

NAME 

LOOK

*Dwarf:* Blaggard, Chromin, Gorin, Falshaf, Horwick, Panasa, Orilir, Yugro*Halfling:* Aimeta, Bones, Cabal, Fareham, Finn, Horace, Penelope, Tibias, Vomara*Human:* Blaine, Duncan, Elias, Gregor, Jones, Nicolai, Serena, Uwe, Zoran

Jaundiced Eyes, Menacing Eyes, or Mismatched Eyes




Wispy Hair, Veiny Head, or Close-Cropped Hair

Luxurious Clothes, Drab Clothes, or Laborer's Clothes

Withered Body, Corpulent Body, or Boil-Covered Body

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 7+CONSTITUTION

ALIGNMENT/DRIVE

STARTING MOVES

 GOOD

Usher a soul in suffering to rest beyond the Black Gates.

 NEUTRAL

Sacrifice to maintain the balance between life and death.

 EVIL

Gain earthly power at the expense of the innocent.

RACE/BACKGROUND

 HUMAN

When you ask a shade a question using the dead men tell me tales move, on a 7-9 you still receive a complete answer.

 DWARF

Your thralls receive one free HP in addition to your allocation.

 HALFLING

When you reanimate a thrall, you may use up to five words as your order.

BONDS

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

- Death desires the soul of \_\_\_\_\_, but I have my own plans.
- \_\_\_\_\_ would kill me if he/she knew my true purpose.
- \_\_\_\_\_ is the only one who can be trusted with my secrets.
- I have seen a vision of \_\_\_\_\_'s death, and I must prevent it.
- The shade of \_\_\_\_\_'s parent told me a family secret.

## DARK SIDE OF THE MOON

When you **are not bound to any thralls and rest for at least one hour under the light of the moon**, you recover your hit points and your HP stat (your maximum number of hit points) returns to its normal level if it has been reduced.

## THRALL SEEKER (INT)

When you spend a few moments to force a soul to reanimate its corpse, give your thrall an order and assign it a portion of your life energy.

Each thrall can receive one order upon creation. An order is a simple command of three words. The thrall strives to accomplish your order. If it completes its order, it becomes unbound.

When you **command your thrall with a simple order**, roll +INT. On a 10+, the thrall executes your instructions to the best of its ability. On a 7-9, the thrall has trouble carrying out your intentions, the GM will tell you how. On a miss, the thrall acts on its own impulses, for better or worse.

To assign a thrall your life energy, allocate any number of your hit points to the thrall and subtract these hit points from your HP stat (your maximum number of hit points, not your current number of hit points).

Thralls may be unbound at any time with a simple verbal command. A thrall may not be healed. When a **thrall is unbound or loses all its hit points**, the body turns to dust and the spirit travels beyond the Black Gates, out of your reach forever.

## LEND ME YOUR STRENGTH...

When you **take the life force of a nearby willing ally and transfer it to another nearby creature**, you may transfer hit points from the willing ally to the creature. This cannot reduce an ally to 0 hit points. The transfer leaves the willing ally shaken; they take a -1 ongoing until sunrise or sunset.

## DEAD MEN TELL ME TALES (INT)

When you summon the shade of a sentient being that died near your location to ask a question, roll +INT. On a 10+, the shade will answer as accurately as possible. On a 7-9, the shade's answers will be limited and disturbing, the GM will tell you how. On a miss, in addition to the limited answer, the shade will request a boon for itself or its living relatives. You will be unable to contact other shades until you have fulfilled this request.



THE NECROMANCER

LEVEL XP

## GEAR

Your load is 7+STR. You carry dungeon rations (4 uses, 1 weight) and an adventuring kit (2 uses, 1 weight). Choose your defenses:

- Elaborate robes and 3 healing potions
- Leather armor (1 armor, 1 weight)

Choose your weapon:

- Jeweled dagger (Precise, hand, 1 weight)
- Scythe (Reach, two-handed, messy, 2 weight)
- Muddy shovel (Reach, close, two-handed, 2 weight)

Choose one:

- 7 gold pieces
- A silver ring sculpted to look like a snake
- An emerald pendant shaped like a large eyeball

## ADVANCED MOVES

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

### PHYLACTERY

Choose an item you can carry to be your phylactery. When you **reach 0 HP and your phylactery is unbroken and within your reach**, your soul will be tethered to the phylactery, beyond Death's reach. You become undead. While undead, you do not have to breathe, eat, or sleep, and you use CON for all rolls. Any additional damage you take while undead reduces your HP stat, and it remains lowered until you rest in the light of the moon. If your HP stat reaches 0 while you are undead, you die permanently and do not make the last breath move. If you gain hit points while undead, you return to life and lose the undead tag, but gain a debility.

### I COME TO YOU AS AN EQUAL

If you **take your last breath**, you may offer Death a deal, without requiring a roll. If Death refuses the deal, you may roll last breath, but treat 10+ as a 7-9 result.

### CORPSE EXPLOSION

When you **channel necrotic energy into a nearby corpse**, roll+CON. On a 10+, the corpse explodes, doing 1d4 necrotic damage to all creatures near the corpse. On a 7-9, the corpse explodes, but you receive 1d4 damage as magical blow back. On a miss, the necrotic energy causes something unexpected to explode, the GM will tell you what. The explosion does 1d4 damage to any creatures near it.

