

Character Name

Gorgon

Race

Necromancer 1

Class & Level

Height & Weight

Age & Sex

8 STR **-1**

8 CON **-1**

14 DEX **+2**

Initiative

+3

Level + Dex

18 INT **+4**

12 WIS **+1**

17 CHA **+3**



Hit Points

18	Current
Maximum	Current

Recoveries

8
1d6-1



Death Saves



PD

11

11 + Level + Str/Con/Dex

AC

12

10 + Level + Con/Dex/Wis

MD

15

11 + Level + Int/Wis/Cha

Guild Relationships

Golgari Swarm

One Unique Thing

Backgrounds

Fallen Lover of Vraska +4

Death Cultist +4

Talents, Features & Attacks

Head Snakes (Racial Power)

Once per battle, deal 5 ongoing poison damage to a target you hit with a natural even attack roll as a free action. A critical hit doesn't double this ongoing damage.

Ritual Magic (Class Feature)

You can cast spells as rituals.

Wasting Away (Class Feature)

You don't die until you fail five death saves. You don't succumb to last gasp save effects until you fail the fifth save.

Adventurer Feat: If your Constitution modifier is negative, add +1 to your necromancer spell attacks.

Vigor Mortis (Talent)

Increase your base PD to 11 and your base hit points to 7+Con.

Twice per day, you can perform a bizarre freak show stunt with your body. Bend it in unnatural ways, pierce it, cough up bugs, detach and reattach a limb. This does not require a skill check, unless the GM decides to require one, such as for a particularly artistic execution.

Solemn Beauty (Talent)

The first time an enemy rolls a save against an effect from your necromancer spells, increase the save DC by your Charisma modifier (3). Note that a natural roll of 18+ always saves.

Deathknell (Talent)

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.



Attacks & Spells

Snake Bite (Melee attack)

Attack: 1d20 vs. AC

Hit: 1d6-1 poison damage

Miss: —

Poison Spray (Ranged attack)

Attack: 1d20+3 vs. AC

Hit: 1d4+2 poison damage

Miss: —

Channel Life (1st lvl spell)

Ranged spell; Once per battle

Attack Target: One random nearby creature other than the healing target

Healing Target: One nearby ally

Attack: 1d20+6 vs. MD (against the attack target)

Hit vs. an enemy: 2d6+4 negative energy damage, and the healing target can heal using a recovery.

Hit vs. an ally: 5 negative energy damage, and the healing target can heal using a recovery.

Miss: The spell is not expended.

Death's Gauntlet (1st lvl spell)

Ranged spell; At-Will

Target: One nearby creature

Attack: 1d20+6 vs. PD

Hit: 1d4+4 ongoing poison damage.

Special: The target can use its standard action to shake off the spectral snakes that are snapping at it. When it does, the ongoing damage ends and you can't use death's gauntlet again until the end of your next turn.

Miss: 1 damage

Feats

Adventurer: Wasting Away

Gear, Equipment & Money

Magic Items

Spells

Terror (1st lvl spell)

Ranged spell; Daily

Target: One nearby creature with 50 hp or less

Attack: 1d20+7 vs. MD

Hit: The target uses all its actions during its turn to move away from the battle, disengaging from enemies to do so (hard save ends, 16+). If it fails to disengage with all of its actions, it won't take opportunity attacks by moving. The effect also ends when you or one of your allies attacks the target.

Miss: 1d10 + 4 psychic damage.

Summon Undead (1st lvl spell)

Ranged spell; Daily

Effect: You summon a mob of 1d3 + 1 crumbling skeleton mooks or 1d3 + 1 bone archers, as per the summoning rules. These skeletons fight for you until the end of the battle, or until they drop to 0 hp, whichever comes first.

Bone Archer (Summoned Creature)

1st level mook [Undead]; Initiative: +6
(Ranged) Skeletal Bow +6 vs. AC—3 damage
Vulnerability: holy; *Resist weapons 15+*: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.
Mook: Kill one bone archer mook for every 5 damage you deal to the mob.
AC 13, PD 14, MD 10, HP 5

Crumbling Skeleton (Summoned Creature)

Normal; 1st level; Mook; Undead
Initiative: +6
Vulnerability: holy; *Resist weapons 16+*
Sword +6 vs. AC—3 damage
AC 16, PD 14, MD 10, HP 6