

<b>Necromancer</b>
<b>Role:</b> Controller
<b>Key Abilities:</b> Constitution and Charisma
<b>Armor:</b> Cloth
<b>Implement:</b> Dagger, staff, wand
<b>Weapon:</b> Simple melee, simple ranged
<b>Defense Bonus:</b> +2 Will
<b>Base Hit Points:</b> 12 + Constitution Score
<b>Bonus Hit Points:</b> +5 per level gained
<b>Healing Surges:</b> 6 + Constitution Modifier
<b>Trained Skills:</b> Choose four from your list of class skills.
<b>Class Skills:</b> Arcana (Int), Bluff (Cha), Dungeon (Wis), Endurance (Con), Heal (Wis), Intimidate (Cha), Religion (Int).
<b>Class Features:</b> Blood Magic, Blood Sacrifice, Blood Seeker, Life Siphon, Soul Reaping, Well of Blood

#### Level 1:

#### BLOOD MAGIC

You gain the following three powers.

<b>Barbed Signet</b>	<b>[Shadow, Implement, Necrotic]</b>
<b>Standard action</b>	<b>Area</b> burst 1 within 10 squares
<b>Target:</b> Each enemy in burst.	<b>Attack:</b> Constitution vs. Fortitude
<b>Hit:</b> 1d8 + Constitution modifier necrotic damage. Level 21: 2d8 + Constitution modifier necrotic damage.	
<b>Miss:</b> You can take damage equal to your level to reroll the attack.	

<b>Dark Pact</b>	<b>[Shadow, Implement]</b>
<b>Standard action</b>	<b>Ranged</b> 10
<b>Target:</b> One creature	<b>Attack:</b> Constitution vs. Fortitude
<b>Hit:</b> 1d12 + Constitution modifier damage, and you gain temporary hit points equal to your Charisma modifier. Level 21: 2d12 + Constitution modifier damage.	
<b>Special:</b> You can use this power as a ranged basic attack.	

<b>Signet of Agony</b>	<b>[Shadow, Implement, Necrotic]</b>
<b>Standard action</b>	<b>Close</b> burst 1
<b>Target:</b> Each enemy in burst.	<b>Attack:</b> Constitution vs. Fortitude
<b>Hit:</b> 1d8 + Constitution modifier necrotic damage. Level 21: 2d8 + Constitution modifier necrotic damage.	
<b>Miss:</b> You can take damage equal to your level to reroll the attack.	

#### BLOOD SACRIFICE

You gain the **blood sacrifice** power.

<b>Blood Sacrifice</b>	<b>[Shadow, Necrotic]</b>
<b>Free action</b>	<b>Special</b>
<b>Requirement:</b> You must have temporary hit points.	
<b>Trigger:</b> You hit an enemy with a shadow at-will attack power.	
<b>Effect:</b> You take damage equal to your Charisma modifier. The triggering attack deals additional necrotic damage equal to your Charisma modifier.	
<b>Special:</b> You can use this power only once per turn.	

#### BLOOD SEEKER

You gain a +1 power bonus to attack rolls against bloodied enemies.

#### LIFE SIPHON

When an enemy within 5 squares of you is bloodied or reduced to 0 hit points, you gain 5 temporary hit points. The number of temporary hit points you receive increases to 10 at 11th level, and 15 at 21st level.

#### SOUL REAPING

You gain resist necrotic 5 + one-half your level. In addition, when you hit an enemy with a shadow attack power, you ignore an amount of the target's necrotic resistance equal to the resistance gained from this class feature.

While you're wearing light or no armor you can apply your Constitution modifier to your AC instead of your Dexterity or Intelligence modifier.

## WELL OF BLOOD

You gain the **well of blood** power.

Well of Blood	[Shadow, Healing, Zone]
<b>Immediate reaction</b>	Area burst 1 within 10 squares
<b>Trigger:</b> A non-minion creature within 10 squares is reduced to 0 hit points.	
<b>Target:</b> The triggering creature.	
<b>Effect:</b> The burst creates a zone that persists until the end of the encounter or you dismiss it as a minor action. Allies who start their turn in the zone regain hit points equal to your Charisma modifier.	
<b>Special:</b> A creature can only benefit from this power once per turn.	

### Level 2:

#### UNHOLY FEAST

When you use second wind or total defense as a standard action, enemies adjacent to you are weakened until the end of your next turn.

### Level 3:

#### LEVEL 3 EXTRA WELL OF BLOOD

You gain one additional use of well of blood per encounter.

### Level 5:

#### DEMONIC FLESH

When you make a ranged or area shadow attack against an enemy during your turn and hit only one target, enemies adjacent to you take necrotic damage equal to your Charisma modifier.

### Level 6:

#### DARK BOND

You gain the **dark bond** power.

Dark Bond	[Shadow]
<b>Immediate interrupt</b>	<b>Personal</b>
<b>Trigger:</b> You are bloodied or reduced to 0 hit points by an attack.	
<b>Effect:</b> Choose one willing ally within 5 squares. The ally takes damage equal to one-quarter their maximum hit points. This damage cannot be reduced or redirected. You take no damage from the triggering attack.	

### Level 7:

#### LEVEL 7 EXTRA WELL OF BLOOD

You gain one additional use of well of blood per encounter.

### Level 9:

#### ORDER OF PAIN

When you deal necrotic damage to an enemy with a shadow attack, the target takes extra damage from weapon attacks until the end of your next turn. The damage is equal to your Charisma modifier.

### Level 10:

#### CORPSE TRAVERSAL

You gain the **corpse traversal** power.

Corpse Traversal	[Shadow, Teleportation]
<b>Free action</b>	<b>Personal</b>
<b>Trigger:</b> You reduce an enemy to 0 hit points, or an enemy adjacent to you is reduced to 0 hit points.	
<b>Effect:</b> You teleport to a square adjacent to the triggering target.	
<b>Special:</b> You can use this power only once per round.	