

## Reanimator

**Combat Role:** Controller and Leader

**Power Source:** Shadow

**Key Abilities:** Constitution and Intelligence

**Armor Proficiency:** Cloth

**Implement:** Ki focus

**Weapon Proficiency:** Simple melee, simple ranged.

**Defense Bonus:** +2 Fortitude

**Base Hit Points:** 10 + Constitution score

**Bonus Hit Points:** +4 per level gained

**Healing Surges:** 6 + Constitution modifier

**Trained Skills:** Choose three from your list of class skills.

**Class Skills:** Arcana (Int), Bluff (Cha), Dungeon (Wis), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha), Religion (Int).

**Class Features:** animate dead, command minions, consumptive field, death master, reanimation, swarm attack.

### Level 1:

#### ANIMATE DEAD

You gain the **animate dead** power.

#### Animate Dead

[Shadow, Minion]

**Minor action \* At-will**

**Close burst 5**

**Requirement:** You must use this power during a short or extended rest.

**Effect:** You animate up to 4 minions in unoccupied squares you can see within burst. The minions are undead creatures and count as allies. The minions persist until destroyed, or until you use this power again.

The minions lack actions of their own. Instead, you spend actions to command them mentally. Each minion has 1 hit point, and uses your defenses when attacked. A missed attack never damages a minion.

Level 11: 5 minions.

Level 21: 6 minions.

#### COMMAND MINIONS

During your turn, you can spend a move action to move each minion under your control up to 5 squares. The movement provokes opportunity attacks.

## CONSUMPTIVE FIELD

You gain the **consumptive field** power.

#### Consumptive Field

[Shadow, Implement]

**Standard action \* Encounter**

**Close burst 2**

**Target:** Each enemy within burst.

**Attack:** Constitution vs. Fortitude

**Hit:** 1d6 + Constitution modifier damage.

Level 17: 2d6 + Constitution modifier damage.

Level 27: 3d6 + Constitution modifier damage.

**Effect:** Each non-minion ally within the burst gains temporary hit points equal to 5 + your Intelligence modifier.

**Special:** You can use this power only once per turn.

## DEATH MASTER

You gain the **death master** power.

#### Death Master

[Shadow, Implement]

**Standard action \* At-will**

**Special**

**Effect:** Each undead minion under your control makes the following attack against one enemy adjacent to the minion.

**Attack:** Constitution vs. Fortitude

**Hit:** 1d6 + Constitution modifier damage. If two or more minions hit the same enemy, it can't shift until the end of your next turn.

Level 21: 2d6 + Constitution modifier damage.

## REANIMATION

At the start of your turn, each undead minion under your control that has been destroyed is restored to 1 hit point and stands up as a free action.

## SWARM ATTACK

When an enemy ends its turn in a square adjacent to a minion under your control, you can use a free action to command the minion to make a melee basic attack against the enemy.

The attack has a +2 proficiency bonus, deals 1d4 points of damage, and uses your Constitution modifier for attack and damage rolls.

**Level 2:**  
**BLOOD OF THE MASTER**

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

<b>Blood of the Master</b>	<b>[Shadow]</b>
<b>Free action * Encounter</b>	<b>Special</b>
<b>Trigger:</b> An undead minion under your control is reduced to 0 hit points.	
<b>Effect:</b> You lose a healing surge. The triggering minion is restored to 1 hit point and not destroyed.	
<b>Special:</b> This power recharges when you spend an action point.	

**Level 3:**  
**LEVEL 3 EXTRA CONSUMPTIVE FIELD**

You gain an additional use of consumptive field per encounter. You can still use the power only once per turn.

**Level 5:**  
**LEVEL 5 DEADLY MINIONS**

The damage dealt by the melee basic attacks of minions under your control increases to 1d6.

**Level 6:**  
**DEATHLY CHILL**

You gain the **deathly chill** power.

<b>Deathly Chill</b>	<b>[Shadow]</b>
<b>Minor action * Encounter</b>	<b>Special</b>
<b>Effect:</b> Until the end of your next turn, each undead minion under your control deals 1d6 extra cold damage with its melee basic attacks. Level 21: 2d6 extra cold damage.	

**Level 7:**  
**LEVEL 7 EXTRA CONSUMPTIVE FIELD**

You gain an additional use of consumptive field per encounter. You can still use the power only once per turn.

**Level 9:**  
**OMEN OF DEATH**

While two or more of your undead minions are adjacent to an enemy, the enemy grants combat advantage to you and your allies.

**Level 10:**  
**DEATH BURST**

You gain the **death burst** power.

<b>Death Burst</b>	<b>[Shadow, Implement]</b>
<b>Immediate reaction * Encounter</b>	<b>Special</b>
<b>Trigger:</b> An undead minion under your control is reduced to 0 hit points.	
<b>Effect:</b> Each enemy adjacent to the triggering minion becomes a target of the following attack.	
<b>Attack:</b> Constitution vs. Fortitude	
<b>Hit:</b> 1d6 + Constitution modifier damage. Level 21: 2d6 + Constitution modifier damage.	