

NAME Skeletal Minion RACE Undead SIZE 1 HEIGHT 5'8" WEIGHT 40lbs HL 2 EL 0

CON	<u>3</u>	AGI	<u>3</u>	INT	<u>3</u>	STR	<u>3</u>	WILL	<u>2</u>	CHA	<u>1</u>
Hit Points	<u>60</u> / <u>60</u>	Initiative	<u>6</u>	C. Mastery	<u>6</u>	Armor	<u>0</u>	SP Armor	<u>0</u>	Song Effect	<u>2</u>
Vitality	<u>120</u> / <u>120</u>	Speed	<u>6</u>	H. Mastery	<u>6</u>	MAD	<u>6</u>	M. Mastery	<u>4</u>	M. Speed	<u>2</u>
		RAD	<u>6</u>	SP Mastery	<u>6</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Axe, Club, Dagger, Instrument, Sword

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 21 Crit DMG: 27 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Arcane Bolt / Arrow

Type: S.N. / N. Ranged Wep. Range: 5 Accuracy: 4/5/6DMG: 21 Crit DMG: 27 | SP-DMG: 21 Crit SP-DMG: 27

Other: _____

ABILITIES

Name: Blood Blade	Description: Target adjacent creature tests AGI 8	DPD: 5 DMG	& Wound
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Name: Fatal Lullaby	Description: Target creature within 10 spaces tests WILL 6	DPD: Slow	& Lose 3 HP
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Name: Ghoul Touch	Description: Target adjacent creature tests STR 8	DPD: Poison & Slow
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Name: Purple Poison Cloud	Description: Target creature within 5 spaces tests CON 7	DPD: Blind	& Poison
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Name: Sand Bolt	Description: Target creature within 5 spaces tests AGI 7	DPD: Blind & Slow
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IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Poison

Vulnerabilities: Almighty Damage

Traits: Easy Math, Unholy

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

1D6 Gold

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

LORE

Skeletal Minions are your go-to soldiers for any necromancer or undead fiend. They're easy to manipulate and are willing to do anything their masters ask of them. Although weak, they're strong in numbers and capable of accomplishing a variety of tasks, like cleaning, building, hunting, defending, and even aiding in arcane or unholy rituals.

Skeletal Minions are weak yet versatile. Due to their undead nature, they're immune to both Blind and Poison.

APPEARANCE

With tattered robes and broken weapons, Skeletal Minions make due with what they have. They're dusty, old walking skeletons with outdated equipment. You might find some with guns or a fancy shield, but they're not skilled enough to use them any better than an old bow or a garbage can lid. For example, even if they're wielding a shield and heavy armor, their predictable movements and lack of full coverage make that easy to get around. In the end, they're customizable monsters that can adopt any armor, weapon, or fighting style their masters wish of them.

As for weapons, Skeletal Minions can use just about anything, like a sword, axe, or even their fists for melee attacks. They're able to wield a bow, crossbow, gun, or even shoot arcane bolts for ranged attacks. Their Blood Blade ability is a conjured blade of blood that swipes down on their victims, with the intent of leaving a lingering pain, or wound. Ghoul Touch is an ability that attempts to force their ghoulish nature into their opponents, while their Sand Bolt ability aims to blind and weigh down their opponents with a mixture of both sand and dust.

COMBAT BEHAVIOR

Skeletal Minions can be either normal enemies, Casters, Fighters, or Rangers when it comes to combat. It all depends on what their masters (*or the GM*) wants them to do.

For example, a Skeletal Minion that's themed like a bard or jester might just use ranged attacks and the Fatal Lullaby ability, whereas a Fighter themed Skeletal Minion might just move forward and attack.

Notable Traits:

Easy Math: You have 0 Armor and 0 SP-Armor, but gain 20 HP per CON (*as opposed to 15 HP.*)