DUALINK

Necrons

Race



Warhammer 40K Edition

Necrons

The Necrons are an ancient species of living machines, once the mortal Necrontyr who traded their frail bodies for immortality in cold metal forms. Entombed within vast subterranean complexes for millions of years, they have begun to awaken across the galaxy, their dynasties rising once more to reclaim the stars they once ruled.

A Necron body is a self-repairing shell of living metal animated by a fractured consciousness bound to ancient command protocols. Though tireless and incredibly durable, many Necrons suffer from degraded personalities and corrupted memory engrams after their long slumber. Some act with cold, calculating intelligence, while others function little better than relentless automatons, marching endlessly toward the annihilation of their enemies.

Necron Traits

Creature Type. Construct (Necron)

Ability Score Increase. Your Constitution score increases by 2, and your Intelligence score increases by 1.

Age. Necrons do not age in the traditional sense. Their mechanical bodies can endure for millions of years, though their minds may gradually deteriorate as memory systems degrade or command protocols erode.

Alignment. Most Necrons operate according to rigid dynastic hierarchies and ancient command

structures, tending toward lawful alignments. Lesser Necrons often function as near-mindless soldiers under the will of their overlords, while nobles may display cold pragmatism or ruthless ambition.

Size. Medium

Speed. 30 ft.

Languages. You can speak, read, and write Common and Necrontyr.

Necron Features

Mechanical Body. You do not need to eat, drink, breathe, or sleep. You are immune to disease and have advantage on saving throws against poison. You are still affected by effects that target constructs.

Integrated Self-Repair. Your body contains autonomous repair systems that function alongside external aid. When you regain hit points from any source, you regain additional hit points equal to your proficiency bonus (minimum of 1). This bonus healing can occur once per turn.

Reanimation Protocols. When you are reduced to 0 hit points but not destroyed outright, you may activate your Reanimation Protocols.

- You drop to 1 hit point instead
- You gain one level of exhaustion
- You suffer System Degradation (see below)

Once you use this feature, you cannot use it again until you finish a long rest.

System Degradation. Each time you activate Reanimation Protocols roll one of the following effects. These effects are cumulative and remain

until removed.

1. *Motor Lag.* Your speed is reduced by 5 feet.
2. *Targeting Desync.* You take a –1 penalty to your first attack roll each turn.
3. *Memory Fragmentation.* You have disadvantage on Intelligence checks.
4. Power Drain. Your maximum hit points are reduced by an amount equal to your proficiency bonus.

Clearing Degradation. All System Degradation effects are removed when you finish three consecutive long rests without being reduced to 0 hit points.

Emotionless Precision. You have advantage on saving throws against being charmed. However, you have disadvantage on Charisma Persuasion checks made against non-Necrons.

Phase Recall. When you roll initiative, you may choose to delay your turn to any lower initiative count you want. Once you do this, you cannot do so again until you finish a short or long rest.