

USHARAK

NECROMANCER



ANCESTRY	IRUXI (WETLANDER)	BACKGROUND	ASTROLOGER
SPEED	25 FEET; SWIM 15 FEET	PERCEPTION	+7 (TRAINED)
LANGUAGES	COMMON, BOGGARD, ELVEN, IRUXI, NECRIL, SAKVROTH	CLASS DC	19

STRENGTH	DEXTERITY	CONSTITUTION
STR +0	DEX +2	CON +1
INTELLIGENCE	WISDOM	CHARISMA
INT +4	WIS +2	CHA +0

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD CAST
	35	18	19
	FORTITUDE +8	REFLEX +7	WILL +9

Mental Wards Usharak has a benefit on saves against possession effects.

STRIKES

- MELEE**
- ◆ club +5 [+0/-5] (thrown 10 ft), 1d6 bludgeoning
 - ◆ claw +7 [+3/-1] (agile, finesse), 1d4 slashing

SKILLS

ACROBATICS (DEX) +2	ARCANA (INT) +9 ●	ATHLETICS (STR) +0
CRAFTING (INT) +9 ●	DECEPTION (CHA) +0	DIPLOMACY (CHA) +5 ●
INTIMIDATION (CHA) +0	ASTROLOGY LORE (INT) +9 ●	UNDEAD LORE (INT) +11 ●●
MEDICINE (WIS) +7 ●	NATURE (WIS) +7 ●	OCCULTISM (INT) +11 ●●
PERFORMANCE (CHA) +0	RELIGION (WIS) +7 ●	SOCIETY (INT) +4
STEALTH (DEX) +2	SURVIVAL (WIS) +7 ●	THIEVERY (DEX) +2

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Bone Magic (detect magic), Breath Control
CLASS FEATS	Bone Speaker
GENERAL FEATS	Incredible Initiative
SKILL FEATS	Forensic Acumen, Oddity Identification
CLASS ABILITIES	fatal method (puppeteer)*, grave spells, grim fascination (bone)*, inevitable return, mastery of life and death, mental wards, necromancer spellcasting, Undead Lore*

* Abilities with an asterisk have already been calculated into Usharak's statistics and do not appear elsewhere.

EQUIPMENT

BULK	3, 2 L; Maximum 5 Bulk
WORN	backpack, club, leather armor, <i>pendant of the occult</i>
STOWED	bedroll, chalk (10 pieces), flint and steel, <i>minor healing potion</i> , rope (50 ft), rations (2 weeks), <i>scroll of object reading</i> , soap, torches (5), waterskin
WEALTH	3 gp, 5 sp

SPELLS

SPELL ATTACK	+9	SPELL DC	19
CANTRIPS (AT WILL)	<i>daze, detect magic, haunting hymn, light, shield, void warp</i>		
1ST RANK	☐ <i>bone shield</i> , ☐ <i>harm</i>		
2ND LEVEL	☐ <i>bone spray</i>		
FOCUS CANTRIPS	<i>create thrall, thrall charge</i>		
FOCUS SPELLS	☐ <i>bone spear</i> , ☐ <i>necrotic bomb</i>		



WHAT IS A NECROMANCER?

You are an occult spellcaster seeking the ever-changing borders of life and death, manipulating magic of vitality and void to suit your will. The undead both serve and cower before you.

EQUIPMENT

The following rules apply to Usharak's equipment.

Agile (trait) The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5 and -8 instead of -10 on the third and subsequent attacks in the turn.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

Finesse (trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

❑ **Healing Potion, Minor** (consumable, healing, magical, vitality) **Activate** ◆ (manipulate); **Effect** Upon drinking this potion, you regain 1d8 Hit Points.

❑ **Scroll of Object Reading** When holding this scroll, you can cast *object reading*. After you cast the spell, the scroll is destroyed.

Object Reading (concentrate, manipulate) **Range** touch; **Targets** 1 object; **Effect** You place a hand on an object to learn a piece of information about an emotional event that occurred involving the object within the past week, determined by the GM. If you cast object reading on the same item multiple times, you can either concentrate on a single event to gain additional pieces of information about that event or gain a piece of information about another emotional event in the applicable time frame.

Thrown (trait) You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment.

FEATS AND ABILITIES

Usharak's feats and abilities are described below.

Bone Speaker To truly understand the mechanical advantages of an undead skeleton, you must understand how it functioned in life. You can Recall Knowledge on living creatures with an internal or external skeleton using Undead Lore. If you do, you can learn only information pertaining to the biology of a creature—not any learned abilities or abilities granted by items. Additionally, you can perform a forensic examination on a corpse using Undead Lore instead of Medicine if the corpse came from a creature with a skeleton.

Breath Control You can breathe even in hazardous or sparse air. You can hold your breath for 25 times as long as usual before suffocating. You gain a +1 circumstance bonus to saving throws against inhaled threats, such as inhaled poisons, and if you roll a success on such a saving throw, you get a critical success instead.

