

Species, Breed: Power Slave

Type: Treasure item (Oracle).

Class: Animated

Align: None

Gender: None

Level: This creature is an Oracle and is considered: Level #31

Number encountered: 1

Experience points: 500 x level.

Characteristics

Awareness: As its master.

Charisma: Not applicable.

Constitution: 100

Coordination: 40

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 200

Wisdom: Not applicable.

Movement:

Flying: None

Grounded: 12

Swimming: Can't (can move underwater at 8 spaces per turn).

Luck: None.

Oxygen-points: Not applicable. (Does not need oxygen to exist).

Blood-points: Not applicable. (Does not need blood to exist).

Attack descriptions

Fist Punches: 2

Damage: 1-D100 x2 +36

Range: 2 spaces (10')

Attack type: Blunt.

Special: See: "Special Offenses".

Defense: 40

Offense: 40

Damage-Points: Roll 10-D12 +36 x 31.

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: None.

Legendary: None.

Note:

Although this creature does not collect treasure of its own accord, it may be assigned to guard its master's treasure.

This is completely up to the G.M.

Description:

Annihilation Strike?: Yes

Description: Height: 10', Weight: 5,000 Lbs., Skin color: Red-orange, Skin texture: Smooth and hard, Posture: Biped.

Dislikes: Whatever the master in control likes.

Disposition: This is a treasure item, which will do the bidding of it's master without question.

Fears: None.

Habitat: None. This is a treasure item.

Immunities: Consciousness, Death, Disease, Fall, Fear, Magic, Mental Attack, Pain, Petrification, Poison, Shock, Sickness, Stun. The Power Slave has no spirit or mind. Therefore it is not susceptible to spells or creatures which effect the spirit or mind. See: Avoidance-rolls in this creature sheet. Spirits and mind creatures cannot effect this creature.

Life-span: N/A The Power Slave is an item.

Likes: Whatever the master in control likes.

Needs: None.

Note: The Power Slave's origin is a mystery. Where they came from, or by what enchantments they were created by, is a mystery. These gentle looking giants can be deceiving, for they are of the most deadly of items found. It is suggested, by The Great Historian, that this item was used as are the Guardian of present day.

Special Abilities: None.

Special Defenses: If a rank-0 weapon is used to strike this creature it will have a 75% chance (roll 26+) to break when it makes contact if the damage the weapon causes is over 50%

Special Offenses: Devastation-Strike: If the Power Slave's offensive roll is +60 over the defender's rolls, it will cause a Devastation-Strike, which will obliterate what it strikes, unless a successful avoidance-roll vs. "Paralysis" is rolled at 1/4 the normal chance (rounded down).

Devastation-Strike can be used 2 times per 24 hours.

AVOIDANCE-ROLL and DAMAGES:

Unless the paralysis avoidance-roll is successful, if a Devastation-Strike connects with a shield, it will shatter the shield, unraveling any magics or enchantments it may possess.

If this powerful strike connects with the body of a creature, and that creature fails the paralysis avoidance-roll, the area of the creature's body struck will be destroyed. Notes: If a character or creature is played that has base damage-points, it will be slain. If a character or creature is played that has different areas of the body listed, the area struck will be decimated.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) enchanted weapon to harm.