

Wizard - Osteomancer V 0.7

Osteomancers are powerful wizards who understood the power that can be harvested from bones. Often said to be cursed and talked about under the cover of night, this sort of magic makes the uneducated shiver and the scholars morbidly curious. Those who have the cunning, bravery or simply foolishness to pursue research in this field find themselves rewarded with afflicted knowledge. These are the souls that are known as Osteomancers.

Brittle Bone Armor

At 2nd level you learn the basics of Osteomancy, using it for protection. Once per short rest, as a bonus action, if you're not wearing any armor or shield, you can force a frame of bones out of your body to protect you, granting you temporary hit points equal to 2 times your level in this class.

This armor lasts for one minute, or until you lose the temporary hit points. While you have these temporary hit points, you gain resistance to slashing and piercing damage and your AC increases by a number equal to a third of your level in this class (rounded down).

Anatomical Expert

Your pursuit of Osteomancy has required many hours studying the anatomy of all creatures. Also at 2nd level, you gain proficiency in Wisdom (medicine) checks and they are considered Intelligence (medicine) checks for you. In addition when this check concerns a creature that possesses a skeleton, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Bone Puppetry

Beginning at 6th level, as an action you focus your grim magic towards a creature with bones within 60 feet of you. It must make a Strength Saving throw against your spell save DC, on a failure, you take control of its skeleton. You control what the creature does on its next turn, at the end of which it regains control over its body. If you make it attack its allies it has disadvantage on attack rolls, in addition its allies have advantage on saving throws from effects caused by the creature under your control, as it resists your command.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Skeletal Servant

Starting at 10th level, when you kill a creature, you can magically force the skeleton of the creature to be ripped off from the flesh and reshaped to your will. When you kill a creature with a skeleton, you can cause its bones to rise as a Minotaur Skeleton. Roll initiative for the Minotaur skeleton, which has its own turns. It obeys your mental commands, it gains a bonus to its attack rolls equal to your Intelligence modifier (minimum of +0), and a number of temporary Hit points equal to half your wizard level.

The Skeleton Minotaur remains in your service until the end of your next long rest, or until it is more than 500 feet away from you, at which point it crumbles to dust.

Once you summon a Skeleton Minotaur with this feature, you can't use the feature again until you finish a long rest.

Improved Bone puppetry

Finally, at level 14, when you use your bone puppetry ability, you gain control of the creature for 1 minute instead of one round. The creature can't resist your command, it doesn't suffer disadvantage on attack against its allies, nor do they have advantage on saves against effects caused by the creature. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once under your control, you can choose to sacrifice one use of the feature to give the creature disadvantage on the save, you must decide to do so before seeing the result of the roll.