

# Species, Breed: Mortacon Wolf

Type: Not applicable.

Class: Fiend (mammal)

Align: Evil. (G.M's discretion).

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

Level: 01-94 = 1-D30+1, 95-97 = 2-D30+2, 98-99 = 3-D30+3, 00 = 4-D30 +4 (no higher than 100th).

Number encountered: 1-D6

Experience points: 100 x level.

## Characteristics:

Awareness: 26

Charisma: 6

Constitution: 40

Coordination: 40

Dexterity: 45

Intelligence: 25

Mental-strength: 33

Strength: 30

Wisdom: 25

## Movement:

Flying: Can't.

Grounded: 22

Swimming: 9

Luck: 100

Oxygen-points: 99

Blood-points: 120

### Attack descriptions:

Bite: 1

Damage: 1-D12 x12

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x12

Range: 1 space (5')

Attack type: Sharp.

or:

Spell (See: "Special Abilities").

**Defense:** 40 / 70 for levels 32<sup>nd</sup> to 61<sup>st</sup> / 100 for 62<sup>nd</sup> or higher level.

**Offense:** 45 / 75 for levels 32<sup>nd</sup> to 61<sup>st</sup> / 105 for 62<sup>nd</sup> or higher level.

**Damage-Points:** Roll 2-D20 +2 x level.

**Treasure: %Roll needed to have money and treasure:**

**Copper:** 10+ to have 1-D100

**Bronze:** 20+ to have 1-D100

**Silver:** 30+ to have 4-D20

**Electrum:** 40+ to have 3-D20

**White-gold:** 50+ to have 1-D20

**Yellow-gold:** 60+ to have 1-D12

**Black-gold:** 70+ to have 1-D10

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** 10+ to have 1-D6 x3

**Legendary:** 20+ to have 1-D4 x3

# Description:

Annihilation Strike?: Yes.

## Description:

Eye color: Green-yellow.

Eye shape: Medium-sized and slanted.

Fur color: Brown-black.

Fur texture: As a panther.

Hair color: Brown-black.

Hair texture: Fined and straight (back-length).

Height: 6'-0"

Length: 8'-0"

Skin color: Black.

Skin texture: As a Panther.

Posture: Quadruped (like an animal with four feet).

Weight: 235 lbs.

**Dislikes:** The weak

**Disposition:** This creature is a Mystic, and has the same powers and abilities as a Healer, Shaman and Mystic.

**Fears:** Unknown.

**Habitat:** Jungle.

**Immunities:** None.

**Life-span:** 800 years.

**Likes:** Thrill of the hunt. An honorable adversary. Natives of the jungle.

**Needs:** Unknown.

**Note:** When encountered, 50% of them will be adults (rounded down). The remaining will be the following level:

**%Roll: Level**

01-05: Helpless infant (born within two hours).

06-25: Newborn (within two weeks).

26-00: 0 (born within two months, no less than 2 weeks).

The Mortacon Wolf has the head of a panther crowned with two ivory horns atop its head. It has the trunk and arms of a human, yet covered with a velvet-blue fur. The lower body of the Mortacon is that of a Giant Wolf. This nocturnal creature hunts by night. These creatures seek the coolness of shade during the lazy daylight hours. These creature are highly family oriented. There is no specific mating season for the Mortacon Wolf, as there is none for humans and the other races. Mortacon Wolves are known to ally themselves with natives within the jungle regions.

There will be a 25% chance (76+ roll) that when encountered, the Mortacon Wolf will also be encountered with a village of natives. They are also highly skilled in the use of many weapons, most of all the katana, and are excellent with the bow. The determination of what weapons each Mortacon Wolf is skilled in the use of will be determined by the treasure they possess. If weapons are found in their treasure, those will be the weapons it will be proficient in the use of. But always will each Mortacon Wolf have a hand-made bow (of no less than what they can pull, according to its strength), and a 50% chance (a roll of 51+) to have a katana and sheath.

For the alloy and rank of this blade, see:

“Steel alloys” in the S section of the Basic Rules Book.

Roll on Chart #1 of “Weapons, Enchanted” in the Treasure Book.

**Special Abilities: Night-Vision:** As the Psychic's spell.

**Sixth Sense:** Any hostility against the Mortacon Wolf with the intent of harm will be Sensed 40% of the time (even when sleeping). This makes this creature hard to surprise. The children - if any - will have a 10% chance to do the same, yet for their parents as well (at any distance). Parents cannot 'Sixth Sense' for each other, nor can a father Sense for his children. Yet, the mother can. For every Mortacon Wolf which is encountered there will be a 20% chance (81+ roll) that each will be a random spell-caster.

If there is one or more spell-casters in the pride of Mortacon Wolves, roll on the following chart to see what type of caster each will be:

%Roll: Spell-caster type:

01-25: Healer: 1-D10 spell-points per level.

26-75: Shaman: 1-D8 spell-points per level.

76-00: Mystic: 1-D6 spell-points per level.

Special Defenses: Magical Resistance: 20%.

**Special Offenses: Hypnotic Stare:** This skill will cause all which are viewing the Mortacon Wolf to become entranced for up to 3 turns, unable to do anything, even think. Victims will be helpless and will drop anything in hand. To avoid being entranced merely win an initiative roll with this creature. If the initiative roll is won this will indicate that the gaze of the Mortacon Wolf has been avoided (onlookers have successfully pulled their eyes away in time).

**Susceptibilities:** Unknown

**Weapon susceptibility:** Rank-0 (non-magical) weapon to harm.