

Detect Shifter

1



Necro Ind /F (LIR)

User 2d6+WIS vs. targets 2d6. Success reveals the shifter and the shifters race. It also reveal Latent shifters. Range 100 feet.

Necro 200 Art © Susan Van Camp Set 606

Detect Shifter

Fatigue

5



Necro Ind /F

User 2d6+WIS vs. 2d6+WIS. Success causes target to drain d6+WIS cards immediately. they take 2 HP damage for each card that can not be drained. Range: 200 feet.

Necro 201 Art © Susan Van Camp Set 606

Fatigue

Necro Teleport

2



Necro Act /F

Cast to transport the caster, or one willing target, up to 5 miles from the starting location to another known location. Range 50 feet.

Necro 202 Art © Susan Van Camp Set 606

Necro Teleport

Raise Skeleton One

4



Necro Ind /V

Cast to bring forth one immediately ready to fight skeleton. It will follow it's Necro's orders. Range 50 feet.

Necro 203 Art © Susan Van Camp Set 606

STR 1
COR 0
DEF 3
SPD 1
WIS 0
HP 4
CAP 3

Raise Skeleton One

Raise Skeleton Two

5



Necro Ind /V

Cast to bring forth one immediately ready to fight skeleton. It will follow it's Necro's orders. Range 50 feet.

Necro 204 Art © Susan Van Camp Set 606

STR 1
COR 0
DEF 3
SPD 1
WIS 0
HP 8
CAP 3

Raise Skeleton Two

Disperse Spell

3



Necro Act /F (LIR)

User 2d6+2+WIS vs. 2d6+target spell's CP. Success drains targeted spell. Range: Self.

Necro 205 Art © Susan Van Camp Set 606

Disperse Spell

Warp Bolt

5



Necro Ind /F (LIR)

User 2d6+WIS magic damage. These may also be a carrier of a weak Tox. Range 300 feet.

Necro 206 Art © Susan Van Camp Set 606

Warp Bolt

Zombie Call One

15



Necro Act /F (LIR)

Zombies, slow moving powerful creatures. Necro's tell them what to do and they do their best to follow orders.

Necro 207 Art © Susan Van Camp Set 606

STR 5
COR 0
DEF 3
SPD -1
WIS 0
HP 24
CAP 5

Zombie Call One

Drain Ability

4



Necro Ind /F

User 2d6+WIS vs. 2d6+WIS. Success forces one active ability of target to drain. Range 200 feet.

Necro 208 Art © Heather Bruton Set 606

Drain Ability