

Character Name

Ratkin

Race

Necromancer N1

Class & Level

Height & Weight

Age & Sex

7 STR **-2**

9 CON **-1**

14 DEX **+2**

Initiative

+2

Level + Dex

18 INT **+4**

11 WIS **0**

11 CHA **0**

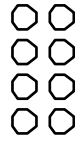


Hit Points

9	
Maximum	Current

Recoveries

4
1d6+1



Death Saves



PD
10

11 + Level + Str/Con/Dex

AC
10

10 + Level + Con/Dex/Wis

MD
11

11 + Level + Int/Wis/Cha

Icon Relationships

Lich King (positive 1)

One Unique Thing

Backgrounds

Squatter in the Catacombs under Axis +3

Ratkin Lorekeeper +3

Talents, Features & Attacks

Stench (Racial Power)

Once per battle, as a quick action, make a 1d20 attack vs. PD against 1d3 nearby enemies in a group. On a hit, the target is dazed until the end of your next turn.

Ritual Magic (Class Feature)

You can cast spells as rituals.

Wasting Away (Class Features)

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.

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, maybe even detach and reattach a limb. If you stare into the disgusted faces of your fellow players, you are doing it right. This does not require a skill check, unless the GM decides to require one, such as for a particularly artistic execution.



Equipment



Attacks & Spells

Staff (Melee attack)

Attack: 1d20-2 vs. AC
Hit: 1d6-2 damage
Miss: —

Hand Crossbow (Ranged attack)

Attack: 1d20+2 vs. AC
Hit: 1d4+2 damage
Miss: —

Decrepit Eyes (Spell)

Ranged spell; Once per battle
Target: One nearby enemy
Attack: 1d20+4 vs. PD
Hit: The target has disadvantage on attack rolls against enemies it is not engaged with. Skill checks to sneak or hide have advantage against the target (save ends both).
Miss: --

Teeth (Spell)

Ranged spell; At-will
Target: Two nearby enemies
Attack: 1d20+4 vs. PD
Hit: 1d4+4 negative energy damage.
Miss: --