

Bonedancer

Some necromancers rely more on their bone commanders to handle combat situations, allowing them to control a few minions of their own.

The bonedancer is an archetype of the necromancer class.

Bone Minion (Su): At 3rd level and every five levels thereafter, the necromancer can create a bone minion under the command of his bone commander. There are four types of bone minions that the necromancer can create. It takes a full-round action to summon a bone minion. They last until they are destroyed or until the bone commander is destroyed.

Bone Fighters: These bone minions are front-line melee. They begin play with Light and Medium Armor proficiency, Weapon Focus (weapon chosen by necromancer), and are proficient with all simple and martial weapons. When the necromancer reaches 11th level, bone fighters receive the Power Attack feat. At 17th level, bone fighters receive the Weapon Specialization feat (weapon chosen from Weapon Focus feat). These bone fighters are summoned with a +1 weapon and armor which increases to +2 at 11th level, and +3 at 17th level. These items disappear when the bone fighter are destroyed or removed from the bone fighter's possession.

Bone Mages: These bone minions cast dark spells. They begin play with Power Staff Proficiency, *dark* spell and use the necromancer's MP pool to cast. When the necromancer reaches 11th level, bone mages can cast *dark II* spell. At 17th level, bone mages can cast *dark III* spell. Bone mages use their own level as their spell-casting level, but utilizes the necromancer's Charisma modifier as their casting attribute. These bone mages are summoned with a +1 dark power staff which increases to +2 at 11th level, and +3 at 17th level. This item disappears when the bone mage is destroyed or removed from the bone mage's possession.

Bone Menders: These bone minions cast cure spells. They begin play with Power Staff proficiency, *cure* spell and use the necromancer's MP pool to cast. When the necromancer reaches 11th level, bone menders can cast *cure II* spell. At 17th level, bone menders can cast *cure III* spell. Bone menders use their own level as their spell-casting level, but utilizes the necromancer's Charisma modifier as their casting attribute. These bone menders are summoned with a +1 dark power staff which increases to +2 at 11th level, and +3 at 17th level. This item disappears when the bone mender is destroyed or removed from the bone mender's possession.

Bone Archers: These bone minions uses bows to fire arrows from ranged. They begin play with Light Armor proficiency, Precise Shot, and are proficient with all bows. When the necromancer reaches 11th level, bone archers receive the Rapid Shot feat. At 17th level, bone warriors receive the Manyshot feat. These bone archers are summoned with a +1 longbow and light armor which increases to +2 at 11th level, and +3 at 17th level. The bone archers have an unlimited supply of arrows. These items disappear when the bone archer is destroyed or removed from the bone archer's possession.

Bone Minion

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** 2 claws (1d4); **Ability Scores:** Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10; **Special Qualities:** darkvision (60'), DR 5/bludgeoning.

Class Level	HD	BAB	Fort	Ref	Will	Special
3 rd	1	+0	+0	+0	+2	Undead traits, link
4 th	2	+1	+0	+0	+3	—
5 th	2	+1	+0	+0	+3	—

6 th	3	+2	+1	+1	+3	—
7 th	3	+2	+1	+1	+4	—
8 th	4	+3	+1	+1	+4	—
9 th	4	+3	+1	+1	+5	—
10 th	5	+3	+1	+1	+5	—
11 th	5	+3	+1	+1	+5	—
12 th	6	+4	+2	+2	+6	—
13 th	6	+4	+2	+2	+6	—
14 th	7	+5	+2	+2	+6	—
15 th	7	+5	+2	+2	+7	—
16 th	8	+6	+2	+2	+7	—
17 th	8	+6	+2	+2	+8	—
18 th	9	+6	+3	+3	+8	—
19 th	9	+6	+3	+3	+8	—
20 th	10	+7	+3	+3	+9	—

Class Level: The character's necromancer level. The necromancer's class levels stack with levels of any other classes that are entitled to a bone minion for the purpose of determining the bone minion's statistics.

HD: This is the total number of eight-sided (d8) Hit Dice the bone minion possesses, but it possesses no Constitution score. Bone minions use their Charisma score in place of their Constitution score.

BAB: This is the bone minion's base attack bonus. Bone minions do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the bone minion's base saving throw bonuses. Bone minions have good Will saves.

Undead Traits (Ex): Bone minions have darkvision out to a range of 60 feet, have immunity to poison, sleep, disable, immobilize and stunning status effects. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Not at risk of death from massive damage, but are immediately destroyed when reduced to 0 hit points. Not affected by Raise spells or abilities. Absorbs any shadow damage, immune to ice damage, and takes half again as much from holy damage.

Link (Ex): A bone commander and its bone minions share a mental link allows for communication across any distance (as long as they are on the same plane). If the bone commander is destroyed, the bone minions are destroyed as well.

This ability replaces harm touch and lifertap.