

Necromancer Powers

Insult Powers	Unique Powers	Blood	Brauth	Bone
Blood Sacrifice - Necromancers may use ritual blood sacrifice to augment their power levels. This may allow the Necromancer to raise more zombies and control them for longer periods or even raise a more powerful vampire's body during the daytime. The larger or more numerous the sacrifice, the larger the power boost.	Animal to Call - The necromancer, like a vampire, gains the ability to call and command a specific animal species. This ability also grants them the power to take the animal they can call as an animal servant, just like a vampire can. A necromancer with an animal servant gets to pick another unique Necromancer power.	Blood Knowledge - A taste of blood is all the necromancer needs to learn about whenever the blood came from and the necromancer knows about what diseases or illnesses are affecting the subject as well as the subjects' age, general physical condition, biological sex, blood type, pregnancy/lack thereof, and presence of alcohol, drugs (prescription or otherwise), or other contaminants.	Control & Command Ghost - Necromancers with this power are able to corrupt a ghost, turning it from one of the restless dead into one of the vengeful dead. The vengeful dead can then be dispatched to kill a given target. Vengeful spirits are considerably more powerful than regular ghosts, empowered by their rage and hatred for their continued existence.	White Zombie - The necromancer is able to transform a living target into an archetypal zombie: slow moving, unable to speak, shuffling walk and a ravenous hunger for brains and other internal organs, with all the appearances of being dead. The slow zombie has heart and lungs bruised but incredibly slowly. This curse lasts for 12 hours, and the person cursed retains their mental function/cognitive abilities but cannot speak or communicate verbally, cannot move faster than a slow shuffling pace, and risks being killed since the victim is definitely not a zombie. The necromancer can use this power on a host, in which case the power ends when desired.
Commune with the Dead - Necromancers have the ability to peer past the veil and into the Shadowlands. They can communicate with the dead around them or near them such as ghosts, poltergeists, zombies, and even vampires during their slumber.	Blind the Dead - The necromancer is able to blot out the ability of the dead - vampire, zombie, ghost, etc. - to see or perceive the necromancer. This ability blocks out all of the dead's senses. The necromancer cannot be seen, smelled, heard, or perceived in any other way.	Blood Siphon - The necromancer is able to draw blood from a subject without ever actually touching them. This can be done theatrically, from a distance away in which case the blood flies through the air towards the necromancer, or quietly with a touch or a handstroke. If the vampire can feed blood, this blood is automatically ingested. Otherwise the blood is drawn into a convenient receptacle. Blood has a number of different uses, to necromancers and magicians alike.	Feed on Ghosts - Similar to the power Feed on the Dead , the necromancer can feed on ghosts to a greater extent, drawing enough energy to severely weaken the ghost and sending it into Slumber.	Bone Golem - In a sickening display of power the necromancer turns a pile, or collection of bones into an animate amalgam creature made up of all of those skeletons combined. There must be at least the equivalent of 6 full human skeletons of bones available to use this power successfully and the skeletons do not need to be free of flesh and tissue, but must come from the dead. The more skeletons used, the bigger and stronger the golem becomes. Once this power is used, the bones are pulled from corpses (if applicable) and whirled together in a miniature tornado before being fully formed and ready to act, a process which takes about a minute. Golems are not sentient and obey the instructions of their creator to the letter, and are incapable of taking the initiative. For every time the golem lands a blow against a flesh and bone foe, the necromancer receives a jolt of energy and becomes more resistant to damage. Golems last for a single scene before they collapse, miserly, back into their component parts.
Control the Dead - This ability allows necromancers to control dead bodies such as zombies or vampire bodies during the day. Sustaining the control over numerous targets takes a lot of energy and concentration. Typically, this control ends at the next sunrise.	Feed on the Dead - The necromancer is capable of siphoning away the necrotic energies that empower the animate dead and the undead. This weakens the dead thing in question and empowers the necromancer with the stolen energy.	Feed on Life - The necromancer can draw on the lifeforce of people, plants, and animals in order to empower its abilities. While this cannot kill humans, it can and will kill animals and plant life as the Necromancer feeds its powers.	Ghastly Servant - The necromancer can call and command a ghost, and bind the ghost to its spirit in a process similar to the way a vampire claims a human servant. The ghost gains two other ghosts powers and the Materialize power, and the necromancer can pick another necromancer power once it has obtained its servant. A necromancer can only have a single ghastly servant at a time. If the necromancer also has an animal servant, and a human servant, as well as the Forge Triumvirate, the Necromancer can form a Quatrumvirate.	Break Bone - The necromancer causes a subjects bones to weaken it a matter of seconds, rendering them fragile and as such breakable as a twig. This can be used in combat, offensively or defensively, and has other applications as well. The necromancer can only effect one bone at a time with this power.
