

Species, Breed: Discretion of the game master

Type: Guard (city, town, or village)

Class: See: "Special abilities"

Align: %Roll: 01-50: Evil; 51-00: Good (discretion of the G.M.)

Gender: %Roll: 01-50: Female; 51-00: Male

Level: 31 + 1-D12

Number encountered: 1-D6 +2

Experience points: 300 x level

Characteristics:

Awareness: 60

Charisma: 20

Constitution: 60

Coordination: 60

Dexterity: 60

Intelligence: 40

Mental-strength: 90

Strength: 60

Wisdom: 40

Movement:

Flying: 45

Grounded: 15

Swimming: 5

Luck: 300

Oxygen-points: 270

Blood-points: 180

Attack descriptions:

Spirit Long sword: 3 (this sword effects spirits).

Damage: 2-D8 x3 +8

Range: 2 spaces (10')

Attack type: Sharp

and:

Dead Weave dagger: 4 (this dagger effects the dead and the living).

Damage: 1-D4 +1 x3 +8

Range: 1 space (5')

Attack type: Sharp

or:

Ability or Spell cast. See: "Special abilities"

Defense: 90

Offense: 90

Damage-Points: Roll 1-D20 x5 + 8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: 10+ to have 1-D100 x10

Yellow-gold: 10+ to have 1-D100 x15

Black-gold: 10+ to have 1-D100 x20

Treasure item(s):

Common: None.

UnCommon: None.

Rare: None.

Legendary: 10+ to have 1-D8 +2

Description:

Annihilation Strike?: Yes

Description: This is a random race type.

Dislikes: Hostile dead and Undeads.

Disposition: These guard are trained specifically for combat with dead and undead creatures. They are raised and trained to do so, protecting a people who fear them greatly. They are not hostile toward others, but are very serious in their demeanor. There is nothing light-hearted about this rare band of guards.

Fears: Unknown.

Habitat: Dead Region, or wherever they are hired to do a job.

Immunities: Fear and charm.

Life-span: As race type.

Likes: Unknown.

Needs: None.

Note: Remember that each guard may be the same race, or a different race. It is wise to create the Dred`Guard in advance.

Special Abilities: Modification-points: Each will have modification-points as follows: $3\text{-D}20 + 9 + 2\text{-D}6 + 1$ per 2 levels advanced (as any character has). If Human, an additional $1\text{-D}4 + 1$ modification-points will be given per level advanced.

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

Special Defenses: As race type.

Special Offenses: As abilities and spells learned, and as race type.

Susceptibilities: As race type.

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