

Random Advancement Skellington

You are one of the special boney people.

Ability Minimum: CON 9

XP Chart: As MU

Save Chart: Cleric 1

Weapons: Any

Armor: Any

Hit Dice: d6

A 1st level Skellington is basically a crappy fighter made of bones. You can be turned like any other skeleton. In fact, you are worse than other skeletons in that you need to eat, breathe, and sleep like the fleshy ones, and otherwise behave as a living adventurer. If you can make it to 2nd level under this sorry state of affairs, gain one hit die, you now turn as a Zombie (then Ghoul, then Wraith, then Wraith, then Mummy, then Spectre, finally Vampire.) and roll twice on the chart below for every new level.

01-02 You get nothing. Being dead sucks sometimes.

03-25 You gain +1 to-hit

26-40 You gain +1 to your saves.

41-45 You gain +2 to-hit with a weapon of your choice. Every time you roll this you must pick a different weapon type.

46-50 You gain a bonus d6 hit points.

51-55 Your **AC** improves by +1

56-59 You no longer need to eat or drink. If you roll this again, once per day you can consume the flesh of the living. It takes 1 turn, the victim must be alive at the start of the ordeal, and you gain 1d6 hit points thereby. Subsequent rolls increase die size to d8, d10, d12. Reroll after that.

60-63 You no longer need to breathe. You can still smoke cigars and pipes, take hits from bongs, etc. Reroll this item if it comes up again.

64-67 You no longer need to sleep. If you roll this again, you can lie so still that people will mistake you for a normal dead skeleton 4 chances out of 6 (sometimes you give it away by giggling). Reroll subsequent rolls of this item.

68 Skeletons are nimble fuckers. Gain +1 **DEX**. Reroll if you already have an 18 **DEX**.



69-70 Hollow Howl - Once per day you can summon d6 one hit die skeletons to do your bidding for d6 turns before crumbling to dust. Each subsequent roll grants you an additional d6 bone buddies.

71-72 You now take half damage from slashing attacks, except for big beefy animal paw type claw attacks. If you roll this item again, you take but a single point of damage from piercing weapons and one quarter damage from combo slash/pierce weapons. Reroll this item if it comes up again.

73-74 You gain +2 saves versus cold attacks. If you roll this again you also take only half damage if you fail your save, no damage if you save. Reroll subsequent rolls of this item.

75-76 You can now Recruit Undead (as per Turn, but they obey you for 24 hours) as a Cleric equal to your current level. This ability increases only when you roll it again. Reroll if you get this item twice for one level.

77 Once per day you can grow some wicked awesome black bat wings and fly around at a base move of 180 feet for d6 turns. Subsequent rolls grant you d6 more turns.

78 When armed with a scythe (2d4 damage) you are +2 to hit and +2 damage. Any natural 20 to-hit roll decapitates your foe. Reroll subsequent occurrences of this item.

79-80 Your hands are an effective claw attack doing d4 damage. If rolled again, you get 2 claws per round. Rolled a third time, they now do d6 each. Reroll the fourth and subsequent instances of this item.

81-82 You gain 60' infravision. A second roll here grants you the ability to see through magical darkness. Reroll this item after that.

83-84 You can call up the Green Fire, a nimbus of negative energy. You can use this as per *Burning Hands* three times per day, except resistance to fire doesn't help against it. If you roll this again you can also *Fireball* with it once per day. Reroll after that.

85-86 You have vague memories of your terrible meatbaggy prior life. Pick a random advancement class chart and roll on it right now. Hereafter, you can roll on that chart once per level, at your option. Each instance of this result, roll on that other chart.

87 When you find a perfectly normal and wholesome magic item you can corrupt it with your undead essence. It becomes obviously evil, and more metal-looking and gains a power usable only by Undead, set by your DM. You can use this ability only once.

88-89 You are now immune to Ghoul Paralysis and Mummy Rot. If rolled again you are now immune to all undead special attacks. Reroll after that.

90-91 Fear is for the living: You're immune. Reroll subsequent rolls of this item.

92-93 Once per session you can try to remember a fact from your pre-skeleton Live days that would be relevant to your present conundrum. The DM will make a secret **INT** check before supplying you with a clue. If the DM rolls a 20 they are empowered to lie through their teeth in a way that leads you to your doom.

94-95 Ghoulish Laugh - Once per day you can laugh like the Spooky Space Kook from Scooby Doo (hit up youtube). Any fleshbag within 30' who has half your hit dice or less (rounded in your favor) must save or flee in terror. Subsequent rolls grant you another use per day.

96-97 Any crit-type result that causes you to lose a limb or your head, etc., is no inconvenience whatsoever. Reroll any further rolls of this item.

98-99 You can make an unarmed attack against a foe and force them to save vs Death. If they fail you yank their soul right out of their body! It dissipates like dust in the wind. That poor schmuck can't even be raised or resurrected now. A full wish is needed to bring them back. You can only do this once.

00 You can call up a mob of skeletons, rolling your level in d20s for total number to appear. Double the number if in a graveyard or catacomb big enough to support the total rolled. They will obey you for one day per point of Charisma you possess. After that, they go on an uncontrollable rampage for d6 more days before crumbling to dust. You can do this exactly once. Reroll any further rolls of this item.