Longevity - Necromancers take bits and pieces of durability power into themselves, and as their power grows, their aging slows down. This does not make the necromancer immortal, but they retain their youth longer and can live up to 300 years before finally dying of old age.	Forge Triumvirate - Like a vampire, the Necromancer is able to create a Trumvirate with a human and an animal servant, which contributes to the power and ability with all involved in the psychic link. A necromancer with this power no longer ages and will live until slain. It extends this power to its servant, granting and sharing immortality with them. Note: A necromancer with this power remains human and can be slain by any means that can kill a human being.	Flesh Golem - In a sickening display of power the necromancer turns a group of corpses into an animate amalgam creature made up of all of those corpses combined. There must be at least six corpses involved for the necromancer to successfully use this power, and the more corpses that are used the bigger and stronger the golem becomes. Once this power is used, the corpses are drawn together and whirled together in a miniature tornado before being fully formed and ready to act, a process which takes about a minute. Golems are not sentient and obey the instructions of their creator to the letter, and are incapable of taking the initiative. For every time the flesh golem lands a blow against a flesh and bone foe, the necromancer is healed or recovers a jolt of fresh energy if unengaged. Golems last for a single scene before they collapse, miserly, back into their component parts.	Journey to the Crossroads - The necromancer physically crosses into the Shadowlands, and from there travel through that dark realm to reach a place that serves as the crossroads between the realm of the living and the dead. Heaven and Hell; at this crossroads, the Necromancer can then summon to itself the spirit or soul of someone which has gone on to their final destination. While the necromancer uses this power, the spirit it calls cannot be engaged or called away by any means, and the Necromancer can compel the spirit to answer questions as long as those questions do not touch on the nature of Hell, Heaven, Angels or Demons.	Corpsa Skin - The necromancer's flesh takes on the pallor of a corpse, pale and bloodless and the necromancer grows more resistant to injury, cannot be harmed by thermal sensors or powers, and appears to be a zombie. Additionally, the Necromancer no longer registers to sensors or powers as a living being.
Raise the Dead - Necromancers are able to raise the dead for a time as zombies. These zombies do not have souls but do retain the memories of the person they once were. These memories fade quickly, rarely lasting for more than an hour.	From Death Comes Life - The necromancer is able to draw energy from the dead and the undead and use this energy in order to heal lost from injuries.	Servitor - The Necromancer can bind a physical undead creature to itself as a servant, just as vampires do with their own servants. Unlike vampires, Necromancers do not give servants when they use the power over the undead gains the ability to understand its master perfectly. Unlike other servant style powers, a servitor does not need to be a played character, but servitors are not also generally welcome in most civilized places.	Reanimation - The necromancer with this power is able to restore the dead to life, provided the dead person has not been dead for more than a year. This power is a ritual, and incredibly draining on the necromancer, to the point that the power will kill the necromancer using it unless the necromancer has other sources of power to draw on. Targets returned to life with this power can live a normal life though they are marked by the powers of Death, surrounded by a necrotic aura which lets necromancers and certain vampires target them with certain powers and abilities. If a person or a mage is returned to life with this power, they come back to life with no loss in a power. A vampire with this power is returned to undead.	Dance of Bone - The necromancer sways slowly, in a movement that is itself as a servant, just as vampires do with their own servants. Unlike vampires, Necromancers do not give masters when they use this power and the undead gains the ability to understand its master perfectly. Unlike other servant style powers, a servitor does not need to be a played character, but servitors are not also generally welcome in most civilized places.
