

Necromancer

While many wizards study the art of necromancy, and many of these wizards call themselves necromancers, they do not have the connection to the dead of the true necromancers. Like all summoners these necromancers have a connection to the darkness, but somehow, they have gain a connection to the dead as well. No one is sure if this is because of something in the necromancer's history, his family line, if something other than the Dark was interested in him at his birth, or if this is the reason that the Dark wanted him in the first place.

Whatever the reason, the necromancer has sway over the dead. They can even animate long dead bodies. They are more reviled than the typical summoner due to their connection to death.

Necromancer's Penalties

Like summoners the necromancer has a connection to dark forces which causes changes in them. All necromancers get a -1 to their Social stat and start with one point of taint. Also necromancers have an odd aura of death about them. Maybe the scent of fresh dug grave soil follows him, or plants start to dies when they are within a few metres of him. Whatever it is, it shows his connection to death.

Necromancer's Bonuses

1) Speaking Beyond the Veil

Necromancers can cast the Necromancy spell well. Necromancers get a +10 to Necromancy spell. Necromancers can also automatically see restless ghosts that linger in this world. Necromancers can speak to and be heard by the ghosts that are still in this world.

2) Know Thy Fate

Necromancers can tell if the spirit of the deceased is still in this world, on the Low Road, or has moved on.

3) I'll Take the Low Road

Necromancers have a power similar in effect to shaman's ritual Crossover. The exception is that it only takes the necromancer to the Low Road. This power comes with a risk, fail by two or more degrees of failure and the necromancer dies. The roll for this is $1/2 \text{ soul} + \text{ranks} + D20$. Difficulty for this is Hard. The necromancer starts with 5 ranks in this power and can buy more like it was a spell.

4) Wake the Dead

No one know how they do it, but necromancers can re-animate the body of someone long deceased. The necromancer can either raise the corpse as a mindless slave or give the body intelligence. The necromancer can either put the original soul back into the body, which is the easiest way to make it intelligent, if the soul hasn't moved on, or he can put a different soul into the body. The roll to raise the dead is $1/2 \text{ soul} + \text{ranks} +$

D20. the difficulty level is Challenging and he starts with 5 ranks in it and he can buy more like it was a spell. It is a will check to put a soul into a body. If the necromancer is putting the original soul in a body then he rolls against the targets will and if he succeeds than the soul is put into the body. If the necromancer is putting a different soul in the body than the necromancer rolls a will check and both the body (at his previous will stat) and the soul gets to make a will save and if either of them succeed than the power doesn't work.

The body remains active for a week plus a week per degree of success and the necromancer can only have one animated corpse per 5 ranks in this power at one time.

5) Stubborn as the Dead

Like summoners, necromancers are constantly involved in battles of will. This gives them a +2 to their will.

6) Dead Rules

Like summoners, necromancers deal with dangerous things that follow strict rules. The dead have very rigid rules they must follow in order to interact with his world and the necromancer learns them quickly, or they don't last long. Necromancers gain a +5 to Law skill.

7) Wards

While not as good as their summoner cousins, necromancers still know the value of a good ward. They get +2 to Ward spell.

8) Summoning

Like their summoner kin, the necromancer can summon things, though not as well. The necromancer gets a +3 to Summoning spell.

9) True Names

Like the summoner, necromancers knows the value of true names. With a successful Riddles skill check, difficulty of Difficult, a Necromancer can determine a part of a true name of a creature the necromancer has had a chance to study for an hour or so. Every degree of success gives the necromancer another part of the true name, and every true name has four parts. With the full true name of a creature without a soul, it must obey any order given with its true name. With the full name of a creature with a soul, the Summoner has a +20 against the creature. An entity hiding or trapped within something else will have at least a part of its name hidden.

10) Partial Names

Even partial names have power. For each part of a true name a necromancer knows he gets a +5 when dealing with that creature. Necromancers with part of a true name can do a research check (either appropriate lore or library check at difficulty level Challenging, or riddle check at difficulty level of Hard) to find out more pieces of the name. The checks take about two hour, and even if the necromancer does not have the Library bonus he is still assumed to have enough information gathered over time to do the research (he just doesn't get to roll his Library check and must either have the lore or

use riddles). A Success gives you one more piece of the name, any degrees of success will give you a +4 to research for the next part of the name.

