

NETHERFOLK

APPEARANCE

Netherfolk faces and exposed skin should be painted in white makeup while the eyes should be completely surrounded by black make-up. The “eye circle” should represent sunken undead eyes. Because Netherfolk are very undead in appearance, players are encouraged to add in exposed bones or bits of decaying flesh to complete their personal look. Netherfolk can be the corpse of other PC races, so horns and pointed ears may also be incorporated. However, claws (as with the Feline races) are not permitted.

RACIAL SKILLS

Netherfolk	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Netherfolk Willpower	Netherfolk are considered undead, and may be affected by Nethermancer prayers while maintain the ability to be affected by Eddar prayers, beneficial prayers from Nethermancers work, but spells/prayers/rituals that specifically target undead with adverse effects, do not work on Netherfolk. In addition, Sacrament of the Mummy may be used in place of a resurrection spell, resurrecting the Netherfolk to their full essence, but with no mana or vigor. Netherfolk are still attuned with Ungerok and can see and speak with spirits	Constant		Self	None

Netherfolk	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	1		Harvest Self	Netherfolk can Dissect one dose of either of the alchemical components Bone Dust or Decaying Flesh from their own bodies.	Instant	Instant	Self	Once per Weekend
	3		Spirit Walker	The Netherfolk may turn incorporeal, making themselves Immune to almost all physical and magical damage. The Netherfolk must wear a red headband during the duration of this effect. While under this effect, the Netherfolk can move freely. The time it takes to don a red head band is the time it takes to turn incorporeal. It takes 5 seconds to become corporeal again, during this time you can be seen.	2 minutes	Invoked	Self	Once per Tag

Netherfolk	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	6		Netherborn	A Netherfolk not of Eddar affinity may gain any one rank 1-3 Nethermancer spell.	Constant		Self	None
	6		Flesh Eater	After spending 30 seconds consuming the flesh of a body that is either unconscious or in its non-critical death count, the Netherfolk may heal 5 Essence. This ability cannot be used to raise the Netherfolk's essence above their maximum. This Ability counts as a Killing Blow. Only PC playable Mortal Races are susceptible to this Ability.	Instant	Instant	Self	3 times per hour
	3 + build cost		Medical Savy	The Netherfolk may gain one Medic skill without purchasing the subclass.	Constant		Self	None
	5		Borrowed Body	The Netherfolk can take minimal to essence damage for 5 minutes.	5 minutes	Invoked	Self	Once per tag
	2		Grave Robber	A fallen Netherfolk may self-resurrect wherever they wish, without the need of a resurrection stone or magical assistance.	Constant	Reactive	Self	None