Rest the Simple Dead - Necromancers are able to lay the dead back to rest, whether they were raised by the same necromancer or not. Doing so usually requires a brief ritual involving salt and a flame. The dead cannot be laid back to rest if currently under the control of another necromancer.	Human Servant - Much like a vampire, the Necromancer with this power is able to take and claim a human servant, sharing and linking life forces. A necromancer with this power can select one additional unique necromancer power when they take a human servant.	Living Servant - The necromancer takes on the supernatural strength, speed, endurance, resilience and regeneration of the vampire if the necromancer had become a vampire. The necromancer remains living, and does not become immortal. The necromancer must thereafter feed on the blood of the living just like a vampire would, but needs to only do so a couple of times a month. If the necromancer does not feed on blood his supernatural body loses its supernatural potency.	Sense/Break Fetters - The necromancer can sense homes or people which are fetters for Ghosts and with concentration can break the psychic connections between the Ghost and the Fetter, making the Ghost vulnerable. Some unscrupulous necromancers do this in order to cause the ghost into going along with a plan or idea of a necromancer, and others use it to put the vengeful dead to rest.	Feed on Vampires - Similar to the power Feed on the Dead , the necromancer can feed to a greater extent on vampires, drawing enough energy from the vampire to severely weaken the vampire, perhaps enough to put the vampire into torpor.
Raising Immunity - Necromancers cannot have their minds rolled or controlled by vampires. They are also resistant to other mental powers generated by vampires.	Necrotic Feedback - The necromancer with this power is able to effect crippling agony on vampires, their servants, other necromancers, and the walking dead. This agony prevents the target from moving or using their powers and incapacitates them when they take a human servant.	Necrotic Healing - By inflicting wounds on one of the undead or on itself, the necromancer is able to heal the wounds of others, essentially transferring the injury through the life force and giving it to himself or a different target.	Skin Doll - Out of cloth, earth, and a part of a living victim (hair or nail is the most common) the necromancer can fashion a doll. This doll takes a week to construct. After the doll is complete, the Necromancer can harm the victim from afar without ever having to set eyes on him. The victim experiences all injuries done to the doll, such as when the necromancer sticks pins into the doll's body or twists its limbs. This power can be used to kill.	Servitor - The Necromancer can bind a physical undead creature to itself as a servant, just as vampires do with their own servants. Unlike vampires, Necromancers do not give masters when they use this power and the undead gains the ability to understand its master perfectly. Unlike other servant style powers, a servitor does not need to be a played character, but servitors are not also generally welcome in most civilized places.
Sense the Dead - Necromancers intuitively sense the presence of the dead such as vampires, ghosts, zombies, and ghouls, and can identify the creatures on sight. Necromancers can also sense other necromancers with this ability. (Note: Necromancers cannot effect ghosts with their powers unless they are spirit necromancers).	Necrotic Force Blast - The necromancer is able to create devastating blasts of energy emitted from the hands or eyes. The energy for these blasts comes from one of two different sources, and has different effects based on the force used. Life Force - The necromancer using this source channels its own life force into withering blasts of white light which do significant damage to dead and undead creatures. But, the more the necromancer draws on its life force, the weaker it becomes. Death Blast - The necromancer channels the power of the grave in the form of necrotic energies which do significant damage to living tissue, or can significantly empower the bodies and powers of undead or animate dead creatures.	Raise Ghost - The necromancer can now raise Ghosts with the same ease that they can zombies, and can retain control over a pack of ghosts numbering up to ten. See <i>Types of Undead</i> for more information on Ghosts.	Dead Bottle - The necromancer has the power to handle human souls, and can click them into a bottle or other prepared vessel, or can wrap the soul of two different peoples, or stuff a soul into a different body. Souls are incredibly powerful engines and can be used to empower magic, and certain creatures will give almost anything for a soul. The necromancer can use the bottled soul as currency, selling and trading it for funds or other use. A necromancer can only bottle one soul at a time. If anyone but the necromancer, or the person the necromancer freely gives the bottled soul to, touches the bound vessel the bottle breaks and the soul escapes. This power cannot be used on a healthy human, and only applies to ghosts or the souls of those that die in the presence of the Necromancer.	Hard Shape - The necromancers flesh turns a sickly grey, while her bones turn jet black. Her skin wrinkles and compresses around her bones. Her finga grow long and drip venom, and her back spikes are from her back, joints, and ribs cage. Her entire body glows phosphorescently and quakes with necrotic energy. While wearing the hard shape, the necromancer enjoys supernatural physical attributes. This ability lasts for a single scene.
