

Bonkeys

[150]

Stats: IQ +1 [20], Per +1 [5]

Advantages: Blunt Claws [3], Intuition [15], Magery 2 [25], Visualization [10]

Meta-trait: Skeletal Corpse (*GURPS Zombies*, page 69 {[base 13]; improve Appearance to Hideous [+9], remove Fragile (brittle) [+15], improve Unhealing to (healed with bone marrow & magic) [+10]} [total cost 47]

Skills: Electronics Operation/TL -12 (Security) (IQ+1) [4], Lockpicking/TL-12 (IQ+1) [4], Observation-12 (Per) [2], Research/TL-12 (IQ+1) [4], Search-12 (Per) [2]

Spells: Lend Energy (IQ+1) 12 [2], Lend Vitality (IQ+1) 12 [2], Minor Healing (IQ+1) 12 [2], Apportation (IQ+1) 12 [2], Lockmaster (IQ+1) 12 [2]

Quirks: Attentive [-1], Staid [-1]

Perks: Can use claws as Lockpicking/Electronic Operation tools [1]

Description: Bonkeys look more or less like regular skeletons, except for their finger-bones (which are adapted into a variety of lockpicking and electronics tools). Bonkeys can speak normally, but many choose to adopt a deliberately 'off' voice. Likewise, they typically dress in robes and sandals, typically for dramatic effect.

It's hard out there for a free-willed Undead. Particularly when the Undead is both instantly recognizable, and considered awful-looking; it's hard for that sort of creature to survive for very long. With that in mind, that Bonkeys have managed to carve out a don't-kill-on-sight niche for themselves is actually rather impressive.

It helps that Bonkeys are sufficiently magical that they can cast spells and heal themselves without, say, having to regularly drain bone marrow from living creatures. It helps rather more that Bonkeys are intelligent enough to realize that being undeniably useful is an excellent way to keep those pesky torch wielding mobs at bay. They have gone the IT/security route; Bonkeys have a built-in talent for fiddling with security systems, and they don't get bored at all. Quite the opposite.

And it works. Bonkeys are treated poorly -- by people standards. By Undead standards they're practically royalty. It's a crime to destroy or harm a Bonkey. They can own property, vote, testify in court, drive automobiles, and even get married in civil ceremonies (while being vulnerable to annulments, for fairly obvious reasons). Their Hideous appearance is not bought with the Universal modifier: some people really can get past the 'walking skeleton' thing. After all, it's not like they **smell**.

Customization notes: 200 pt Bonkeys will have +1 to IQ [20], +1 to Per [5], 10 points in Status, Rank, and/or Wealth, and 15 points in various IQ and Per-based skills. Computer skills in particular seem fairly likely. Above that, put points into more wealth, more skills, Allies, and Contacts. Bonkeys are reluctant to learn unarmed or hand combat skills, but many appreciate the value of a shotgun. They **all** appreciate the value of a bulletproof vest.

Personality note: Bonkeys can be as awful or nice as the campaign requires, but they're definitely focused on their jobs. That never changes, even when everything else does.

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