

# LOST CHAMPIONS

## NECROS

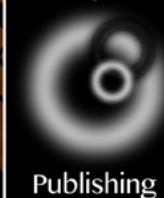
BY N. JOLLY



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# LOST CHAMPIONS NECROS

**Author:** N. Jolly

**Artist:** Bryan Syme

**Developer:** Christen N. Sowards

**Contributing Editors:** Hal Kennette, Siobhan Bjorknas

**Contributing Developer:** Gabriel Jolly

**Layout & Graphic Design:** Christen N. Sowards

**Playtesters:** Aaryn Gullede, Donald J. Decker, James Duchenwald, Matt Groen, Michael Lefavor, Vanessa Moon

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Welcome to the Lost Champions! In this series, we explore new classes which utilize the combat and magic [Spheres Systems](#). Each of these classes work together to blend both systems into a unique experience that allows players to decide between dazzling magic and exciting martial combat! These classes were designed with this in mind, giving access to both magical and combat talents.

The third of these classes is the dread reanimator, the necros. Shaping the bodies of the fallen to their whims, these necromantic masters are unparalleled specialists. Each served by a specialized form of servitor called a "corpse puppet" that serves as their primary expression of the arts of death and leader to their other minions.

In addition, this class comes with new archetypes along with new talents for the boxing, dual-wielding, open hand, and scoundrel spheres.

## NECROS

Wherever a necros travels, death follows. Creators of undead, necros consider themselves artisans using the most pure canvas they know; flesh. Admiring the unique features of skin and bone, necros focus their talents around the power of death, avid admirers of the power of unlife. Some consider necros in love with death, to which most necros would begrudgingly agree. The path of power for most necros often leads its practitioners into the gaping jaws of undeath, and master necros often end their journey as mighty lichs. Serving as both puppet masters and warriors in their own right, necros can hold their own in combat, but their talents are better served ganging up on opponents with a swarm of undead, attacking as a part of their horde.



**Role:** For a necros, their role on the battlefield is tied to their control of the undead. Master of undeath, necros not only summon deathly servants, but also alter them in new and terrifying ways. Shaping the flesh and bone of the undead to fit their whims, necros control the field of combat with a variety of their own custom creations as well as their corpse puppet. A triumph of their research, a necros controls their corpse puppet with incredible finesse, leaving destruction and terror in their wake.



## TABLE: NECROS

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Combat & Magic Talents	Caster Level
1st	+0	+2	+0	+2	Casting, blended training, channel energy, corpse puppet, deathbound, spell pool	1 (+2 magic)	+0 (1)
2nd	+1	+3	+0	+3	Rebuke undead, undead affinity	2	+1
3rd	+2	+3	+1	+3	Fleshcraft	3	+2
4th	+3	+4	+1	+4	Decaying form, preserve flesh	4	+3
5th	+3	+4	+1	+4	Darkvision, flesh bond	5	+3
6th	+4	+5	+2	+5	Necrotic shield	6	+4
7th	+5	+5	+2	+5	Advanced fleshcraft, fleshcraft	7	+5
8th	+6/+1	+6	+2	+6	Decaying form, fear aura	8	+6
9th	+6/+1	+6	+3	+6	Undead rebirth	9	+6
10th	+7/+2	+7	+3	+7	Multicrafting	10	+7
11th	+8/+3	+7	+3	+7	Fleshcraft, greater flesh bond	11	+8
12th	+9/+4	+8	+4	+8	Decaying form, see in darkness	12	+9
13th	+9/+4	+8	+4	+8	Improved necrotic shield	13	+9
14th	+10/+5	+9	+4	+9	Fleshcrafting artisan	14	+10
15th	+11/+6/+1	+9	+5	+9	Fleshcrafter	15	+11
16th	+12/+7/+2	+10	+5	+10	Dead skin, decaying form	16	+12
17th	+12/+7/+2	+10	+5	+10	Unholy revivification	17	+12
18th	+13/+8/+3	+11	+6	+11	Master multicrafting	18	+13
19th	+14/+9/+4	+11	+6	+11	Fleshcraft	19	+14
20th	+15/+10/+5	+12	+6	+12	Fleshcrafting master, lich form	20	+15

**Alignment:** Any. (Some GMs may wish to limit the necros to non-good alignments depending on the nature of necromancy in their games.)

**Hit Die:** d8

**Starting Wealth:** 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

**Class Skills:** The dragoon's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

## CLASS ABILITIES:

**Proficiencies:** Necros's are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

**Casting:** A necros may combine spheres and talents to create magical effects. A necros is considered a Mid-Caster. They may use either Intelligence or Charisma as their casting ability modifier and must make this choice at 1st level. (Note: all casters may select a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** A necros gains a small reservoir of energy they can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to their level + their casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.



**Blended Training:** A necros gains combat or magic talents according to Table: Necros, gaining their choice of combat or magic talents at each level they would gain a talent. Necros's use their casting ability modifier as their practitioner modifier.

