# 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.

## Glossary

**Bleeding.** A model in this state must perform a Toughness roll in its every Strategic phase. A failed roll causes the model to suffer a Wound.

**Mindgame.** A Dodge against an Attack with this Trait uses INT instead of AG. If a model suffers a Mindgame Hit with PW, it rolls INT instead of making a Damage Roll. On a failed roll, the model suffers damage.

**Panicked.** On a failed Intellect roll, the enemy model must also perform Walk towards the user for its entire Speed value (if able) at the end of the Activation Sequence. If it starts its turn Engaged it will declare Idle and Dodge. If the Movement of the model in this State would end past the edge of the field, the model is removed from play and counts as a loss. If the model fails the roll in its Reactive Role, it can only declare Dodge towards the edge of the field or Nothing as its Reaction.

**Poison.** WEAK POISON; If a model suffers a Wound with this Trait, it becomes Weakened (State) until its next Strategic phase.

**Poisoned.** A model in this state must perform a Toughness roll with a -6 modifier in its every Strategic phase. A failed roll causes the model to suffer a Wound.

**Weakened.** A model in this state has halved Toughness, and -1 Stamina.