

# Bonewalker, Tier I

· Oni Clans · Eldfall Chronicles



| Size   | Classes  | Cost | Limit | STA | SPD | OFF | DEF | ACC | INT | AG | T  | ARM | HP | M  |
|--------|----------|------|-------|-----|-----|-----|-----|-----|-----|----|----|-----|----|----|
| Medium | Creature | 10   | 10    | 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.