**Channel Energy (Su):** At 1st level, a necros can channel negative energy as the Cleric class feature a total number of times per day equal to 3 + their casting ability modifier, using their casting ability modifier in place of Charisma when determining its associated saving throw.

**Corpse Puppet (Ex):** At 1st level, a necros may create a corpse puppet (see below) from the corpse of a deceased Medium or Small humanoid or a four legged animal (other animal corpses may be allowed upon GM approval). A necros cannot have an animal companion, familiar, or drake companion as long as they possess a corpse puppet. Unlike most undead, this corpse puppet is not mindless, retaining a spark of its former intelligence. As such, they are not limited to basic orders. Corpse puppets are perfectly preserved at the point at which they are created, although they can be allowed to rot if the necros desires.

A necros can break the connection between themselves and their corpse puppet as a full round action, causing it to revert to a normal corpse. To form a connection with a new corpse, they must spend 1 hour with the new corpse, causing it to gain hit dice equal to their old corpse puppet.

**Deathbound:** A necros must select the Death sphere as as their 1st level talent and uses their class level as their caster level with the Death sphere. This stacks normally with caster levels gained from other sources.

**Rebuke Undead (Ex):** At 2nd level, a necros gains the Command Undead feat.

**Undead Affinity (Ex):** At 2nd level, a necros is treated as an undead creature for the purpose of how positive and negative energy affect them.

**Fleshcraft (Ex):** At 3rd level, a necros can spend 1 spell point or use of channel energy to manipulate the flesh of any undead under their control including their corpse puppet (if the necros is undead, they cannot use this ability on themselves); this ability can be used when animating an undead with the reanimate ability of the Death sphere. This alteration of a creature lasts for 1 day. An undead creature's flesh can be modified in the following ways (an ability can only be selected once unless otherwise stated):

- **Additional Limbs:** The undead is granted an additional pair of arms, a head, legs, or a tail (selecting a tail also grants either a sting or tail slap natural attack); every pair of legs an undead gains increases its speed by 20 feet, and if it possesses 4 or more legs, it is treated as a quadruped for the purpose of how much it can carry (this ability can be selected multiple times).
- **Advanced Attacks:** The undead gains the Improved Natural Attack feat for all of its natural attacks.
- **Combat Talent:** The undead gains a combat sphere and a talent from that sphere (this ability can be selected multiple times, although each sphere can only be selected once). Mindless undead are innately aware of how to use these abilities, but can only select from the following spheres: Athletics, Berserker, Brute, Guardian, Wrestling. Undead use Strength as their practitioner modifier.
- **Improve Natural Armor:** The undead gains a +2 bonus to its natural armor. For every 3 hit dice the undead possesses past its first, this bonus increases by +1.
- **Necrotic Bomb:** The undead is filled with necrotic energy; whenever it would be destroyed, it deals negative energy damage equal to 1d6 + its hit dice to all creatures within 30 feet of itself. For every 3 hit dice it possesses beyond its first, this negative energy damage increases by +1d6. A necros can choose to destroy an undead with this ability as a swift action as long as it is within 60 feet of himself.
- **Negative Strikes:** The undead's attacks deal an additional +1d6



negative energy damage. For every 5 hit dice it possesses beyond its first, this negative energy damage increases by +1d6

- **Natural Attack:** The undead is granted a natural attack from the following list which it does not currently possess: bite, claws, gore, hooves, pincers, slam, sting, tail slap, or wing buffet (this ability can be selected multiple times). The undead must have a corresponding limb if they select a natural attack which would require it (listed below), and a limb can only have a single natural attack
- **Skilled Corpse:** The undead gains 2 additional skill points per hit dice, their placement being determined by the necros (this ability can be selected multiple times)
- **Versatile Attacks:** The undead treats its natural weapons as though they were magic for the purpose of penetrating damage reduction. For every 5 hit dice the undead possesses past its first, the necros can select a material, treating the undead's attacks as though they were that material

**TABLE: NATURAL ATTACKS**

Attack	Primary or Secondary	Limb Needed	Damage
Bite	Primary	Head	1d6
Claws	Primary	Arms or Legs*	1d4
Gore	Primary	Head	1d6
Hooves	Secondary	Legs	1d4
Pincers	Secondary	Arms	1d6
Slam	Primary	Arms	1d8
Sting	Primary	Tail	1d4
Tail Slap	Secondary	Tail	1d6
Wing Buffet	Secondary	Wings	1d4

**\* Only a single pair of legs can possess claws**

At first, a necros only has the capability of applying a single ability to an undead. At 7th level and every four levels afterwards, a necros can apply an additional ability. Applying more than 1 ability from fleshcraft still only requires a single spell point or use of channel energy.

**Decaying Form (Ex):** At 4th level, a necros's body begins to become more akin to an undead's, gaining DR 2/bludgeoning and magic. At 8th, 12th, and 16th level, this damage reduction increases by 2.

