



BONE-WAKER (EXPERT)

In the kingdom of Mordhelm, the dead have been long revered, and death is not necessarily the end of a citizen's service to king, country, or family. That is, of course, all thanks to the Bone-waker.

Bone-wakers are not macabre and feared ghouls living on the fringe. No, they are valued members of society and every citizen of Mordheim hopes to be worthy of service to others after death rather than moldering in a grave. A master Bone-waker is skilled at carving runes and designs of power into a skeleton and inlaying precious metals so that the raising isn't only permanent, the result is a work of art.

Depending on your campaign, a Bone-waker could be...

- The impeccable servant of the community that insures the dead help the living from beyond the veil of death
- The master of a work crew that never sleeps, never tires, and always finished the task on time
- A priest of the god of death, showing his flock that death is not to be feared, for your bones can always call you back
- A mercenary leader who can always count on his ranks swelling after a fight, regardless of the winner
- An archeologist that uncovers lost artifacts and finds answers to ancient questions – often with the help of the site's long-dead contemporaries

Party Role: Wildcard. The Bone-waker can fulfill many possible roles depending on skill distribution and ability use. Carrying around several bags of bones for a quick bonebinding before combat can even work a semi-combatant role into the mix.

CLASS FEATURES

Requirements: *Sorcery* campaign quality, Wisdom 13+, Crafting 6+ ranks, Crafting focus (Carving), Study: Anatomy, Citizen of Mordhelm

Favored Attributes: Wisdom, Intelligence, Dexterity

Caster: Each Level in this class increases your Casting Level by 1.

Class Skills: Crafting, Haggle, Impress, Intimidate, Investigate, Medicine, Notice, Prestidigitation, Resolve, Ride, Search, Sense Motive

Skill Points: 8 + Int modifier per level

Vitality: 6 + Con modifier per level

CORE ABILITY

Master of the Danse Macabre: You gain a +5 bonus with Crafting (Carving) checks, and you may spend your action dice on behalf of skeletons you have raised with your Bonebinding ability (that can see or hear you).

CLASS ABILITIES

Bonebinding: You may raise skeletal minions to serve the owner of their talisman. At Level 1, you may cast *Animate Dead I* a number of times per scene equal to your starting action dice. This spell has a "cost" of one coin or token (the coin is not "consumed" by casting the spell). The controller of the undead created by this spell is the current possessor of the coin or token. You may raise only skeletons with this spell, and they remain animated for twice as long.

At Level 3, you may substitute *Animate Dead II* for *Animate Dead I*. Also, your skeletons remain animated for 3 times as long.

At Level 5, you may substitute *Animate Dead III* for *Animate Dead I*. Also, your skeletons remain animated for 4 times as long.

At Level 7, you may substitute *Animate Dead IV* for *Animate Dead I*. Also, your skeletons remain animated for 5 times as long.

At Level 9, you may substitute *Animate Dead V* for *Animate Dead I*. Also, your skeletons remain animated for 6 times as long.

Spirit Harmony: At Level 2, once per session, you may cast *Speak with the Dead* on a skeleton you've raised with your *bonebinding* ability. Also, you may spend 1 reputation to allow a skeleton that has been raised by another character's *bonebinding* ability to now be treated as if it was raised by your *bonebinding* ability. This requires a 1 hour, DC 20 Crafting (Carving) check. This only allows the skeleton to be affected by your class abilities that reference skeletons "you've raised with your *Bonebinding* ability".

At level 7, you may cast *Speak with the Dead* on any skeleton and the spell's Will save DC rises by 5.

Scrimshaw Runes: You have learned the art of permanently animating a skeleton. At Level 4, once per session, you may cast *Permanency* on a skeleton you've raised with your *bonebinding* ability. You must succeed with a Crafting (Carving) check (1 hour, DC 31) to successfully cast this spell. The Preparation Cost for this spell is reduced to the skeleton's XP/5 (rounded up), minimum 1.

At Level 8, the Preparation Cost is reduced to the skeleton's XP/10 (rounded up), minimum 1.

Professional Perks: At Levels 4, 6, and 8, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- **Bonebreaker:** When rolling on the Table of Ouch (see *Fantasy Craft*, page 207) against a vertebrate opponent due to your attack, if your result was 36 or higher you may immediately change it to the *Broken limb* result (51–55).

