SKELETON

A skeleton is an involuntary revenant generated when the bony remains of a deceased mortal are brought to undeath by a spirit. Most skeletons have no remaining flesh, as it has long since rotted away. The bones of a skeleton display no signs of a spiritual presence, save for the movement, whereas fearsome voluntary skeletal revenants have telltale marks such as pinpoints of cruel light in eye sockets. Despite the fearsome capabilities of infernals, abyssals and purgatorials, the spirits are unable to exercise much of their agency through skeletons, which function as wobbly, nearly mindless corpses. Like so many other undead, skeletons are found in close proximity to graveyards or other burial sites. Skeletons detest mortal life and will attack onsite, yet they rarely roam too far from the regions where their mortal lives expired or were buried, perhaps because the suppressed mortal souls tied to them cling to such locales.

- A killer skeleton wields weapons of common quality, yet far less effectively than a mortal assaulter due to its awkwardness (–2 d-steps).
- A hunter skeleton wields weapons of common quality, but less effectively than a mortal assaulter due to its lack of coordination (–1 d-step).
- A slayer skeleton wields weapons of common quality, as effectively as a mortal assaulter since the spirit is able to control the vessel as a mortal would (±0 d-steps).
- While wandering the wilds after rising from the grave, a weathervane skeleton has more agency than others of its vile kind and has been touched by the weather and filled with an aura of energy—fire, snow, radiance, shadow, thunder or lightning. This grants additional resistance to *flare*, *frost*, *gleam*, *gloom*, *shock* or *shake* harm, as well as the ability to confer that harm category onto melee and ranged physical attacks.

SKELETON TRAITS

Class: revenant (involuntary)
Origin: Midgard + Sgailoch or Yfelorn or Niflskein

Sapience: moral-agent
Lifeviews: *lashful-wicked-inward, laxful-wicked-inward, lawful-wicked-inward*

Vessel: corporeal (necrotic)
Tier/Shape Range: Dawning 1×1×1 to Crowning 1×1×1

Role: warrior
Creature Knowledge:
- *General:* nighlore (sta) DR 11
- *Specific:* farlore (imp) DR 21

Roottrait Points: 2+[1×(tier–1)]
Attack Roottraits:
- *Physical Strikes/Harm:* Glt/Brw
- *Magical Strikes/Harm:* —

Augmentations/Lifeskills: Nml +1, Ftl +1, Mfl +3; hasten +1; physical strikes +1, physical harm +2; *clout* +0 (train: sta); *dive* +0 (train: sta); *heed* +3 (train: imp); *look* +4 (train: imp); *lurk* +3 (train: imp); *search* +0 (train: sta); *toil* +0 (train: sta); *tumble* +0 (train: sta);

Carcass Harvest:
- *Bones, Teeth:* [(1d2)×cubes] coppers; *hew* (sta) DR 3

Lair Treasure:
- *Mundane:* incidental
- *Magical:* incidental

WEATHERVANE SKELETON TEMPLATE

Movement Alterations: walk +3

Harm Yields Alterations:
- *Fire:* resistant *flare* +9
- *Snow:* resistant *frost* +9
- *Radiance:* resistant *gleam* +9
- *Shadow:* resistant *gloom* +9
- *Thunder:* resistant *shake* +9
- *Lightning:* resistant *shock* +9

Condition Adaptations Alterations: none

Lifeskills Alterations: none

Attacks and Powers Alterations: all physical strikes—base variable harm +1 d-step, plus inflict additional *flare* or *frost* or *gleam* or *gloom* or *shake* or *shock* harm 1d6

Ascension-Point-Value Alterations: +8

KILLER SKELETON

Tier: Dawning
Languages: Common + Infernal or Abyssal or Purgatorial
Lifeview: *laxful-wicked-inward*

Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 4

Roottraits: Brw 1; Lth 0; Smt 0; Wis 0; Glt 1
Hasten: 1
Defenses: Nml 12; Ftl 14; Mfl 15
Grit: 2+1d2 [4]
Pneuma: 3

Harm Yields: susceptible *wreck, gleam, logos, charis, hallow*; vulnerable *whelm* 6, *shake* 2; resistant *flare* 2, *frost* 13, *gloom* 9, *rasp* 2, *shock* 11; immune *rot, chaos, hubris, heinous*

Condition Adaptations: impervious *fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed*

Lifeskills: *clout* +1 (sta); *dive* +1 (sta); *heed* +4 (imp); *look* +5 (imp); *lurk* +4 (imp); *search* +0 (sta); *toil* +1 (sta); *tumble* +0 (sta)

ATTACKS AND POWERS

1 Bone-Claw—1 strike; assail *Nml* [utilization; 0 pneuma]: targeted melee 0; strike +2; *wreck (rend)* harm 1d2+3 plus *heinous* harm 1d2 | *Option* [adjuvant; 1 pneuma]: *rend* (1d4)

