

Bonewalker, Tier I · Oni Clans · Eldfall Chronicles

| Size   | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|--------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Medium | 2   | 5   | 10  | 10  | 8   | 6   | 8  | 10 | 2   | 1  | 20 |



Classes

**Creature.** Creatures have no particular abilities connected to their Class. However, some Quests may have rules that add a specific Effect to the Creature Class.

Traits

**Elemental Essence (Profane).** This model cannot suffer Effects from (Profane) Attacks (it still suffers Damage as normal). Melee Attacks with this model's Natural Weapons deal (Profane) Spell Damage.

**Undead.** This model cannot be affected by **Poisoned**, **Weakened**, **Bleeding**, or **Panicked** States. Spells with **Mindgame** cannot target or affect it. Healing-type Spells of the Divine Element do not restore any HP but instead, deal 15 PW damage to it. If this model's HP reaches 0, it becomes Dead.

Inventory

Inventory space: 5

| Item            | Qty | Cat.   | PW | RCH | STK | WGT | Effect                                                                                 |
|-----------------|-----|--------|----|-----|-----|-----|----------------------------------------------------------------------------------------|
| Corroded Weapon | 1   | Weapon | 10 | 0   | 2   | 1   | Poison I                                                                               |
| Shield          | 1   | Shield | T  | 0   | 1   | 2   | -3 to incoming Melee Attacks to the Front, +3 ARM against Ranged Attacks to the Front. |

Special

Gain +1 OFF, +1 DEF, ACC for every other Undead ally in Awareness.

Cost: 10 Limit: 10