**Preserve Flesh (Ex):** At 4th level, a necros can restore an undead creature they control to whatever state they wish, being able to alter it as though they were using the shapeshift ability of the Alteration sphere and being treated as though they had the perfect imitation talent. In addition, an undead controlled by the necros does not rot unless they desire.

**Darkvision (Ex):** At 5th level, a necros gains darkvision 60 feet. If they already possess darkvision, it instead increases by 30 feet. At 12th level, the necros gains the see in darkness universal ability.

**Flesh Bond (Su):** At 5th level, whenever a necros grants an undead a fleshcrafter ability, they become attuned to that creature. The necros knows the creature's exact hit point total, and as a standard action can see through the undead's eyes as though they were their own as long as the undead is on the same plane as him. Doing so leaves the necros helpless, although they can issue mental commands to the undead while using this ability. At 11th level, the necros can directly control an undead whose eyes they are seeing through.

**Necrotic Shield (Su):** At 6th level, whenever a necros uses their fleshcrafter class feature on an undead, it gains temporary hit points equal to the necros's class level + their casting ability modifier. These temporary hit points last until the fleshcrafting ends, and can be restored by the necros by expending 1 use of channel energy while within 60 feet of the undead. At 13th level, the amount of temporary hit points gained is doubled.

**Advanced Fleshcraft (Ex):** At 7th level, a necros can also select an advanced fleshcraft to add to an undead in place of a normal fleshcrafting ability. An undead can only have a single ability from the advanced fleshcraft list:



**Advanced Critical:** All of the undead's natural attacks increase their critical threat range by 1; this increase stacks with Improved Critical and the keen enhancement, but is applied last

**Blindsense:** The undead gains blindsense out to a range of 30 feet

**Burrow:** The undead gains a burrow speed equal to 1/2 its base speed

**Grab:** Pick bite, claw, pincers, slam, or tail slap attacks. Whenever the undead makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the undead grapples the target. This ability only works on creatures of a size equal to or smaller than the undead. Undead with this ability receive a +4 bonus on CMB checks made to grapple

**Growth:** The undead's size increases by 1 step (to a maximum of Gargantuan), gaining a +4 size bonus to Strength, a -2 penalty to Dexterity, and 2 additional hit points per hit die

**Rend:** Whenever the undead makes two successful claw attacks against the same target in 1 round, its claws latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the undead's Strength modifier. The undead must have a claw attack to select this ability

**Trip:** Whenever the undead makes a successful bite attack, it can attempt a free combat maneuver check. If successful, the target is knocked prone. If the check fails, the undead is not tripped in return. This ability only works on creatures of a size equal to or smaller than the undead. The undead must have a bite attack to select this ability

**Wings:** The undead grows a pair of wings, gaining a flight speed of 60 feet (good maneuverability)

**Fear Aura (Su):** At 8th level, a necros radiates a 5-foot-radius fear aura as a free action. Enemies in the area must succeed on a Will save (DC 10 + 1/2 their class level + their casting ability modifier) or become shaken. A creature who successfully saves cannot be affected by that necros's fear aura for 24 hours.

**Undead Rebirth (Su):** At 9th level, a necros can spend 5 uses of channel energy to restore an undead creature to

unlife. This works as the resuscitate talent from the Life sphere.

**Multicrafting (Ex):** At 10th level, whenever a necros uses their fleshcrafting ability, they can spend an additional spell point or use of channel energy to have it affect a number of creatures equal to their casting ability modifier. If they do so, none of the creatures can gain an ability from the advanced fleshcraft class feature.

**Fleshcrafting Artisan (Ex):** At 14th level, a necros can apply two abilities from the advanced fleshcrafting ability to an undead.

**Dead Skin (Ex):** At 16th level, a necros becomes immune to nonlethal damage.

**Unholy Revivification (Ex):** At 17th level, a necros can use their undead rebirth ability on himself as a free action which can be taken at any time.

**Master Multicrafting (Ex):** At 18th level, whenever a necros uses their multicrafting ability, they can apply a single advanced talent to all undead affected by it.

**Fleshcrafting Master (Ex):** At 20th level, a necros can apply three abilities from the advanced fleshcrafting ability to an undead.

**Lich Form (Ex):** At 20th level, a living necros gains the lich template (if they are an undead or construct, they gain the rejuvenation ability of the lich template), removing their Constitution score. In addition, their phylactery comes into existence instantly, requiring no effort or payment from the necros to do so.



