

HELLSKEL

Name: Hellskel

Alignment: Aberrant

Attributes: I.Q.: 9, M.E. 11, M.A. 3, P.S. 23, P.P. 20, P.E. 18, P.B. 2, Spd. 10.

Hit Points: 38 **S.D.C.:** 73

P.P.E.: 3 **Horror Factor:** 12

A.R.: 11 (S.D.C.: 35)

Height: 6' (1.82 m) **Weight:** 75 lbs. (34 kg)

Experience Level: 4th level

Natural Abilities: Nightvision 1,000 feet (304.8 m), sense magic, and bullets & stabbing weapons (arrows, knives, swords, spears, etc) inflict one half damage while blunt and smashing weapons cause full damage. Hellskels never need to sleep and they never tire. They magically understand and speak all languages at 98%, but are illiterate.

Magic: None

Psychic Powers: None

Known Skills: Detect Ambush (75%), Land Navigation (72%), Lore: Demons & Monsters (70%), Lore: Geomancy & Lines of Power (65%), and W.P. Sword.

Attacks per Melee: 3

Bonuses: +6 to parry, +6 to dodge, +4 to strike, +8 damage, +3 to roll with punch/fall, +8 to save vs. horror factor, +4 to save vs. poisons/magic.

Other Abilities: Bone fist does 2D4 + 8 damage.

Character Background: A Hellskel is a skeleton that has been animated by a disembodied demonic spirit from the pits of Hades. Hellskels often serve powerful arcanists as their minions (2D6 Hellskels will serve one arcanist/mage master). Their speech has an echoy, gravel-like sound to it. They like to verbally taunt their victims before they go in for the kill.

Special Equipment: The Hellskel is armed with a ragged sword (1D8 + 10 damage).



Weapon Proficiency	Strike	Parry	Throw
W.P. Sword	+6	+8	