in place of bodies for Create Undead.

RECYCLE

You can use the bodies of destroyed undead in place of bodies for Create Undead.

A FAITHFUL SERVANT

At any time you can destroy one of the undead you created, using at least one or more bodies, for one of the following effects:

- Quick Fix: You or one of your other undead heal damage equal to 2+ the number of bodies used to create the undead that was sacrificed. The Undead sacrificed have to be at least comprised of 1 full body.
- Spare Parts: The undead you sacrifice turns back into the dead humanoid bodies that it was made from.
- Necrotic Detonation: All living creatures in the Close distance of the sacrificed undead takes 1d4 damage for each body it took to make it.
- Putrid Cloud: Give you and your other undead in the Close distance of the sacrificed a forward to armor equal to the number of bodies used to create it.

SWOLLEN BULK

Undead you create have an additional 2 HP.

GNARLED SKIN

Undead you create get +1 armor.

VIOLENT RETURN

Undead you create add +1 to all damage rolls.

CORPSE WAGON

You gain an undead beast of burden and a rickety cart that it pulls. It will always follow you at your command. It can carry 6 weight of items or carry up to 10 bodies.

CEMETERY DANCE

Whenever you would Make Camp in a cemetery, tomb or other mass burial site, you count as having access to 20 dead bodies.

GRAVE RESEARCH

You can choose any two spells from any one or two other classes whose level is equal to or less than your level and add them to your necromantic tome.

BACK-UP PHYLACTERY

You gain a second phylactery. You and/or your necromantic tome can respawn from either your original or your second phylactery.

Choose two:

- Corpse gold bracers (worn, 0 weight)
- Collar embedded with human teeth (worn, 0 weight)
- Shovel (close, two-handed, 1 weight)
- Jar containing whispers of the dead (1 weight)
- 15 stolen coins
- Bag of books (5 uses, 1 weight)

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

IMPERIOUS WILL

Replaces: Dark Majesty

You can control an additional 6 bodies worth of undead with Create Undead.

UNLIVING SLAVER

Add the following spells to your necromantic tome:

Control Undead (ongoing): You cast this spell on any undead creature and, so long as this spell is ongoing, they must follow any command you give them. While the spell is ongoing you cannot use Dark Arcana.

Bone Lash (ongoing): You create a sinister whip of bones to thrash your foes with. The bone lash has the following tags: (reach, 1 piercing, +2 damage, 0 weight). This lash stays as long as the spell is ongoing. While the spell is ongoing you get a -1 to all Dark Arcana rolls.

FUELLED BY NECROMANCY

Replaces: Swollen Bulk

Undead you create have an additional 4 HP.

REINFORCED HIDE

Replaces: Gnarled Skin

Undead you create get +2 armor.

MURDEROUS IMPLEMENTS

Replaces: Violent Return

Undead you create add +2 to all damage rolls.

INDEPENDENCE

Requires: Intelligence or Wisdom of 18

Undead you create have the Intelligent tag.

HIVE MIND

Requires: Intelligence or Charisma of 18

You can see and hear everything your created undead do.

FALSE LIFE

Requires: Wisdom or Charisma of 18

All of the undead you create appear to look like living counterparts of themselves.

LORE OF THE DEAD

Requires: Grave Research

You can choose any two spells from any one or two other classes whose level is equal to or less than your level and add it to your necromantic tome.

JUST IN CASE...

Requires: Back-Up Phylactery

You gain a third phylactery that you and/or your necromantic tome can respawn out of.