Name: Foryn |

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Race: Unicorn

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Gender: Male

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Class: Necromancer

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Cutie Mark or Talent: Scissors cutting a string beside dice of fate. Adds a plus to the Touch of Death ability.

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Racial Trait: Unicorn Telekinesis

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Skills:

Improved Spellcasting (1 Point)

Touch of Death: spell; touch an enemy to cause them to age rapidly, Kills on crit. (1 Point)

Touch of Life (I.S.): spell; recharge 1; the caster channels life energy from a helpless or willing victim to a

chosen benefactor. The victim takes 1-4 wounds, depending on the success of the roll (6 transfers, 1

wound; 8 transfers, 3 wounds; etc...): The chosen benefactor heals the same amount. This spell does not

work with undead creatures.

Transfix: spell; overpowers an opponent's mind, keeping them helpless. You must maintain

the effect with successive rolls. (2 Points)

Influence (I.S.): spell; once per combat, the caster gains very basic control of the target's actions, and must

make a successful roll each turn to maintain control. This effect ends if the caster fails a roll, of when the

target becomes helpless.

Commune: spell; ask the dead for aid. The better you roll, the more helpful they are. Crit fail

summons a hostile undead. (1 Point)

Last Rites (I.S.): spell; once per day, the caster can project into the memory of a deceased subject, witnessing

their immediate surroundings at the moment of their death.

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Equipment: Rope, Mortar and pestle, chalk/charcoal, candles, tarp, ceremonial dagger, dusty necromancy tome, flint and steel, food rations

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Armor:

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Type: Armor

Class: Light Armor

Bonus: None

Penalty: -1 to spell rolls, reduces damage to counterattacks, a roll of 5 is null for damage

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Alignment: True Neutral = Nature (Deity)

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Description:

Foryn is a serious pony who acts upon a good bit of reason, but has his final decision dictated by what his spirit tells him. He is very reserved, for good reasons, and only really speaks when he is addressed

directly, or when he disagrees with a decision that may affect his health. He is stubborn, but gentle and calm, and finds joy in the life around him. He works well with a group, but can also trek alone if need be.

Backstory:

Foryn grew up in a home secluded from the world. His parents, or who he assumed were his parents, taught him to respect the great powers of nature. Eventually, Foryn was able enough in magic to learn

a family secret kept strictly a mystery until he was able to wield the knowledge without destroying himself: Necromancy (Necromanecy-lol). Through his profound regard for all things natural, and his understanding

of their workings, Foryn was able to take a hold of this new found knowledge. He did not know, however, that doing so came at a price. His parents soon began forcing him through rituals of intense rigor,

straining his body and his tolerance to magic to their limits. The effects of this "treatment" left Foryn with permanent scars and pigment discoloration, but it was only through this that he was able to

effectively wield the ancient powers held in Necromancy. He soon became a protégé, a true master in the craft under the guidance of his parents and through intense meditation, able to commune with

the spirits of the woods and to reach out into the ethereal planes. He studied long and hard until he finally surpassed his parents. They, having accomplished their goal of passing on the secrets of Necromancy,

accepted their fates and swiftly passed into the spirit realm (died.). Foryn was devastated. Even after all they had put him through, they had been with him since the beginning, and had taught him about the

many wonders of the natural world, guiding him to where he was now. He pored over his parents old tomes, searching for a solution of any kind. Eventually he came across a curious and obscure reference to

a reanimation spell. Ina bid to learn more, he traveled through the forest until finally he was met with a sleepy town on the outskirts. He secreted himself into the town, and pondered over the town's library.

Foryn was able to discover just enough, here and there, to be able to piece together a viable attempt. He tested his newly discovered spell, and was surprised to find that not only had he reanimated his

parents' bodies, but their minds and mouths could function through their spirits. After he got over the shock, Foryn was able to spend one last night with his parents before the spell wore off. He had no need

to use it again after that. Foryn still studies Necromancy and practices an almost devout respect for the natural world and its power.

Pony Creator Code: 3W210842005A6363FFC49D00000CBE232RL1837408410021G16D8DC1ABBCFE1G107F3FCC004CB2