If any part of a true name cannot be found by the sixth time the necromancer attempts the research then the necromancer cannot find that part of the true name from the resources at his disposal. In order to continue trying to research that part of the true name new resources will be needed. It will take approximately \$1000 worth of new reference material to continue the effort.

11) Converse with the Darkness

The Darkness is neither good nor is it evil. The Darkness watches, the Darkness listens, the darkness waits, and sometimes the Darkness suggests. The Darkness has no ill or good will towards creation or that which exists in it since it is, was, and always will be and is generally unconcerned with the fleeting moment that is reality.

All necromancers share the link their summoner cousins have with the Darkness. Necromancers are capable of conversing with the Darkness itself. The necromancer simply find an area without light and concentrate his power (with a Magic check with a difficulty level of Average) and he can speak to the Darkness. While the necromancer must speak aloud to the Darkness, he hears the response deep in his soul. The Darkness never gives straight answers, if it answers at all.

14) Self-Made Man... Sort of

One of the strangest and most powerful of the necromancer's abilities is the ability to graft parts from dead bodies to replace their own. If a limb is severed, they can take a limb from the dead body of similar size. At first the limb is useless, barely able to move. After about a week it changes to match the limb that was missing, even taking on the DNA of the missing limb. The only difference is that if there was something wrong with the necromancer's limb (ie missing fingers or toes, skin cancer) that problem is not there if the new limb didn't have it. If there is something wrong with the new limb before it was taken, however, the problem will persist after it is grafted onto the necromancer. Organs can be replaced as well, but the necromancer cannot do surgery on himself. The organ will change in a few minutes if it works and will have the same DNA like the limb, also, if there was a problem with the old organ but not the new organ then the organ will be fine. If there is a problem with the new organ it will still be there after the grafting. The organ will be the same DNA, but in the same condition as it was before the graft. Effectively the necromancer can become immortal with this power.

In order to do this, the necromancer must attach the limb, or have the organ place in the proper place. After that, the player rolls the Magic skill of the necromancer with a difficulty level of Difficult. In the case of organs, it does not matter if the Medical skill fails for the surgery fails and the necromancer dies as long as the Magic skill succeeds he will return to life, but the necromancer must be alive when the replacement starts.

13) Spells

Necromancers get +1 Magic skill and can learn the same spells as summoners.

Necromancer's Opinion of Other Cursed

Shamans - Ironic that followers of a dead religion find us that speak to the dead so repulsive. They think we are corruptors of the natural order. They should look around, humanity has forsaken the natural order for convenience, and now simply minded activists turn against the natural order saying it is wrong to follow the natural food chain because their food has a cute face. Hell, we are more in touch with the natural order of things than most of humanity. We know about the cycle of life, death, and rebirth cycle, we just cheat a bit, that's all.

Mystics - They keep spewing hippy garbage. They say our ki is corrupt or some garbage. They are almost as bad as the shamans, but are a little less judgmental at least.

Psychics - I fail to see the point. Sure they have a few cool tricks, but I can break the barrier between life and death. I don't know why they think they are so superior to me.

Sorcerers - You hide in dark corners looking up ancient text trying so hard to unlock the answers we were given a key to. All your hard work seems so pointless when you look at up. That is probably why you envy us so much and trick those blasted blessed after us.

Summoner - They are our kin. They have so much potential, if only they could do everything we could do. Just imagine the possibilities. *Shutters* Maybe that would not be such a good thing.

Blessed - Wretched fools. They call our minions abominations. They are the first to grab the pitchforks and torches, coming to storm the castle. Don't most of them worship a guy who risen from the grave? And this is the thanks we get? Ingrates, all of them.

Changelings - Otherworldly, beautiful, deadly. Makes me wonder if I were prettier if I would get acceptance so easily.