

NAME	HEIGHT	BODY POINTS	ATTACKS
Dancing Bones with Short Sword	4	7	1

MANOEUVRES		PG	X	MOD	+
DOWN SWING					
	SMASH	24	50	+2	
SIDE SWING	STRONG	28	64	+1	
	HIGH	10	64	0	
	LOW	2	58	0	
THRUST	HIGH	32	54	+1	
	LOW	14	60	+1	
FAKE	HIGH	42	58	-1	
	LOW	12	64	-1	
	SIDE SWING	22	54	0	
	THRUST	38	58	-1	
SPECIAL	KICK	34	56	0	
	WILD SWING	40	58	+1	
	DISLODGE WEAPON	30	58	-4	
	RETRIEVE WEAPON	46	52	-6	
JUMP	UP	18	52	-6	
	DODGE	8	52	-4	
	DUCK	20	52	-5	
	AWAY	16	62	-4	

EXTENDED RANGE		PG		MOD	+
	CHARGE	50		+3	
	SWING HIGH	64		-6	
	SWING LOW	58		-6	
	THRUST HIGH	54		-5	
	THRUST LOW	60		-5	
	BLOCK & CLOSE	56		0	
	DODGE	52		-6	
	JUMP BACK	62		-6	

When Dancing Bones are reduced to 0 to -4 Body Points, they collapse to p. 41 as a jumbled pile of bones, but the incorporeal spirit that animates them remains. In any subsequent turn, the scattered bones can reassemble and rise up again, with some Body Points restored. A Dancing Bones can always restore itself to its original starting Body Point total by ducking and retrieving bones on p. 29. If several Dancing Bones lie dormant at one time, they may reassemble as a single skeleton with Body Points not exceeding the higher of their original starting Body Points (see note 1). A Dancing Bones reduced to -5 Body Points is destroyed as normal, so the creature may choose to lie dormant. The Experience Points reward for finally defeating Dancing Bones is equal to the sum of the sequential starting Body Points (see note 2). Treat Dancing Bones as creatures of twice their actual Body Points for purposes of Warding.

Explanatory Note

1. e.g. two Dancing Bones with initial starting Body Points of 7 and current starting Body Points of 6 and 3 can reanimate as two skeletons, or as one of 7 Body Points.
2. e.g. if a Dancing Bones is defeated after reanimating twice with 3 and 2 Body Points, the total Experience Point reward is 12 points. Experience Points gained can range from 7 to 28 points.

	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48
2	49			19	13	13	49	57	37	19	49	13	13	49		13	41		13	49	49		27	
4	5			33	3	3	11	63	37	59	11	15	3	15		9	59		3	5	5		43	
6	5			33	3	3	49	19	37	29	11	15	45	5		45	25		3	5	5		43	
8	5			33	3	3	21	63	37	29	21	15	3	3		9	25		3	5	5		43	
10	31			19	45	3	7	57	13	23	7	45	31	3		53	25		45	53	31		43	
12	31			19	53	45	11	57	13	29	11	45	31	3		45	25		45	53	49		31	
14	49			23	3	3	11	19	37	29	11	15	3	5		9	25		3	49	49		43	
16	51			61	51	51	11	63	61	61	11	19	21	51		9	25		51	21	51		43	
18	5			33	3	3	11	63	37	29	11	15	3	3		9	25		3	21	5		43	
20	5			33	21	3	11	63	37	29	11	15	21	3		9	25		3	5	5		43	
22	49			23	3	3	11	19	37	53	11	15	3	5		9	25		3	49	49		43	
24	53			33	45	45	11	1	53	7	11	7	3	3		45	53		45	21	5		41	
26	5			33	3	3	11	63	59	29	11	15	3	3		9	25		3	5	5		43	
28	7			19	3	53	11	23	37	23	11	53	19	31		9	25		27	41	5		31	
30	49			33	3	3	11	57	37	29	27	15	3	27		27	25		27	5	27		27	
32	5			33	3	45	11	19	37	29	11	45	3	3		9	25		45	5	5		43	
34	5			33	17	3	11	1	37	41	17	15	17	17		17	17		3	41	5		27	
36	5			33	3	3	11	1	7	7	11	15	7	27		9	7		3	7	5		7	
38	31			19	45	45	7	57	13	29	9	45	3	5		45	25		45	5	31		43	
40	49			33	3	41	49	23	23	53	13	23	3	5		9	25		3	5	49		43	
42	49			19	13	49	49	57	37	31	49	13	13	5		9	41		13	49	49		27	
44	5			33	45	3	19	57	7	19	19	15	19	19		45	19		45	19	5		27	
46	5			33	3	3	11	1	37	29	11	15	3	15		9	25		3	5	5		43	
48	5			19	45	45	49	57	19	29	49	19	19	19		9	25		45	19	49		19	

	50	52	54	56	58	60	62	64
50	45	23	9	53	41	11	19	19
52	21	61	9	57	5	11	63	51
54	53	33	45	45	35	11	35	3
56	39	61	9	45	51	55	63	3
58	39	33	47	47	5	11	57	51
60	13	33	13	57	5	11	57	47
62	39	61	55	57	51	55	63	51
64	7	35	9	45	51	35	57	3

1 JUMPING AWAY

Tell Opponent: "Add +2 if you Score next turn."

