Necromancer Class Proposal

This proposal comes as two attached, lump proposals that may not be passed separately.

Proposal Part 1:
Proposed to be added to Chapter 5: Characters
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Necromancer

Necromancers are highly specialized spell casters focused on dealings with the dead. They may use white swords and daggers. Necromancers may not use any shields, nor wear armor. Necromancer's costumes should consist primarily of black or dark colors. Necromancers must carry a skull, skeleton or bone as a class symbol. This may act as their holy symbol for any spells requiting one as a material component.

At first level Necromancers gain the spell 'Feign Death' as per all other classes

At second level Necromancers gain the spell 'Light' as per all other classes

At third level Necromancers gain the spell 'Speak with Dead' as per cleric

At tenth level Necromancers gain the spell 'Turn Undead' as per cleric
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Proposal part 2:
If passed by the senate and EB before 2008-05-30 this proposal shall not go into effect before 2009-01-01. If passed by the senate and EB before 2008-12-31, but after 2008-05-30, this proposal shall not go into effect before 2009-06-01.

RATIONALE:
The purpose of this proposal is to generate a distinctly under-powered new class within the existing rules framework.

That is addressed solely by the first half of the proposal.

The second half of the proposal is to allow ample time for new spells, abilities, weapons, armor, abilities, ECT. To be added/removed from the class before it ever sees play, for example the first event of 2008 (Jan 6th) happens to be a senate, and this is proposed, the second event is another senate and it is voted on and passed. A full year would have to pass before the class could be played, allowing ample time for the senate to add/subtract/tweak abilities from the class before it enters play. Additionally, it would also give a full year for those who dislike the idea (but somehow didn't vote against its inception) to gather support to have the class stricken from the books before it ever becomes playable.