

Ghoul Necromancer

Ghouls are hideous, beast-like undead humans with an unceasing hunger for the flesh of sapient beings. They generally wear the rotting rags they died in, but occasionally a cunning ghoul will disguise itself in the clothing of one of its victims. Perceptive individuals will recognize the carrion stench of their breath and their filthy claws.

<i>Necromancer Class Overview</i>		<i>Necromancer Starting Options</i>	
Class	Necromancer	Inhuman	You are faster and stronger now, more cunning, more aware—but hideous, repellant and possessed by an inhuman appetite for the flesh of the living and dead.
Stock	Ghoul		
Raw Abilities	Will 5, Health 3	Wises	Choose either Ghoul-wise or Graveyard-wise and choose or create a second wise.
Skills	Choose the class you were when you were still human. Gain those skills.	Starting Weapon and Armor	None
Starting Trait	Inhuman	Alignment	Any

Unlife

All Ghouls have the dead condition. Fortunately, they are immune to its penalties; they may help, make tests and use wises. They are also immune to sickness—this condition may be inflicted upon them, but there are no ill effects.

Recovery from conditions

- They must consume raw, dead flesh to recover from hungry and thirsty.
- They recover from angry, afraid and exhausted as normal.
- Ghouls cannot be healed; they must recover from injured or sick by sucking it up or sweating it out. This will reduce a skill or ability by one point.
- If killed by a failed test or conflict or from the Grind, reduce the ghoul's Health by 1 and ignore the fatal blow...for now.

Ashes to Ashes

Ghouls lose their immunity to the dead condition when their Health reaches 0. They cannot be raised from the dead.

Ghoulish Appearance

Their inhuman appearance marks them as undead monsters. Ghouls suffer a penalty to social interactions and Circles tests—always losing on ties. When frightening or intimidating, ghouls gain an advantage—they always win on ties.

Ghoul Nature

Write Nature: Ghoul on your character sheet. Your descriptors are Eating the Dead, Hiding, Punishing the Living. Ghoul characters have a base Nature of 3. Answer the following questions to determine your final starting Nature score, and possibly some traits.

Ghoul Questions

Do you prefer to feed exclusively on dead bodies you find or dig up, or will you consume the flesh of your victims?

- If you view all living creatures as prey, increase Nature by 1.
- If your personal code forbids you from feeding on the living, you may replace your home trait with Righteous. Change your alignment from Chaos to Law or Unaffiliated.

Do you lurk in the shadows, hiding from those who would not understand your condition, or do you disguise your appearance to walk amongst them?

- If you hide from the eyes of the living, increase Nature by 1.
- If you walk among the living, replace your home trait with Fearless.

Did you hate the living for possessing what you do not, or do you keep to yourself and live the best you can?

- If you hate the living and seek to punish them for the crime of existence, increase your Nature by 1 but reduce your Circles rating by 1 and lose your social grace.
- If you hold no contempt for the living, your abilities and skills remain unchanged.

Ghoul Level Benefits

Level 1

Necromancer: Choose a stock; you may use the weapons and armor you wielded in life. As undead, ghouls may be turned (but not destroyed) by prayers and holy relics. Ghouls are immune to healing magic and mind-affecting spells. Ghouls cannot consume food or water—only raw flesh may sate their dark appetites. If the ghoul's former class was cleric or magician they gain access to 1st levels spells and may gain spells instead of level benefits as per those classes.

Special Ability: Ghoul's Touch

Your touch paralyzes the living with mind-numbing fear. Anyone knocked out of a fight by a ghoul can't be brought back into the fight unless a cleric casts *Breath of the Burning Lord* on him. Neither can the *Defend* action replenish the disposition value of paralyzed attackers. Elves are immune to this effect

Level 2

Sharp Teeth, Pretty Teeth: Your teeth and nails are supernaturally long and sharp. When unarmed, you may use your claws and teeth as weapons, ignoring leather armor. You cannot damage chainmail or plate armor.

Cannibalism: You may gorge when feeding, consuming twice as much flesh to insulate yourself from the hungry and thirsty condition. After feasting, ignore the first hungry and thirsty condition you receive. The second time you gain hungry and thirsty, it affects you as normal. Feeding from a living victim will kill them.

Level 3

Mask of Humanity: You may use a cloak, cowl, mask or other finery to disguise your undead appearance, ignoring any penalties to your social graces.

All-Consuming Hunger: While hungry and thirsty, gain +1s to Nature, Hunter and Scout tests to find flesh to consume.

Level 4

Speak with the Dead: You can spend a turn communing with the remains of the dead, as per the prayer *Communion of the Black Gate*.

Ghastly Touch: If you feint an unarmored, living opponent who chooses to defend, you may immediately knock them out of the fight. They must distribute their remaining disposition amongst their allies. This benefit doesn't work on elves.

Level 5

Wake the Dead: As per the prayer *Inspiration of the Black Goat*. This ability costs a turn to use.

Mortification: By inscribing occult runes on your dead flesh, you're afforded a degree of magical protection. This costs a turn and requires a Ritualist test. The armor lasts until damaged or until you return to town. *Mortification Factors:* helmet, leather, hide, chain, plate (+1 ob for protection against magical damage).

Level 6

Undying: You are tough to kill. Once per session, if you're taken out of a kill conflict, roll 1d6: on a 5-6 regain 1 disposition and rejoin the fight.

Filthy Claws: Your claws do severe damage to unarmored opponents (+1D, +1s attack and feint).

Level 7

Strength of the Damned: Your Health ability maximum is raised by 1, to a maximum of a 7.

Tenacious Will: Your Will ability maximum is raised by 1, to a maximum of a 7.

Level 8

Know Thyself: You remember pieces of your former existence. Choose one of your former class's benefits, levels 2-8.

Contagious: Your ragged claws transmit the disease that changed your life forever. When you hit a living opponent with an unarmed attack, they must become sick on a failed Health/Nature test (ob equal to your Nature). If they are knocked out of the fight by your unarmed attack, they become a ghoul. Your ghoul minions may be ordered to fight or flee at your command are -1s to resist. *Prerequisite: Ghastly Touch.*

Level 9

Heroic Ability: Choose Fighter, Hunter, Nature or Ritualist; that skill now succeeds on a roll of 3-6.

Transformed: You may replace one of your Nature descriptors with one from your former class.

Level 10

Ghoul Lord: Nature (Hiding) becomes (Commune with the Dead) and can be used instead of Circles to summon your ghoul minions to your side. *Prerequisite: Contagious.*

Wight: Your Raw Abilities (Will, Health, Nature) are capped at 9. Each time you gain a point of Nature or Health past 6, reduce your Will by 1. If your Will drops to 0 you become a mindless, all-consuming monster.