Specialization - Some necromancers choose to deepen their understanding of death and necromancy into different paths. The paths are Blood, Brauth, and Bone and each path grants unique capabilities and powers to Necromancers who choose to specialize. The first path is that of Blood. Blood necromancers are concerned with the manipulation of living and undead tissues, strengthening and empowering their own bodies, and manipulating blood for good or ill. Spirit Necromancers are concerned with the veil between the worlds of the living and the dead, as well as ghosts and their powers. <i>Blood Necromancers gain the following passive power:</i> Enhanced Dead - Necromancers specializing in Blood raise dead servants that are stronger and faster than regular zombies. These improved zombies rot slower, retain their memories longer and have superhuman strength, speed and endurance equivalent to a shifter. <i>Brauth Necromancers gain the following passive power:</i> Ghost Touch - Necromancers that specialize in Spirit are able to use the full range of the necromantic powers against Ghosts. <i>Bone Necromancers gain the following passive power:</i> Bones of Stone - The necromancers body becomes fortified by the energies of undead becoming more resistant and resilient against injury or sickness.	Specialization Power - The necromancer can choose an ability from the specialized necromancer powers, but does not gain the passive effect of being specialized.	Reverse Flow - The necromancer can cause blood in a body to suddenly reverse directions by concentrating on a subject. This is usually very harmful to living beings, as the circulatory system is designed to flow in one direction. Saturation, coma, organ damage and failure, and death are possible outcomes if the Necromancer concentrates long enough. On vampires, the effect is somewhat more dramatic: the vampire vomits out blood from their body for as long as the necromancer concentrates with each have bringing up fresh blood. This can leave the vampire ravensome, and easily push the vampire into a feeding frenzy and torpor.	Channel the Dead - The necromancer can offer up something rare to a ghost: the chance to feed alive once again. Striking a bargain with a Ghost, the Necromancer opens himself up to be ridden (possessed) by the ghost, but the necromancer retains control over its own body and mind. This lets the ghost get along for the ride, experiencing everything that the necromancer does and with the necromancer's senses. In return, the Necromancer can use any power the ghost has as if it were its own. This power lasts for 24 hours.	Raise Skeletons - Zombies are impressive, but tend to be slow and easily distracted by their memories. Skeleton servants however are considerably faster, stronger, exhibiting superhuman strength and speed, and near invulnerability to anything that doesn't break their bones or blow them into pieces. See <i>Types of Undead</i> for more information on skeletons.
Thaumaturgy - Necromancers are intimately bound to the powers of the grave, and also draw their power from the dead. From graveyards, tombs, and mausoleums. When surrounded by the dead or in places that resonate with death and dying, Necromancers grow metaphysically stronger, their abilities become more potent, last longer, and inflict more damage.	Track the Dead - The necromancer is able to track, trace, and follow the necropsychic trail of the dead and undead by great cuts in the targets flesh, siphoning blood and possibly organs.	Sectumtempa - The necromancer lashes out with the aura of necrotic power which surrounds him at a target and opens great cuts in the targets flesh, siphoning blood and possibly organs.	Spirit Servant - The necromancer enslaves ghosts to serve him, for him, and attend to his needs such as they are. The ghosts bound by this power are functionally identical to vampire brides and the necromancer can have no more than 5 such spirits bound.	Salted and Burned - The necromancer can destroy a ghost just as if their bones had been salted and burned. This power has a lesser effect on demons, inflicting pain.
Will of the Necropolis - In the event that a Necromancer is taken as a human servant, the necromancer is not bound slavishly to the vampire master's will and cannot be commanded like other servants. In addition, Necromancers are resistant to vampire powers or abilities that effect the emotions.	Vampire Servant - The necromancer is able to mark and claim a vampire as their human servant in the same way that a vampire claims and marks a human servant. The necromancer then shares in the vampire's immortality and gains the superhuman/supernatural attributes of if the Necromancer had been given the 4th mark as a vampire servant.	Septicemia - The necromancer can cause a target to develop sepsis, which is an infection in the blood as a result of the immune system working too hard. Sepsis can damage organs and cause widespread inflammation and can lead to blood clotting in the veins. Without urgent medical condition, death is likely. When this power is used on a vampire, it causes their bodies to rot and without being completely exsanguinated and given a fresh transfusion of blood, the vampire will rot and slave into torpor from which it may not awaken.	Subsume Control - The necromancer can forcibly sever another necromancers control over their dead and take over that control for themselves, turning the dead against their former master.	Shape Flesh and Bone - A bone necromancer can reconstruct bones, and flesh alive in order to increase physical strength or durability, or to adjust peoples appearance and other physical characteristics.