3 SWINGING HIGH

Tell Opponent: "Do no Thrusts or Red next turn."

5 SWINGING LOW

Tell Opponent: "Do no Thrusts or Blue next turn."

7 DAZED

SCORE 7

(if opponent at 0 Body Points or below but not destroyed, go instead to p. 41)

Tell Opponent: "Do only Green or Yellow next turn."

9 THRUSTING HIGH

Tell Opponent: "No restrictions next turn."

11 THRUSTING LOW

Tell Opponent: "Do no Red next turn."

13 LEG WOUND

SCORE 4

(if opponent at 0 Body Points or below but not destroyed, go instead to p. 41)

Tell Opponent: "Do no Orange next turn."

15 SWINGING DOWN

Tell Opponent: "Do no Blue next turn."

17 KICKED OFF BALANCE

SCORE 0

Tell Opponent: "Do only Green, Yellow or Blue next turn."

19 STRUCK OFF BALANCE

SCORE 0

Tell Opponent: "Do only Green, Yellow or Blue next turn."

21 TURNED AROUND

SCORE 0

Tell Opponent: "Do only Yellow next turn."

23 BEHIND YOU

Tell Opponent: "No restrictions next turn."

25 KICKING

Tell Opponent: "Do no Blue next turn."

27 WEAPON DISLODGED

Tell Opponent: "Do only Kick, Green or Yellow (except Wild Swing) until weapon has been retrieved."

29 DUCKING & RETRIEVING BONES

Tell Opponent: "Restore 1 Body Point, and do no Orange next turn."

31 ARM WOUND

SCORE 3

(if opponent at 0 Body Points or below but not destroyed, go instead to p. 41)

Tell Opponent: "Do no Orange next turn."

33 DODGING

Tell Opponent: "Add +2 to any Down or Side Swing that Scores next turn."

35 EXTENDED RANGE BODY WOUND

SCORE 5

(if opponent at 0 Body Points or below but not destroyed, go instead to p. 41)

Tell Opponent: "Do only Brown next turn."

37 JUMPING UP

Tell Opponent: "Do no Blue, but add +3 to any Orange that Scores next turn."

39 CHARGING

Tell Opponent: "Do no Yellow next turn."

41 KNOCKED DOWN

SCORE 0

(if you were redirected to this page, Score a minimum of 1 Body Point damage

– if opponent now has no Body Points remaining, you have won)

Tell Opponent: "Do only Jumps next turn."

43 RETRIEVING WEAPON

Tell Opponent: "May use weapon again. No restrictions next turn."

45 PARRYING HIGH

SCORE -3

(if opponent at 0 Body Points or below but not destroyed, go instead to p. 41

but subtract 3 from your Score on that page)

Tell Opponent: "No restrictions next turn."

47 EXTENDED RANGE LEG WOUND

SCORE 4

(if opponent at 0 Body Points or below but not destroyed, go instead to p. 41)

Tell Opponent: "Do only Brown next turn."

49 PARRYING LOW

SCORE -3

(if opponent at 0 Body Points or below but not destroyed, go instead to p. 41

but subtract 3 from your Score on that page)

Tell Opponent: "No restrictions next turn."

51 EXTENDED RANGE SWINGING

Tell Opponent: "Do only Extended Range next turn."

53 BODY WOUND

SCORE 5

(if opponent at 0 Body Points or below but not destroyed, go instead to p. 41)

Tell Opponent: "Do no Red or Orange next turn."

55 EXTENDED RANGE THRUSTING

Tell Opponent: "Do only Extended Range next turn."

57 EXTENDED RANGE BLOCKING

Tell Opponent: "Do only Extended Range next turn."

59 PUSHED OFF BALANCE

SCORE 0

Tell Opponent: "Do only Green, Yellow or Blue next turn."

61 EXTENDED RANGE DODGING

Tell Opponent: "Do only Extended Range next turn."

63 EXTENDED RANGE JUMPING AWAY

Tell Opponent: "Do only Extended Range next turn."