

Species, Breed: Minke

Type: Not applicable.

Class: Fiend (mammal)

Align: Good. Although this creature is of good align, it is quick to fight, and quicker yet to vanquish an enemy.

This is a very quiet race.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1

Experience points: 60 x level.

Characteristics:

Awareness: 31

Charisma: 13

Constitution: 26

Coordination: 40

Dexterity: 40

Intelligence: 15

Mental-strength: 30

Strength: 24

Wisdom: 15

Movement:

Flying: Can't.

Grounded: 15

Swimming: 5 (Minke does not like water, but can swim).

Luck: 100

Oxygen-points: 90

Blood-points: 78

Attack descriptions:

Bite: 1-D6 x5

Range: 1 space (5')

Attack type: Sharp

and:

Claws: 4

Damage: 2-D6 x4

Range: 1 space (5')

Attack type: Sharp

Defense: 40

Offense: 40

Damage-Points: Roll 2-D10 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 30+ to have 1-D8

Legendary: 30+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: This sleek creature appears a cross between Mirellian Elf and a Forest Cat with black fur (no tail). Its eyes are very cat-like in appearance as well.

Height: 5'-6"

Weight: 120 Lbs.

Skin color: Dark-brown

Skin texture: Smooth soft

Hair color: Black. Some Minke have dark-brown locks of hair that grow intermixed within its natural black.

Hair texture: Fine and soft.

Eye color: Dark-brown

Eye shape: Sharply slanted

Posture: Biped.

Dislikes: Vanity. Although Minke likes treasure items, it discards any and all forms of currency. Those who carry money are considered beneath their admiration. Water . . . Minke will not enter into water. They do not like being wet.

Disposition: Minke are solitary creatures, spending much of their time alone and isolated from populated areas of all types. Some people mistake the Minke's way of sociality for a threat, or a challenge. Some think the Minke is a creature from the Underworld. But this is not true. The Minke is a predator.

Upon encountering this creature, it will act in a threatening manner, yet not attack. If another acts offensively toward the Minke it will attack, unless outnumbered.

Fears: Unknown.

Habitat: Forests.

Immunities: Minke is immune to the fooling effects of illusion and visual deceit. A successful avoidance-roll vs. "Awareness" is needed to see through illusions. Only one attempt can be made to notice things not in their proper perspective.

Life-span: Unknown.

Likes: The thrill of the hunt.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: Minke are fascinated by babies, and will occasionally steal and raise them for their own.

Special Abilities: Night-vision: As the Psychic spell.

Sixth Sense: A successful avoidance-roll vs. "Awareness" will let the Minke know there is something watching or sneaking up on it. This ability will even help Minke to discover and reveal a character using his or her abilities.

Special Defenses: Resistances: Magic: 50%

Special Offenses: None.

Susceptibilities: None

Weapon susceptibility: Rank-1 or better (magical) weapon to harm.