## TABLE: CORPSE PUPPET

Class Level	HD	Base Attack Bonus	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Special
1st	2	+1	+0	+0	+3	2	1	+0	+0	Martial tradition, necro force +1, share spells, unseen evolution
2nd	3	+2	+1	+1	+3	3	2	+0	+0	Combat talent, evasion
3rd	3	+3	+1	+1	+3	3	2	+2	+1	Undead evolution
4th	4	+3	+1	+1	+4	4	2	+2	+1	
5th	5	+3	+1	+1	+4	5	3	+2	+1	Combat talent, necro force +2
6th	6	+4	+2	+2	+5	6	3	+4	+2	Ability score increase, undead evolution
7th	6	+4	+2	+2	+5	6	3	+4	+2	
8th	7	+5	+2	+2	+5	7	4	+4	+2	Combat talent
9th	8	+6	+2	+2	+6	7	4	+6	+3	Multiattack, necro force +3
10th	9	+6	+3	+3	+6	9	5	+6	+3	Greater undead evolution
11th	9	+6	+3	+3	+6	9	5	+6	+3	Combat talent
12th	10	+7	+3	+3	+7	10	5	+8	+4	
13th	11	+7	+3	+3	+7	11	6	+8	+4	Ability score increase, necro force +4, undead evolution
14th	12	+8	+4	+4	+8	12	6	+8	+4	Combat talent, improved evasion
15th	12	+9	+4	+4	+8	12	6	+10	+5	Ability score increase
16th	13	+9	+4	+4	+8	13	7	+10	+5	Undead evolution
17th	14	+10	+4	+4	+9	14	7	+10	+5	Combat talent, necro force +5
18th	15	+11	+5	+5	+9	15	8	+12	+6	
19th	16	+11	+5	+5	+9	15	8	+12	+6	
20th	16	+12	+5	+5	+10	16	8	+12	+6	Ability score increase, combat talent, greater undead evolution

## CORPSE PUPPET INFORMATION

### STARTING STATISTICS

#### Medium Humanoid Corpse

**Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** 2 claws (1d4); **Ability Scores** Str 16, Dex 13, Con —, Int 3, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, undead traits

#### Medium Animal Corpse

**Size** Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str 17, Dex 13, Con —, Int 3, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, undead traits

#### Small Humanoid Corpse

**Size** Small; **Speed** 20 ft.; **AC** +2 natural armor; **Attack** 2 claws (1d3); **Ability Scores** Str 13, Dex 16, Con —, Int 3, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, undead traits

#### Small Animal Corpse

**Size** Small; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** bite (1d4); **Ability Scores** Str 13, Dex 17, Con —, Int 3, Wis 10, Cha 11; **Special Qualities** DR 5/bludgeoning, undead traits

#### Class Level

The character's necros level.

#### HD

This is the total number of eight-sided (d8) Hit Dice the corpse puppet possesses, each of which gains a Constitution modifier, as normal.

#### BAB

This is the corpse puppet's base attack bonus. A corpse puppet's base attack bonus is the same as that of a necros of a level equal to the animal's HD. Animal companions do not gain additional attacks using their natural weapons for a high base attack bonus.



**Fort/Ref/Will**

These are the corpse puppet's base saving throw bonuses. A corpse puppet has a good Will save.

**Skills**

This lists the corpse puppet's total skill ranks. Corpse puppets can assign skill ranks to any skill. A corpse puppet cannot have more ranks in a skill than it has Hit Dice. The following are class skills for corpse puppets: Climb, Disguise, Fly, Intimidate, Knowledge (arcane), Knowledge (religion), Perception, Sense Motive, Spellcraft, and Stealth.

**Feats**

This is the total number of feats possessed by a corpse puppet. Corpse puppets can select any feat they are physically capable of using. Note that corpse puppets cannot select a feat with a requirement of base attack bonus +1 until they gain their second feat at 3 Hit Dice.

**Natural Armor Bonus**

The number noted here is an improvement to the corpse puppet's existing natural armor bonus.

**Str/Dex Bonus**

Add this value to the corpse puppet's Strength and Dexterity scores.

**Martial Tradition:**

A corpse puppet can select a martial tradition. Corpse puppets use Strength as their practitioner modifier.

**Necro Force (Ex):** The corpse puppet gains a +1 to attack and damage rolls. At 5th level and every four levels afterwards, this bonus increases by +1, to a maximum of +5 at 17th level.

**Share Spells (Ex):** A necros may use a magical sphere ability with a target of "You" on their corpse puppet (as a touch range spell) instead of on himself. A necros may use a magical sphere ability on their corpse puppet even if it would normally not affect creatures of the companion's type (undead).

