

SKELETON: When the nâr become very old and all the flesh rots away from their bodies, they turn into skeletons. Very old corpses too become skeletons, when created, rather than nâr.

		Skeleton
General		
Size		+0
Weight (lbs)		≈80
Special Abilities		EE
Skills		
Fortitude		
Perception		
Stamina		n/a
Swimming		
Tempo		+40
Toughness		
Cold		IM
Electricity		6
Heat		6
Physical		12 ¹
Combat		
Fright mod		-3
OV & DV (MÊ)		+5
Dodging		+2
Damage		W
OV (MI)		
Damage		
DV (MI)		+15
Armour (AV)		Armour
TAV		AV + 12
Weapon		W



¹Physical Toughness is only 4 against Concussion Weapons, Slings and damage taken from falling.

On page 125, treat the random encounter creature nâr as a nâr on 1-4 (on a D6) and as a skeleton on 5-6.

On page 158, the 'Create Nâr' spell will create a skeleton instead, if the corpse used to create the nâr is very old (i. e. has no flesh left).

PS. The image of the skeleton, included in this free MYFAROG update, is taken from this website: <https://www.pinterest.com/enigmaminiature/2d-concept/>.