

NAME

Dwarf: Emet, Momor, Oyama, Sekhmet, Nero, Cega, Doriru, Iesi, Berod, Airi, Rimna, Lahi
Human: Leoric, Nihlath, Myrkul, Azoth, Imhotep, Mordecai, Nija, Nihasa, Prosperine, Zente

LOOK

Haunted Eyes, Dead Eyes, or Inky Black Eyes
 Wild Hair, Bald, or Styled Hair
 Tattered Robes, Fine Robes, or Traveling Clothes
 Bony Body, Wasted Body, or Mummified Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



YOUR MAX HP IS 6+CONSTITUTION

ALIGNMENT

- ☐ **GOOD**
 Carry out a spirit's last request.
- ☐ **NEUTRAL**
 Uncover a dead secret.
- ☐ **EVIL**
 Cause terror in living creatures.

STARTING MOVES

SOULTHIEF

When you perform last rites over a sentient humanoid and take a fetish from the body, roll +INT. On a 10+, you gain 1 Soul. On a 7-9, you gain 1 Soul, but the spirit of the deceased wants something in return.

CHOOSE ONE:

- You take 1d4 damage
- The spirit of the deceased curses you; take -1 forward to your next action
- You have to perform a service for the spirit

You can only have as many Souls as your level+1, and they stay bound until used. You can spend 1 Soul to create the following effects:

- Contact spirits, as the wizard spell
- Put on the Mantle of Death, creating an effect equivalent to the cleric spell 'Cause Fear' cast on a target of your choice with you as the frightening object
- Manifest a Ghost Light, as the wizard cantrip light

When you make a roll using +Soul instead of a stat, you cannot add more than your INT to the roll no matter how many souls you have collected. A fetish has 1 weight.

TOUCH OF THE GRAVE

When you hack and slash, you deal additional damage equal to the number of Souls you have.

VAMPIRIC TOUCH

When you touch someone and focus on their life energy, roll +INT. On a 10+, you deal your damage to the target and heal yourself of that much damage. On a 7-9,

CHOOSE ONE:

- You take what you can get, dealing and healing half damage
- You spend 1 Soul
- You put yourself in a bad spot

FORBIDDEN LORE

When you spout lore about spirits or the lands beyond the Black Gate, take +1 forward.

RACE

- ☐ **DWARF**
 You can cast a version of the cleric's divination spell by spending 1 Soul, though you can only see past visions of dead people.
- ☐ **HUMAN**
 As long as you have at least 1 Soul, you gain +1 to parley.

BONDS

I helped one of _____'s ancestors be at peace.

I brought _____ back from Death's Door.

_____ 's beliefs about the afterlife are wrong, I shall try to show them the truth.



THE NECROMANCER

LEVEL _____
 XP _____

GEAR

Your Load is 7+STR. You start with dungeon rations (5 uses, 1 weight).

Choose your defenses:

- ☐ Leather armor (1 armor, 1 weight)
- ☐ Bag of books (5 uses, 2 weight) and 3 healing potions.

Choose your weapon:

- ☐ Sacrificial dagger (close, 1 weight)
- ☐ Scythe (close, 2-handed, 1 weight)

Choose one:

- ☐ Bandages (3 uses)
- ☐ Candles and incense (+1 forward to **soulthief**, 3 uses, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose one of these.

- ☐ **BLOODSUCKER**
When you use vampiric touch, you deal d8 damage.
- ☐ **DEATHWATCH**
When you focus on someone, you can tell how many hit points they have.
- ☐ **ECTOPLASMIC DEFENSE**
While you have at least one Soul, you have 2 armor.
- ☐ **LIFESENSE**
When you concentrate, you can detect the life force of creatures nearby.
- ☐ **MULTICLASS DABBLER**
Get one move from another class. Treat your level as one lower for choosing the move.
- ☐ **SOUL MAGIC**
Choose from either the cleric or wizard spell lists. You can cast a spell from that list as if you were a wizard or cleric of your class level -1 by spending a soul.
- ☐ **SPIRIT LORE**
When you first encounter an important creature, location, or item (your call) that pertains to spirits or the afterlife, you can ask the GM any one question about it; the GM will answer truthfully.
- ☐ **SOUL SERVANTS**
You can use 1 Soul to animate a recently dead corpse as the Cleric spell Animate Dead, though you do not receive the -1 to Cast a Spell, instead your total number of Souls is decreased by 1 for each risen dead you control. Pick one trait of the spent Soul from the list below to benefit your servant:
 - The spirit is vengeful, +2 to all damage.
 - A persistent specter, +2 HP per level you have.
 - Forever in mournful agony, gains the terrifying tag.
 - A still and observant ghost, +2 to non-combat checks.
 - Scheming back-handed soul, has a small amount of awareness, can coordinate with the Necromancer in simple tasks.

When you gain a level from 6-10, choose one of these moves or one of the level 2-5 moves.

- ☐ **BLACK ARROWS**
You can volley with +Soul instead of +DEX, and your weapon gains the ignore armor tag.
- ☐ **BLOODSUCKING FIEND**
Replaces: Bloodsucker
When you use vampiric touch, you deal d10 damage.
- ☐ **ECTOPLASMIC ARMOR**
Replaces: Ectoplasmic Defense
While you have at least one Soul, you have 4 armor.
- ☐ **GRIM REAPER**
When you hack and slash, you roll +Soul instead of +STR, and your weapon gains the ignore armor tag.
- ☐ **MULTICLASS INITIATE**
Get one move from another class. Treat your level as one lower for choosing the move.
- ☐ **STUDENT OF MAGIC**
Requires: Soul Magic
Get one move from the cleric or wizard advanced move list.
- ☐ **UNFETTERED SOULS**
You no longer need to tie a Soul to a fetish when using soulthief.
- ☐ **VITALITY TRANSFER**
You can use your vampiric touch to heal someone else. You must touch both creatures in order to do this.
- ☐ **EMPOWERED SOUL SERVANTS**
Requires: Soul Servants
Your animated corpses are strengthened with dark magic, their damage die is increased to a d8, and they gain the piercing and messy tags. In addition, if you don't have a corpse to target you can conjure forth a skeletal warrior, it receives only one trait from the Soul Servants list and not the benefits of this move.