1 Sickle (Defensive Stance)—1 strike; assail *Nml* [utilization; 0 pneuma]: targeted melee 1; strike +2; *wreck (chop-rend)* harm 1d6+3 plus *heinous* harm 1d2 | *Option* [adjuvant; 1 pneuma]: *hack* (1d4) or *rend* (1d4)

1 Knife (Elusive Stance)—1 strike; assail *Nml* [utilization; 0 pneuma]: targeted ranged 5/10/15; strike +2; *wreck (rend-stab)* harm 1d4+3 plus *heinous* harm 1d2 | *Option* [adjuvant; 1 pneuma]: *slash* (1d4) or *gore* (1d4)

Monster and Mortal Powers: *ability substitution* (Glt); *grappling—standard*

Ascension-Point Value: 4

HUNTER SKELETON

Tier: Raising
Lifeview: *lashful-wicked-inward*
Languages: Common + Infernal or Abyssal or Purgatorial

Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 5

Roottraits: Brw 2; Lth 0; Smt 0; Wis 0; Glt 2
Hasten: 1
Defenses: Nml 14; Ftl 18; Mfl 18
Grit: 7+3d2 [12]
Pneuma: 8

Harm Yields: <u>susceptible</u> *wreck, gleam, logos, charis, hallow*; <u>vulnerable</u> *whelm 6, shake 2*; <u>resistant</u> *flare 2, frost 13, gloom 9, rasp 2, shock 11*; <u>immune</u> *rot, chaos, hubris, heinous*

Condition Adaptations: <u>impervious</u> *fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed*

Lifeskills: *clout* +2 (sta); *dive* +2 (sta); *heed* +5 (imp); *look* +6 (imp); *lurk* +4 (imp); *search* +0 (sta); *toil* +3 (sta); *tumble* +0 (sta)

ATTACKS AND POWERS

1 Bone-Claw—1 strike; assail *Nml* [utilization; 0 pneuma]: targeted melee 0; strike +3; *wreck (rend)* harm 1d2+4 plus *heinous* harm 1d2 | *Option* [adjuvant; 1 pneuma]: *rend* (1d4)

1 Saber (Defensive Stance)—1 strike; assail *Nml* [utilization; 0 pneuma]: targeted melee 1; strike +3; *wreck (rend)* harm 1d8+4 plus *heinous* harm 1d2 | *Option* [adjuvant; 1 pneuma]: *rend* (1d4)

1 Knife (Elusive Stance)—1 strike; assail *Nml* [utilization; 0 pneuma]: targeted ranged 5/10/15; strike +3; *wreck (rend-stab)* harm 1d6+4 plus *heinous* harm 1d2 | *Option* [adjuvant; 1 pneuma]: *slash (1d4) or gore (1d4)*

Monster and Mortal Powers: *ability substitution* (Glt); *grappling—standard*

Ascension-Point Value: 6

SLAYER SKELETON

Tier: Honing
Lifeview: *laxful-wicked-inward*
Languages: Common + Infernal or Abyssal or Purgatorial

Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 6

Roottraits: Brw 3; Lth 0; Smt 0; Wis 0; Glt 3
Hasten: 1
Defenses: Nml 16; Ftl 22; Mfl 21
Grit: 16+5d2 [24]
Pneuma: 13

Harm Yields: <u>susceptible</u> *wreck, gleam, logos, charis, hallow*; <u>vulnerable</u> *whelm 6, shake 2*; <u>resistant</u> *flare 2, frost 13, gloom 9, rasp 2, shock 11*; <u>immune</u> *rot, chaos, hubris, heinous*

Condition Adaptations: <u>impervious</u> *fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed*

Lifeskills: *clout* +3 (sta); *dive* +3 (sta); *heed* +5 (imp); *look* +6 (imp); *lurk* +4 (imp); *search* +0 (sta); *toil* +4 (sta); *tumble* +0 (sta)

ATTACKS AND POWERS

1 Bone-Claw—1 strike; assail *Nml* [utilization; 0 pneuma]: targeted melee 0; strike +4; *wreck (rend)* harm 1d2+5 plus *heinous* harm 1d4 | *Option* [adjuvant; 1 pneuma]: *rend* (1d4)

1 Hammer (Defensive Stance)—1 strike; assail *Nml* [utilization; 0 pneuma]: targeted melee 1; strike +4; *wreck (beat)* harm 1d10+5 plus *heinous* harm 1d4 | *Option* [adjuvant; 1 pneuma]: *squash* (1d4)

1 Knife (Elusive Stance)—1 strike; assail *Nml* [utilization; 0 pneuma]: targeted ranged 5/10/15; strike +4; *wreck (rend-stab)* harm 1d8+5 plus *heinous* harm 1d4 | *Option* [adjuvant; 1 pneuma]: *slash (1d4) or gore (1d4)*

Monster and Mortal Powers: *ability substitution* (Glt); *grappling—standard*

Ascension-Point Value: 9