**Unseen Evolution (Ex):**

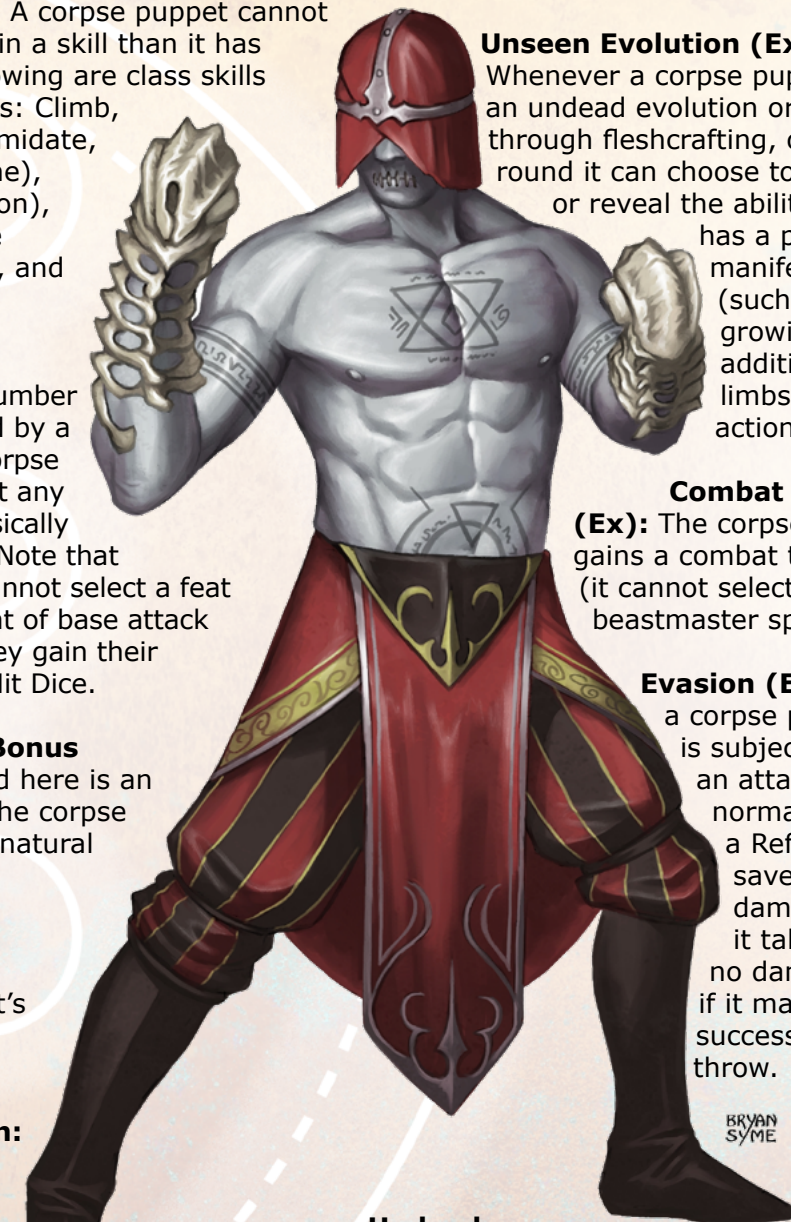
Whenever a corpse puppet gains an undead evolution or ability through fleshcrafting, once per round it can choose to hide or reveal the ability if it has a physical manifestation (such as growing additional limbs) as a free action.

**Combat Talent**

**(Ex):** The corpse puppet gains a combat talent (it cannot select the beastmaster sphere).

**Evasion (Ex):**

If a corpse puppet is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

**Undead Evolution (Ex):**

The corpse puppet gains a permanent ability from the fleshcrafter list (but not advanced flesh crafter). These abilities do not count against the limit of abilities a necros can add to an undead with the fleshcrafter ability. A necros can spend 1 hour and 1 spell point to change the ability granted by undead evolution or greater undead evolution.



**Ability Score Increase (Ex):** The corpse puppet adds +1 to any one of its ability scores.

**Multiattack (Ex):** A corpse puppet gains Multiattack as a bonus feat if it has 3 or more natural attacks and does not already have that feat. If it does not have the requisite 3 or more natural attacks (or it is reduced to less than 3 attacks), the corpse puppet instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. If the corpse puppet later gains 3 or more natural attacks, it loses this additional attack and instead gains Multiattack.

**Greater Undead Evolution (Ex):** The corpse puppet gains a permanent ability from the advanced fleshcrafter list. These abilities do not count against the limit of advanced abilities a necros can add to an undead with the advanced fleshcrafter ability.

**Improved Evasion (Ex):** When subjected to an attack that allows a Reflex saving throw for half damage, a corpse puppet takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

## NEW MARITAL TALENTS

### **NEW TALENT TYPE: STANCE**

Stance talents (marked with a [stance] tag) are different than normal martial talents, requiring a swift action at the beginning of a practitioner's round to activate and lasting until the beginning of their next round (or a number of rounds equal to the practitioner modifier if martial focus is expended while activating it).

Offering new benefits and advantages, only a single stance can be active at a time, regardless of if another could be activated, and activating a stance talent while another stance talent is active ends the previous stance's duration, even if it would be longer than the new stance.

### **BOXING**

**Elongated Step [stance]:** At the start of your turn, you can spend a swift action to use this talent. When you do, until the beginning of your next turn whenever you use your counterpunch ability, you increase your reach by 5 feet for attacks made with your counterpunch. At +10 base attack bonus, you instead increase your reach by 10 feet. If you expend your martial focus while activating this talent, it instead lasts a number of rounds equal to your practitioner modifier.

