



Name

Jigi. ((GG))

Race

Pureblood Orc.

Racial Abilities/Skills

Unique Abilities

1. Heavy Armor - +3 armor against any creature with an armor class of 10 or less.
2. Fortitude - Due to their incredible brawn, an Orc does not require rest for up to three days.
3. Final Breath - When the Orc reaches 10 HP or less, they will have an incredible surge of power, giving them +3 modifier to their attacks.
4. Jump - For one round of combat, the Orc has the ability to evade an incoming attack with a sudden thrust of their boots.
5. Feral Mind- When tapped into the mindset of battle, the Orc can predict the incoming attack. They will only receive half the damage for one round of combat.
6. Detect Evil - When faced with any race of evil alignment or foul intentions, the Orc is quick to realize!

Age

Twenty Eight.

Class

Necromancer.

Height/Weight

5'11" and 142lbs.

Likes

Books, Scrolls, Tomes, Knowledge, Independence, Power, Nature, and Confidence.

Dislikes

Ignorance, Ego, Bragging, Brutes, Vanity, Idiots, and Bullying.

Personality

Jigi did not take up Dark Magic for power hunger or spookiness, no, she did it for personal strength and the ability to protect herself and others who were also considered weak and unfortunate. She learns to improve herself above that of her Kin and her old self. She adores education and enlightenment and despises when people put too much value in the material world, such as wealth, beauty, or strength.

Hp

24.

Damage

D8

Ac

10

Dexterity

3

Mana

11

Abilities/Spells

These listed abilities are for all beginner Necromancers.

1. Spare the Dying- Any creature at 0 health points touched will either perish or stabilize. (Roll 1d20, 1-10, Perish. 11+ stabilize. Mana Cost: 4)
2. Toll the Dead - Point to a target and whisper. These words grant one round of damage higher than the base of the caster, causing the target to take this amount of necrotic damage. (Example: Base damage = D4 + 2. Damage upgrades to D6 + 2.)
3. False Life - Bolstering yourself with a necromantic facsimile of life, the caster gains 1d4 + 4 temporary hit points for the duration. (Mana cost: 4.)
4. Gentle Repose- Touch a corpse or other remains. The target is protected from decay and can't become undead. (In combat, Mana cost: 2)
5. Divination - A ritual that can allow the caster to speak to spirits passed, or predict the death date and fate of another. (This performance requires consent. Mana Cost: 10)
6. Life Finite - For one round of combat, the caster may gain health points back equivalent to the amount of necrotic damage done to the target. (Mana Cost: 4)

Backstory/History.