

Sandra Delaney, Necromancer | Human Sorcerer 5 | Chaotic Neutral

Description: A young woman blessed with magic, most of it involving the dead, but she never bothered to learn to control her powers. Banished from Lyrra for unsanctioned raising of the dead.



Stats	Score	Modifier	Stats	Bonus
CHA	14	+2	Base Attack	+2
CON	11	+0	Melee	+1
DEX	14	+2	Ranged	+4
INT	14	+2	CMB	+1
STR	8	-1	CMD	13
WIS	14	+2	Concentration	+7

Proficiencies: Simple weapons

Possessions: Casual clothes, pouches, 5 gold pieces, silver necklace (2gp value), cold iron dust (paralyzes undead, 2 doses).

Hit Points 25
Armor Class 12
Initiative +2
Move 30'
Refl. Save +3
Fort. Save +1
Will Save +5

Melee Weapon	Attack	Damage	Missile Weapon	Attack	Damage	Range Incr.
Unarmed	+1	1d3-1	Dagger (thrown)	+4	1d4	10'
Dagger	+1	1d4-1				

Skill	Bonus	Skill	Bonus	Skill	Bonus	Skill	Bonus
Bluff	+10	Perception	+6	Spellcraft	+3	Knowledge (Religion)	+3
Craft (Potter)	+13	Sense Motive	+3				

Special Ability	Description
Grave Touch (7 per day)	Melee touch, makes opponent with less than 5 HD shaken for 2 rounds; 5 per day
Death's Gift	Resist Cold 5/-; Damage resistance 5/- vs nonlethal damage
Create Undead	May <i>create undead</i> when within 10' of a dead body

Feat	Description
Simple Weapon Training	No penalty on attacks made with simple weapons
Arcane Strike	Imbue weapon with power; +2 to hit and damage
Spell Focus (Necromancy)	+ 1 on DC for spells of this school
Skill Focus (Potter)	+3 on skill checks
Magical Aptitude	+ 2 on Spellcraft and Use Magic device checks
Eschew Materials	No spell components needed, if the cost is less than 1 gp.

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Why does life have to be so hard? You were a quiet child, preferring to play by yourself in the graveyard with your imaginary friend. **One afternoon while** you were playing there when were supposed to be weeding, the miller clawed his way out of his grave. You couldn't control him, but he did listen to you. You convinced him to follow you home and he finish your yardwork. Your parents yelled, but you didn't worry until the neighbors showed up with torches. Turns out, no one wants to live next to a necromancer.

After that, your family had to move frequently because sooner or later the dead would begin rising. You just don't understand what the big deal is. Nobody minded when the druid had birds bring in her laundry **and nobles** have servants to do their bidding. **Why** are yours different? Just because pieces are rotting off them? You always hated work, so this is much easier. Your powers give you more time to relax and hang out with boys.

Truthfully, you still haven't mastered your powers. You tried, but it takes years of study, practice and effort **just to better** control something that you can already do! What's the point of that? That's why you're heading to Lyrra. The Magic Shop there has a Glorious Hand, a grisly artifact that enhances a necromancer's control of the undead. The only problem is that you've been banished from Lyrra. You lived there a couple years ago and you were supposed to deliver a pair of your funeral vases, but they were too heavy and you didn't want to get all sweaty. So you had a couple zombies carry the vases. Well, when one of their arms falls off...people noticed. With the Glorious Hand, you could keep the zombies from rotting. Maybe then you would finally be able to find a nice boy and settle down.

Goals

- You are heading to The Magic Shop in Lyrra to get your hands on a Glorious Hand.
- You want to find a nice boy **and** settle down.

Aveneloris: The arrogant and opinionated half-elven stepmother of King Galden, she tried overthrowing his lands last year.

Havok Mott: Half-orc fighter with a reputation for needless brutality. It's so much work to scrub out bloodstains when he gets them all over you.

Hebrun Spellbreaker: A dwarven paladin who betrayed his own Duke. Definitely not someone to trust.

Brother Lawrence: He's just a fat man who likes to tell people like you to work hard while he guzzles wine.

Lex Savoy: A handsome gentleman from a family of rich merchants. He halted the slave trade within Lyrra, so you know he has a kind heart. You don't mind using your looks to get ahead and Lex is someone who could definitely give you a better life.

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Spell	Description
Level 0 (Unlimited)	
Detect Magic	See magic auras. Range 60 ft. Duration 1 min/level.
Light	20' radius of light from touched object. Duration 10 min/level.
Touch of Fatigue	Touched creature is fatigued for 1 round/level. DC 13 negates.
Mage Hand	Lift up to 5 lb. Duration: concentration. Range: 25'+ 5'/2 levels.
Disrupt Undead	Ray of positive energy. Does 1d6 damage to undead. Range: 25'+ 5'/2 levels.
Mending	Repairs damaged objects. Range: 10'.
Open/Close	Open/close door, chest etc. Range: 25'+ 5'/2 levels.
Level 1 (7 per day)	
Cause Fear	Creature with 5 or fewer HD becomes frightened for 1d4 rounds. Range: 25'+ 5'/2 levels. DC 14 WIL causes creature to be shaken for 1 round.
Mage Armor	+4 AC. Duration: 2 hours. Range: touch.
Endure Elements	Survive hot or cold environment comfortably. Duration: 24 hours. Range: Touch
Obscuring Mist	20' radius cloud of mist. Range: 20'. Duration: 1 minute/level
Chill Touch	1d6 damage to up to 5 touched living creatures and 1 point STR damage. DC 15 FORT negates STR damage.
Level 2 (5 per day)	
Blindness	Blinds 1 living creature. Range: 100'+10'/ level. Duration: Permanent. DC 15 FORT negates
Command Undead	Undead obey you. Range: 25'+ 5'/2 levels. Duration: 1 day/ level. DC 15 WILL negates for intelligent undead.
False Life	You gain 1d10+5 temporary hit points. Duration: 1 hour/level