### **DUAL WIELDING**

**Concentrated Breakdown:** Whenever you deal damage to a creature with two or more weapons in a single round, you can select either that creature's natural armor bonus or damage reduction; reduce it by 2 (to a minimum of 0) for 1 minute or until that creature recovers hit points from any source. If you would be able to apply the effects of this talent to the same creature 2 or more times before its duration is over, you can either choose to reduce whichever target (natural armor or damage reduction) that you did not select before or increase the reduction by 1 as well as reset the duration. At +10 base attack bonus, whenever you apply the effects of this talent to a creature, if you select the same target (natural armor or damage reduction), the penalty is increased by 2 instead of 1.

**Gemini Dancer [stance]:** At the start of your turn, you can spend a swift action to use this talent. When you do, until the beginning of your next turn whenever you use the dual strike ability, if your attacks with your main hand or off hand weapon miss due to not hitting the creature's armor class, as long as your attack was within 5 points of the creature's armor class (if the creature's AC was 25, this talent would trigger if your attack roll was 24 to 20), you still deal damage as though you had rolled the minimum result for the attack (if you miss with your off-hand attack which would normally deal 1d6+2 damage, you would still deal 3 damage);



this talent is treated as dealing damage for abilities which rely on doing so, such as sneak attack. At +10 base attack bonus, you instead roll damage normally for this talent, dealing half of the damage it would have dealt. If you expend your martial focus while activating this talent, it instead lasts a number of rounds equal to your practitioner modifier.

**Offhand Parry:** Whenever you are wielding two or more weapons, you can choose to use the dual attack ability (taking the attack penalty for doing so), but only make a single attack. If you do, once per round whenever a creature makes a melee attack against you, you can spend an attack of opportunity to make an attack roll as if you were making an attack of opportunity, but for each size category the attacking creature is larger than you, you take a -2 penalty on this roll. If your result is greater than the attacking creature's result, the creature's attack automatically misses. At base attack bonus +10, if you successfully force an attack to miss with this talent, you can make an attack against the creature who's attack you forced to miss.

## OPEN HAND

**Giant Physique [stance]:** At the start of your turn, you can spend a swift action to use this talent. When you do, until the beginning of your next turn, you are treated as though you were one size category larger for the purpose of combat maneuvers attempted with unarmed strikes, your CMD, and your ability to use combat maneuvers on a creature. For every 5 base attack bonus you possess, you are treated as an additional size larger (if this talent would make you Colossal or larger, you instead receive a +1 to combat maneuvers made with unarmed strikes and your CMD). If you expend your martial focus activating using this talent, it instead lasts a number of rounds equal to your practitioner modifier.

**Ladder Strike:** Whenever you are within melee range of a battered creature, you can make a single roll as a standard action; this roll is treated both as an athletics check to jump vertically or

horizontally (being treated as though you had a running start) and an attack action against that creature which must be made with an unarmed strike. Any movement from this talent does not provoke an attack of opportunity from the creature. At +10 base attack bonus, if you end the movement from this talent within melee range of another creature, you may use it again as a move action, but the attack granted from this talent is not treated as an attack action.

**Swinging Swap:** Whenever you make a successful unarmed strike against a creature using the attack action, you can swap positions with that creature (creatures larger than you must end this talent's movement occupying at least one space that you did, allowing them to choose their exact position). If you successfully use this talent on the same creature during two consecutive rounds, that creature must make a successful Will saving throw or be confused for 1 round. At +10 base attack bonus, the duration of this confusion increases to a number of rounds equal to your practitioner modifier, although the creature can make an additional save at the beginning of each of its turns with a -2 penalty; this penalty increases by -2 each time you successfully use this talent against it while it is suffering the effects of this talent.

## SCOUNDREL

**Vagabond Nick [stance]:** At the start of your turn, you can spend a swift action to use this talent. When you do, until the beginning of your next turn, whenever you successfully use a dirty trick or steal combat maneuver against a creature, you also deal damage equal to 1/2 your ranks in Sleight of Hand + your practitioner modifier. At +10 base attack bonus, whenever you deal damage with this attack, you can move up to half your speed (this movement does not provoke attacks of opportunity from creatures damaged by this talent). If you expend your martial focus activating using this talent, it instead lasts a number of rounds equal to your practitioner modifier.



## NEW MARTIAL TRADITIONS

### **CHALLENGING KNIGHT**

Unlike other knights, challenging knights are far more focused on their own personal glory, keeping combat and every other possible situation focused on themselves.

**Equipment:** Armor Training, Knightly Training

Gladiator sphere

**Variable:** Individuals trained in the challenging knight gain either the Guardian sphere or a gladiator talent of their choice.

### **DEDICATED LANCER**

Completely focused on their aims of goring opponents, violent lancers are masters of the spear, focusing on impaling foes and leaving them on the end of their weapon.

**Equipment:** Pikeman Training, Spear Dancer

Lancer sphere

**Variable:** Individuals trained in the violence lancer gain either the guardian sphere or a lancer talent of their choice.

### **DUAL BLADE BEAST**

Not settling for an ordinary weapon, dual blade beasts focus on a more exotic weapon, using its modular nature in unique and interesting ways.

