Name Alex Harkadian

Description
Harkadian traveled the world, searching for a cure. He studied under powerful mystics and read through ancient, forbidden volumes. He found it. A cure for death. It brought back his sister, but she didn’t come alone. An entire cemetery full of corpses clawing their way out of their graves. They came back, but they came back wrong. Hungry. He had to put them all back down. And when his sister attacked his grandmother, he had to put her down again too. And when his grandmother changed... well... But there was no time to mourn. Whatever he’d done had lingered, and people don’t stop dying. They’d bury them by day, and he’d rebury them by night. Weeks passed before the Brotherhood found him and put an end to his grim vigil. He hasn’t given up on finding a cure, but these days he’s more careful.

Aspects

Grim Necromancer

Shell-Shocked

Never Say Die

Knowledge Beyond the Veil of Death

Lead by Example

Approaches

CAREFUL d10  QUICK d6

CLEVER d8  FORCEFUL d8

SNEAKY d6  FLASHY d4

Disciplines

d6  COMBAT & TACTICS

d4  COVERT OPS

d10 MYSTIC ARTS

d4  RESEARCH & DEVELOPMENT

d8  SOCIAL ENGINEERING

Stunts

Form a Defensive Perimeter: Because I know how to form a defensive perimeter, I gain a +2 to Carefully create advantages or defend against surprise attacks, ambushes, or when outnumbered.

Necromantic Paragon: Because I am a necromantic paragon, I gain a +2 when I Quickly create advantages or attack using death magic.

Raise the Dead: Because I can raise the dead, once per session I can return the spark of life back to a fallen ally or other character. They return with a moderate condition already marked off: Recently Dead.