Forensic Acumen You understand principles of forensic medicine, making you better at examining a body to determine the cause of death or injury. You can perform a forensic examination on a body, as described under Recall Knowledge in the Medicine skill, in half the normal amount of time (to a minimum of 5 minutes). If you succeed at your check, you can attempt an immediate check to Recall Knowledge to follow up on something you found, with a +2 circumstance bonus. This check is usually related to the cause of injury or death, such as a Crafting check to identify a poison or

weapon used or an additional Medicine check to identify a specific disease. If you prefer, you can instead attempt to Recall Knowledge about the type of creature whose body you examined, using the appropriate skill and gaining the same circumstance bonus.

Incredible Initiative You gain a +2 circumstance bonus to Initiative rolls.

Inevitable Return ◆ (concentrate, thrall) **Trigger** a Small or Medium enemy within 60 feet dies; **Effect** The deaths of those around you simply fuel your undead army. You create a thrall in the triggering corpse's space. This thrall is the same size as the triggering creature.

Mastery of Life and Death You have studied the delicate balance of life and death to such a point that you can dance between them with ease. Whenever you Cast a Spell or use an ability that would deal void or vitality damage, you can choose for the spell to do either void or vitality damage to each target separately. When you Cast a Spell or use an ability that would affect or target only living creatures or only undead creatures, you can affect and target both. This does not apply to the healing effects of spells or abilities. For example, you could have the harm spell deal vitality damage to undead enemies, but it would not be able to heal living allies.

Mental Wards When you roll a success at a Will save against a mental or possession effect caused by an undead or haunt, you get a critical success instead.

Necromancer Spellcasting You can cast occult spells using the Cast a Spell activity. See the Spells section below for details on the spells you can cast.

Oddity Identification When you become aware of a magical effect or see a spell being cast, you can immediately determine if it twists minds (with the mental trait), fights against fortune (with the fortune or misfortune trait), or reveals secrets (with the detection, prediction, revelation, or scrying traits). At the GM's discretion, similar effects can also fall into these categories. When you Identify Magic or Recall Knowledge to learn more about these effects, you can always use Occultism without penalty and gain a +2 circumstance bonus.

THRALLS

The mindless undead you can create as a necromancer are called thralls. A thrall is a level -1 creature with the mindless and undead traits. It's not a minion, nor does it have the summoned trait. It has 1 Hit Point and is immune to bleed, death effects, disease, mental, and poison. Thralls automatically fail all checks, and any check made against a thrall automatically succeeds. They can take actions only when commanded to by a grave spell or necromancer ability. A thrall is temporary and is destroyed after 1 minute if no other duration is listed.

You choose whether a thrall is Small or Medium when you create it, and you must create it in an unoccupied space or the spell or ability that created the thrall fails. A thrall can contribute to flanking as though it were able to make melee unarmed Strikes. Thralls can't hold their ground—a creature can move into a thrall's space as though it were unoccupied. The thrall's space is difficult terrain, and the moving creature can automatically push the thrall into an adjacent space that's not in its path. A thrall has a Speed of 20 feet unless otherwise noted.

You can use the Command a Thrall action (see below) as long as you have at least one thrall. When you Command a Thrall to Strike, it makes a melee unarmed Strike using your spell attack modifier for its attack roll. This Strike uses and counts toward your multiple attack penalty. The Strike deals 1d6 bludgeoning, piercing, or slashing damage.

You can use the following actions to affect your thralls.

Command a Thrall ♦ (concentrate, thrall) You make one of your thralls Crawl, Drop Prone, Escape, Interact, Stand, Stride, or Strike. A thrall can tak only simple Interact actions, not ones that require skill checks or complicated movements. However, they can make checks to Escape using your spell attack modifier. Escaping this way uses and counts toward your multiple attack penalty.

Consume Thrall ♦ (concentrate, occult) **Frequency** once per day; **Requirements** You have 0 Focus Points and at least one thrall within 30 feet of you; **Effects** You destroy one thrall within 30 feet of you and regain 1 Focus Point.

SPELLS

Usharak can cast the following spells. He can cast his 1st-rank spell once per day and he can cast his cantrips at will. In addition to the spells he has memorized (see front page), Usharak's internal dirge also contains the following spells. **Cantrips:** *daze, forbidding ward, guidance*; **1st** *bane, bone shield (Impossible Magic 126), enfeeble, fear, object reading, soothe*; **2nd** *reaper's lantern*.

CANTRIPS

Daze ♦♦ (cantrip, concentrate, manipulate, mental, nonlethal); **Range** 60 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 round; **Effect** You push into the target's mind and daze it with a mental jolt. The jolt deals 1d6 mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

Detect Magic ♦♦ (cantrip, detection, manipulate) **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell, though items that have an illusion aura but aren't deceptive in appearance (such as an invisibility potion) are typically detected normally.

Guidance ♦ (cantrip, concentrate) **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **Effect** You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Haunting Hymn ♦♦ (auditory, cantrip, concentrate, manipulate, sonic) **Area** 15-foot cone; **Defense** basic Fortitude; **Effect** You echo a jarring hymn that only creatures in the area can hear. The hymn deals 1d8 sonic damage, with a basic Fortitude save. If a target critically fails the save, it's also deafened for 1 minute.