**Equipment:** Bushido Training or Duelist Training, Dual Blade Savant

Dual Wielding sphere

**Variable:** Individuals trained in the dual blade beast gain either the Duelist sphere or a dual wielding talent of their choice.

### **ROGUE GUNNER**

Aware of the dangers of living on the streets, rogue gunners travel quick, fire fast, and leave anyone who would challenge them in a pool of blood.

**Equipment:** Firearm Proficiency, Expert Reloading

Scoundrel sphere

**Variable:** Individuals trained in the rogue gunner gain either the Athletics sphere or a scoundrel talent of their choice.

## ARCHETYPES

### **BRUTAL NECROMANCER**

Far more focused on hurting others than magical talent, brutal necromancers are destructive forces. Fighting in tandem with their corpse puppet, brutal necromancers are able to zero in on an opponent's weakness and crush them without mercy.

**Hardened Warrior:** Brutal necromancers use a d10 to determine their hit points and use their level to determine their base attack bonus.

This ability alters the hit die and base attack bonus of necros.

**Reduced Casting:** A brutal necromancer may combine spheres and talents to create magical effects. A brutal necromancer is considered a Low-Caster. They may use either Intelligence or Charisma as their casting ability modifier and must make this choice at 1st level. (Note: all casters may select a casting tradition the first time they gain the casting class feature.)

This ability alters the casting class feature.

**Necromantic Modification (Ex):** At 3rd level, a brutal necromancer treats themselves as an undead they control for the purpose of their fleshcrafting ability. However, they cannot use their fleshcrafting ability on undead they control except for their corpse puppet.

This ability alters fleshcrafter.

### **NECROTECH SAVANT**

Not fit to simply craft undead, some necros step beyond normal bonds, augmenting themselves and



their creations with technological advancements. Necrotech savants use the power of machines and necromancy to create an unholy alliance, their minions and their bodies becoming one with technology.

**Dark Gadgets (Ex):** At 1st level, a necrotech savant gains the gadgets class feature of the Technician class, although they can only use it a number of times per day equal to 3 + their casting modifier. In addition, they gain the Death sphere as a bonus talent rather than being required to spend their 1st talent on it.

This ability replaces channel energy and rebuke undead and alters deathbound.

**Necrotech Synthesis (Ex):** At 2nd level, a necrotech savant is treated as both a construct and undead whenever it would benefit them (a necrotech master cannot be turned or rebuked, and can be healed by effects that would heal a construct or an undead creature).

This ability replaces undead affinity.

**Necrograft (Ex):** At 3rd level, a necrotech savant can spend 1 spell point or use of their gadgets class feature to grant the effects of the following inventions to an undead they control (including their corpse puppet) as well as an improvement of their choice; this ability can be used when animating an undead with the reanimate ability of the Death sphere. This alteration of a creature lasts for 1 day. The necrotech savant can select from the following inventions:

- Improved Boots
- Improved Crossbow
- Improved Firearm
- Improved Gloves
- Improved Goggles
- Improved Melee Weapon
- Improved Shield

An undead treats its legs as boots, its hands and gloves, and its eyes as goggles, having a crossbow, firearm, melee weapon, or shield grafted onto it at no cost for improved crossbow, improved

firearm, improved melee weapon, or improved shield.

At first, a necrotech savant only has the capability of applying a single invention to an undead. At 7th level and every four levels afterwards, a necros can apply an additional invention or an improvement to any invention they already possess (if the necrotech savant applies the same invention to an undead, they instead apply an additional improvement to that invention). Applying more than 1 invention still only requires a single spell point or use of channel energy.

This ability replaces fleshcraft.

**Inventor's Evolution (Ex):** The corpse puppet can gain either a permanent invention (and improvement of that invention) or ability from the fleshcrafting list (but not advanced fleshcrafter). If they already possess the selected invention, they instead gain an improvement from the list of improvements an invention can select. These abilities do not count against the limit of inventions a necros can add to an undead with the necrograft ability.

This ability alters the corpse puppet's undead evolution.

**Technical Insight (Ex):** At 4th level and every four levels afterwards, a necrotech savant gains a technical insight from the Technician class.

This ability replaces decaying form.

**Necrograft Shield (Su):** At 6th level, whenever a necrotech savant uses their necrograft class feature on an undead, it gains temporary hit points equal to the necrotech savant's class level + their casting ability modifier. These temporary hit points last until the necrograft ends, and can be restored by the necrotech savant by expending 1 use of gadget while within 60 feet of the undead. At 13th level, the amount of temporary hit points gained is doubled.

This ability alters necrotic shield.

**Unique Fleshcrafting (Ex):** At 7th level, a necrotech savant can use their necrograft class feature to instead



provide an ability from those on the fleshcrafting list in place of an invention or improvement.

This ability alters advanced fleshcrafting and fleshcrafting artisan.