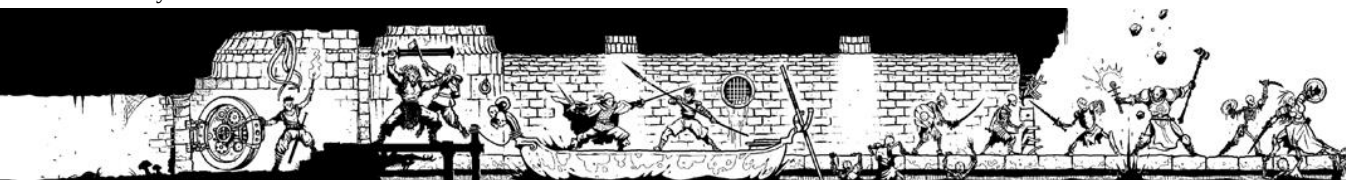




Table X.X: Bone-waker

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+2	+0	+2	+1	+0	+1	+1	Bonebinding (I, ×2), master of the danse macabre
2	+1	+3	+0	+3	+1	+0	+2	+2	Spirit harmony (yours only)
3	+1	+3	+1	+3	+2	+1	+2	+3	Bonebinding (II, ×3)
4	+2	+4	+1	+4	+2	+1	+2	+3	Professional perks, scrimshaw runes (×5 XP)
5	+2	+4	+1	+4	+3	+1	+3	+4	Bonebinding (III, ×4)
6	+3	+5	+2	+5	+4	+2	+3	+5	Professional perks
7	+3	+5	+2	+5	+4	+2	+4	+6	Bonebinding (IV, ×5), spirit harmony (any, +5 save)
8	+4	+6	+2	+6	+5	+2	+4	+6	Professional perks, scrimshaw runes (×10 XP)
9	+4	+6	+3	+6	+5	+3	+4	+7	Bonebinding (V, ×6)
10	+5	+7	+3	+7	+6	+3	+5	+8	Imbue soul

- *Bonepass Turning*: All other forms of undead are an abomination to you. Once per combat you may Turn undead characters (see *Fantasy Craft*, page 309). Skeletons are not affected by this turning attempt.
- *Deadly Calm*: Nothing much fazes you after all the work with the dead you do. You gain the *Fearless II* NPC ability (see *Fantasy Craft*, page 233).
- *Expertise*: Choose one: Crafting, Haggle, Impress, Intimidate, Investigate, Medicine, Notice, Prestidigitation, Resolve, Ride, Search, or Sense Motive. You may always take 10 with this skill. Also, taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- *Masterful Craftsman*: Each time you fail a Crafting check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.
If you gain this ability for this skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.
- *Pillar Of The Community*: Your service to the community and nation has earned you respect and admiration. The Disposition of any NPC sharing your Native Culture improves by 5.
- *Rebuke*: You're an instrument of divine spite. Characters you successfully Turn also suffer an amount of divine damage equal to your Resolve bonus; those targeted who make their Will saves suffer half this damage (rounded down). You may only choose this ability if you may Turn.
- *Sneak Attack*: You gain an additional die of sneak attack damage.
- *Sterling Reputation*: When you or your allies lose Reputation, the loss decreases by 2 (minimum 0).
- *To The Bone*: Your familiarity with the bones of the dead extends to the living. You may activate critical hits against vertebrate opponents for 1 fewer action dice (minimum 0). Activations that you take this discount on roll on the Table of Ouch (see *Fantasy Craft*, page 207) instead of any other critical effect. You also gain a trick.

Greenstick (unarmed or melee attack trick): When attacking a vertebrate opponent, the keen quality of your attack is multiplied by your Bone-waker level. If your attack does not possess the *keen* quality, it gains it with a value equal to your Wisdom modifier × your Bone-waker level.

Imbue Soul: With an unearthly howl, ghostly armor and spectral blue flesh appear over your minions as their souls return to them. At level 10, once per dramatic scene as a free action, you may recall the souls to up to your career level of skeletons you've raised with your Bonebinding ability that can see or hear you. For the rest of the scene, these skeletons gain DR 5, the *Dread* NPC quality, and become special characters.

NPC CLASS ABILITIES

The following new class abilities from the Bone-waker expert class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Bonebinding (Special Character Only)	3 per grade
Bonebreaker	3
Bonepass turning	5
Imbue soul (Special Character Only)	8
Masterful craftsman	1
Rebuke	2
Scrimshaw runes (Special Character Only)	3 per grade
Sneak attack	2 per grade
Spirit harmony (Special Character Only)	1 per grade
To the bone	4

Class design by Big Jim with help from the Crafty forum-ites.
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