Light ♦♦ (cantrip, concentrate, light, manipulate) **Range** 120 feet; **Duration** until your next daily preparations; **Effect** You create an orb of light that sheds bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement.

You can Dismiss the spell. If you Cast the Spell while you already have four *light* spells active, you must choose one of the existing spells to end.

Shield ♦ (cantrip, concentrate, force) **Duration** until the start of your next turn; **Effect** You raise a magical shield of force. This counts as using the Raise a Shield action (*Player Core* 419), giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield. The shield has Hardness 5. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes.

Shield Block ↻ **Trigger** You would be damaged by a physical attack while your shield is conjured. **Effect** You interpose your magical shield between you and the attack, reducing the damage by 5. You take any remaining damage.

Void Warp ♦♦ (cantrip, concentrate, manipulate, void) **Range** 30 feet; **Targets** 1 living or undead creature; **Defense** Fortitude; **Effect** You call upon the Void to harm life force. The target takes 3d4 void or vitality damage with a basic Fortitude save. On a critical failure, the target is also enfeebled 1 until the start of your next turn.

1ST

Bone Shield ♦ (concentrate) **Requirements** You have a free hand; **Duration** sustained up to 1 minute; **Effect** You create an expendable shield of rough, raw bone in a free hand that can easily be replaced over and over again. When you Cast the Spell or the first time each round you Sustain this spell on subsequent rounds, you can Raise this Shield, granting you a +2 circumstance bonus to AC. While this spell is in effect, you gain the Shield Block reaction, but only with the bone shield. The bone shield has Hardness 3 and 1 HP (with no Broken Threshold). This shield also gains a +2 circumstance bonus to its Hardness against attacks that deal piercing or slashing damage. If the shield is destroyed, it's recreated already raised in a free hand when you Sustain the Spell.

Harm ♦ to ♦♦♦ (manipulate, void); **Range** varies; **Targets** 1 living creature or 1 willing undead creature; **Effect** You channel void energy to harm the living or heal the undead. If the target is a living creature, you deal 1d8 void or vitality damage to it, and it gets a basic Fortitude save. If the target is a willing undead creature, you restore that amount of Hit Points. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

♦ The spell has a range of touch.

♦♦ (concentrate) The spell has a range of 30 feet. If you're healing an undead creature, increase the Hit Points restored by 8.

♦♦♦ (concentrate) You disperse void energy in a 30-foot emanation. This targets all living and undead creatures in the area and you can choose the type of damage for each target.

2ND

Bone Spray ♦♦ (concentrate, manipulate) **Area** 15-foot cone; **Defense** basic Reflex; **Effect** You fire a torrent of jagged bone shards from your hands that rips through the fleshy bodies of your enemies. The spray deals 2d10 piercing damage and 1 persistent bleed damage to all creatures in the area, with a basic Reflex save.

FOCUS SPELLS

Usharak can cast grave spells, which are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 2 Focus Points. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 298) to speak to the dead, meditate on local supernatural activity, or contemplate anatomical truths. If you have a thrall when you begin Refocusing, you can destroy it to regain 2 Focus Points when you Refocus.

Grave Cantrips

Grave cantrips are special grave spells that don't cost Focus Points, so you can use them as often as you like. Grave cantrips are granted in addition to the cantrips you choose with necromancer spellcasting. Usharak can cast the following two grave cantrips.

Create Thrall ◆ (cantrip, concentrate, manipulate, necromancer, thrall)

Range 30 feet; **Duration** 1 minute; **Effect** You conjure forth the undead. You either create 2 thralls in unoccupied squares within range or create 1 thrall and immediately Command that Thrall.

Thrall Proliferation: Once per round when you cast *create thrall*, you can create one additional thrall in range.

Thrall Charge ◆◆ (cantrip, concentrate, manipulate, necromancer)

Range 30 feet; **Target** 1 of your thralls; **Effect** You urge a thrall to move and attack. You command the target thrall to Stride and then make a Strike that deals an additional 2d6 damage. You can destroy the thrall as part of this Strike to add a +2 status bonus to the Strike's damage.

Grave Spells

Bone Spear ◆◆ (concentrate, focus, manipulate, necromancer) **Range**

30 feet; **Targets** 1 of your thralls; **Defense** basic Reflex; **Effect** You shape a thrall into a spear of jagged bone. Destroy the target thrall, and each creature in a 15-foot line originating from the thrall's former space takes 4d6 piercing damage with a basic Reflex save.

Necrotic Bomb ◆◆ (concentrate, focus, manipulate, necromancer, void) **Range** 30 feet; **Targets** 1 of your thralls; **Defense** basic Reflex;

Effect You overload one of your thralls with void energy, causing it to explode. Each creature within a 10-foot emanation of the thrall takes 2d12 void damage with a basic Reflex save. This destroys the thrall.