**Failsafe (Su):** At 9th level, whenever a necrotech savant would be killed, they can spend 5 uses of gadgets to instead transport their consciousness into an undead they control (including their corpse puppet) as a free action that can be taken at any time, taking complete control of it. They can then spend 1 spell point and spend 1 hour to recreate their old body, transporting their consciousness to the newly created body. Once their consciousness takes hold of this new body, they are staggered for 24 hours. At 17th level, they can use this ability by spending 3 uses of gadget and is no longer staggered.

This ability replaces undead rebirth and unholy revivification.

**Multi-Necrografting (Ex):** At 10th level, whenever a necrotech savant uses their necrograft ability, they can spend an additional spell point or use of gadget to have it affect a number of creatures equal to their casting ability modifier.

This ability alters multicrafting.

**Iron Form (Ex):** At 18th level, a necrotech savant changes their type to construct (unless it was already construct), losing their Constitution score. Rather than gaining hit points based on their size, they use their casting ability modifier to determine their hit points, Fortitude saves, and any special abilities which rely on Constitution.

This ability replaces master multicrafting.

**Advanced Fleshcraft (Ex):** At 20th level, a necrotech savant can also select an advanced fleshcraft to add to an undead in place of an invention or normal fleshcrafting ability. An undead can only have a single ability from the advanced fleshcraft list.

This ability replaces fleshcrafting master.

**Undying Construct (Ex):** At 20th level, a necrotech savant gains the rejuvenation ability of the lich template. In addition, their phylactery comes into existence instantly, requiring no effort or payment from the necros to do so.





## THE NECROS IN HYRAEATAN

The necros is an often feared sight in Hyraeatan. Nearly always having the patronage of the Sanguine Sovereignty, the Temple of Coin, or the Church of the Faith devoured these necrotic masters are thought of as healers and support personnel by the City's most influential undead. Necros often have to be very careful due to this high demand as that the immortal dead don't take lightly the slight of those who do not serve them when called.

The Eternal Dawning's research into the powers of the xodai have lead them to create a small group of Pale Virtues, a cabal of hellcore purified necros who practice their arts with the strictest care. Elaborate death contracts and vows of devotion prohibit these mystics as stringently as any paladin. Incidentally this has also created the beginnings of a working relationship between the Dawning and the Icegrave Enclave's own necros disciples as that both Parities agree to the lawful disposition of the dead.

Steamwalkers have begun secretly training a small corps of necrotech savants to use in defending the Parity from the negative attentions of the Sovereignty and Temples. And they are far from alone in this regard as the Blackblades own brutal necromancers prepare to sever the bloodlines of Aphos and Rysia should the need arise.

## FAVORED CLASS BONUSES

A necros belonging to an indicated species below can gain the listed benefit in place of normal benefits (if it is that character's favored class).

**Aasimar<sup>ARG</sup>**: +1 hit point to all undead created by the necros.

**Ceptu<sup>Co7S</sup>**: +1/6 of combat talent to your corpse puppet.

**Changeling<sup>ARG</sup>**: +1/5 of an Illusion sphere talent.

**Dhampir<sup>ARG</sup>**: +1/5 of an Death sphere talent.

**Dwarf**: +1/2 point of damage to negative energy damage you deal.

**Elf**: +1/6 of a new magic talent.

**Fetchling<sup>ARG</sup>**: +1/5 of a Dark sphere talent.

**Gnome**: +1/5 of an Illusion sphere talent.

**Goblin<sup>ARG</sup>**: +1/5 of an Destruction or Scoundrel sphere talent.

**Halfling**: +1/5 of a Scout sphere talent.

**Human**: +1/6 of a combat sphere talent.

**Ifrit<sup>ARG</sup>**: +1/5 of a Destruction or Fire Nature sphere talent.

**Judow<sup>Co7S:SoH</sup>**: +1/5 of a Dark sphere talent.

**Kitsune<sup>ARG</sup>**: +1 to Disguise checks made by undead you create.

**Kobold<sup>ARG</sup>**: +1/6 of a magic talent.

**Mirrorkin<sup>Co7S</sup>**: +1/5 of an Alteration or Fate sphere talent.

**Orc<sup>ARG</sup>**: +1/2 point of damage to negative energy damage to corpse puppet attacks.

**Oread<sup>ARG</sup>**: +1/2 point of healing to undead with negative energy attacks.

**Rhyzala<sup>Co7S</sup>**: +1/6 of an additional free action 5' for undead created by the necros.

**Shadow Fey<sup>Co7S</sup>**: +1/5 of a Warp sphere talent.

**Sylph<sup>ARG</sup>**: +1/5 of a Weather sphere talent.

**Tiefling<sup>ARG</sup>**: +1/6 of a combat talent.

**Undine<sup>ARG</sup>**: +1/2 point of healing to undead with negative energy attacks.

**Vanara<sup>ARG</sup>**: +1/5 of an Athletics sphere talent.

**Veryx<sup>Co7S</sup>**: +1/5 of a Mind sphere talent.

**Xodai<sup>Co7S</sup>**: +1 hit point to all undead created by the necros.



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