

NAME Frail Necromancer RACE Humanoid SIZE 1 HEIGHT 5'1" WEIGHT 100lbs HL 1 EL 0

CON	<u>1</u>	AGI	<u>1</u>	INT	<u>3</u>	STR	<u>1</u>	WILL	<u>3</u>	CHA	<u>1</u>
Hit Points	<u>15</u> / <u>15</u>	Initiative	<u>2</u>	C. Mastery	<u>6</u>	Armor	<u>2</u>	SP Armor	<u>6</u>	Song Effect	<u>2</u>
Vitality	<u>30</u> / <u>30</u>	Speed	<u>2</u>	H. Mastery	<u>6</u>	MAD	<u>2</u>	M. Mastery	<u>6</u>	M. Speed	<u>2</u>
		RAD	<u>2</u>	SP Mastery	<u>6</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Staff

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 12 Crit DMG: 14 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Arcane Bolt

Type: S.N. Ranged Weapon Range: 4 Accuracy: 4/5/6DMG: ____ Crit DMG: ____ | SP-DMG: 16 Crit SP-DMG: 22

Other: _____

ABILITIES

Name: Brain Rot	Description: Target creature within 5 spaces tests WILL 5	DPD: Poison & Slow
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Name: Skeletal Hands	Description: Target creature within 5 spaces tests STR 5	DPD: Slow	& 5 DMG
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Name: Skeletal Fists	Description: Target creature within 5 spaces tests AGI 5	DPD: Knockback & 5 DMG
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Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: *Slow*

Vulnerabilities: _____

Traits: _____

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

Bone Charm

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

LORE

Frail Necromancers are known for their unhealthy obsession with the undead. Some refer to them as “The Frail”, as they’ve become pale and anemic due to malnutrition. Most starve themselves in an attempt to slowly die, converting themselves into the same undead they admire.

These necromancers come in all races and genders. They can be found all over Estaria, and not many are sure why. Perhaps people in Estaria find life as an undead liberating.

Frail Necromancers wear baggy, tattered robes and worn sandals. Their mastery over conjuring skeletal hands allows them to untangle and free themselves of almost anything that hinders their movement, allowing them to be immune to Slow. Alternatively, their clothes might just rip off.

APPEARANCE

In general, Frail Necromancers are pretty bland. Some resemble poor temple monks, occasionally adorned with one or two pieces of skull themed accessories. Their baggy robes are usually brown, dark gray, or black.

As for weapons, Frail Necromancers use their staff for melee attacks. They’re also able to shoot arcane bolts, your typical magic for ranged attacks.

COMBAT BEHAVIOR

Frail Necromancers are typically normal in combat. They prefer to use an ability and then attack. Because of their fragile bodies and low durability, they’re known to surround themselves with plenty of undead pawns.