### BLOODHOUND

When you **track a creature by using its blood**, the blood will point towards the creature like a compass.

### RISING POWERS

Your class damage die becomes 2d4.

### RITES OF PASSAGE

You take a +1 to all spout lore attempts to describe death, ceremonies involving the dead, and funeral customs.

### WISE FROM YOUR GWAVE

When you **spend a few moments to bind a mass of dead creatures using your own soul**, roll+CON. On a 10+, raise all creatures near you as thralls, and assign an order and a portion of your life energy to each. On a 7-9, choose two.

- You cannot raise all the creatures in the area.
- You cannot issue a command to all the thralls.
- You cannot strengthen the thralls beyond 1 HP.
- You cannot move or act until the thralls are unbound.

On a miss, choose three and the thralls do not recognize you as their master and may turn against you. If you give the command to unbind to any of these thralls, all thralls are all unbound and shrivel to dust.

### ROLL THE BONES

When you **attempt to distract someone by showing them a vision of their death**, roll+INT. On a 10+, the subject becomes visibly distracted and disturbed. On a 7-9, the subject is visibly distracted and choose one. On a miss, choose two and the GM puts you in a spot.

- The subject knows the vision was your doing.
- The vision gives the target an advantage, the GM will tell you what.
- You or an ally is distracted by a horrible vision, GM's choice..

### BONE HEAD

When you **spend an hour ritually infusing and strengthening a piece of armor with the bones of the dead**, the piece of armor gains +1 armor. You need one full skeleton to perform this ritual and it may only be applied once to any armor.

### COLD COMFORT

When you **administer mercy to a suffering creature and deliver them peacefully to the Black Gates**, you gain a +1 to your next parley with any spirit or agent of Death.

# ADVANCED MOVES

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

## ☐ ASPECT OF DEATH

When you **shroud your form with concentrated necrotic energy**, you will appear to bystanders as Death or an agent of Death as you desire. Your disguise will remain until you dismiss it or until Death or an agent of Death discovers your ruse.

## ☐ HEALER'S POISON

When you **use necrotic energy to prevent another from being healed**, roll+INT. On a 10+, you shroud your intended target and they cannot be healed until sunrise or sunset or until you target another with this move. On a 7-9, you shroud your target, but choose two. On a miss, choose three.

- You immediately take 1d6 damage and cannot be healed for an hour.
- One of your limbs begins to wither into uselessness.
- You feel as if you are suffocating and you lose the ability to speak for an hour.

## ☐ FROM THE BRINK

When you **prevent a dying ally from taking their last breath by separating the necrotic energy from their souls**, roll+CON. On a 10+, you may transfer any portion of your hit points to the ally. On a 7-9, you may transfer any portion of your hit points to the ally, but choose one from the following list.

- You lose 1d6 from your HP stat.
- You lose your vision until sunrise or sunset.
- You are weakened, the GM tells you how.
- You suffer a debility.

On a miss, choose two.

## ☐ GHOST SIGHT

You gain ghost sight. You can see the flow of magical energies and other manifestations of the spirit world.

## ☐ CROSSING THE STREAMS

When you **channel the life forces of your willing allies through yourself into a necrotic blast**, roll+INT. On a 10+, you do 1d4 damage per willing ally to a single enemy you can see and you and each ally take 1 damage. On a 7-9, you still successfully target the enemy, but you and each ally take 3 damage. On a miss, the blast is successful, but you and each ally take 4 damage and are thrown backwards in a blast of necrotic energy.

## ☐ DEATH KNELL

When you **focus all your necrotic energy into draining the energy of a single target**, roll+INT. On a 10, choose 2. These effects last as long as you are focusing your necrotic energy and end immediately when your concentration is broken. You cannot take any other actions while concentrating your death knell. On a 7-9, choose one.

- The target takes an extra 1d4 damage from every successful attack.
- The target is weakened, the GM tells you how.
- The target becomes confused and disoriented, lashing out madly.

On a miss, you suffer from one of the GM's choosing until sunrise or sunset.

## ☐ DEATH IS A DISEASE

When you **touch a living creature to infect it with withering necrotic energy**, the creature begins to age rapidly, slowing it down. The affected creature deals half damage. If the creature dies while still afflicted, it collapses into a cloud of dust. Anyone who inhales the cloud of dust within a few moments of the creature's death also suffers the effects of the disease. The disease can be cured with an hour's rest under the moonlight and a mouthful of holy water.

## ☐ CORPSE INFERNO

*Requires: Corpse Explosion*

Your damage die for corpse explosion increases to 2d4.

## ☐ ULTIMATE POWER

*Requires: Rising Power*

When you **roll your class damage dice and the result is a matched pair**, necrotic energy flows into your target. Re-roll your damage die and add the result to your initial roll. Continue as long as the dice are matched.

## ☐ I BRING A MIGHTY BOUNTY, MY LIEGE

*Requires: Phylactery*

When you **deliberately shatter your phylactery**, roll+CON. On a 10+, you become the center of a necrotic explosion and do 2d4 damage to all enemies within range who are not adequately shielded. For every enemy killed in this manner, you heal 1d4 hit points. If you do not kill any enemies, you become undead, but your HP stat becomes 1d4+1 HP. On a 7-9, you also deal damage to allies in the blast radius. On a miss, you do not heal from the blast and you immediately take your Last Breath instead of becoming undead. Death awaits.