

Species, Breed: Jenniix (Jen - eye - ix) , Single breed species

Type: Not applicable.

Class: Monster (enchanted mammal)

Align: Evil.

Gender: 01-90: Female, 91-00: Male.

Level: 1-D30 +1

Number encountered: 1

Experience points: 130 x level.

Characteristics:

Awareness: 50

Charisma: 60

Constitution: 70

Coordination: 40

Dexterity: 50

Intelligence: 60

Mental-strength: 120

Strength: 25

Wisdom: 40

Movement:

Flying: Can't

Grounded: 16

Swimming: 8

Luck: 1-D20 per level.

Oxygen-points: 360

Blood-points: 210

Attack descriptions:

See: "Special Offenses".

or:

As weapon wielded +1 damage for strength bonus.

Defense: 40

Offense: 50

Damage-Points: Roll 4-D20 +1 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: 15+ to have 1-D100 x6

Black-gold: 20+ to have 1-D100 x2

Treasure item(s):

Common: None

UnCommon: None

Rare: 25+ to have 3-D8 +1

Legendary: 40+ to have 1-D4 +1

Note:

The Jenniix will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

80% chance of having 1-D6 Artifacts

40% chance of having 1-D6 Oracles

70% chance of having 1-D6 +2 Relics

The Jenniix will use these items to further advance its success in infiltrating and feeding off people.

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a human.

Eye color: Dark-brown.

Eye shape: As a Human's, yet slightly slanted.

Hair color: Black.

Hair texture: Soft and long. The Jennix loves to groom its hair long.

Height: Female: 5'-6", Male: 6'-0".

Skin color: Beige.

Skin texture: As a Human's skin.

Posture: Biped (like an animal with two feet).

Weight: Female: 115 lbs., Male: 195 lbs.

Dislikes: Resistance to their "Likes".

Disposition: The Jenniix is an enchanted creature that feeds on the essence of another's being (usually by physical contact). They are non-violent by nature, but the fact that they must physically hold a victim close, so as to obtain nourishment, makes them even more dangerous yet. These creatures are beautiful, timid, and delightfully lovely and charming to look upon (60 charisma). Their modest nature adds to their beauty and desirability.

In return for mortal nourishment, the Jenniix will serve the one he or she is feeding off of faithfully, actually creating a bond of love and friendship with its victim. As long as the Jenniix is feeding, it will have a very strong bond and loyalty to that person.

Fears: Canahvis. See: "Susceptibilities"

Habitat: These creatures can be found in many regions, yet will only be found in Civilizations.

Immunities: Beguile, Charm and abilities/spells which capture the mind.

Life-span: 900 years.

Likes: If this creature could be a king or queen, it would. The Jenniix actually feeds off of another creature's attention, and so to be a popular, high standing citizen, within a large community, would be acceptable. They especially desire physical contact. Loyalty and honor from others.

Liquor (especially fine wines).

Needs: Mortal nourishment. If this creature cannot find success in feeding from a mortal, it will move on in search of anyone it can victimize.

Note: None.

Special Abilities: Breath of Gildarious: The breath of the Jenniix will cause a charm effect as it is explained in the Treasure book. See: "Potion, Charming:"

Modification-points: This creature will have modification-points as follows: 3-D20 +9 (for level 0), and then 2-D6 +1 modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any ability from the Assassin and Thief classes section.

Special Defenses: None.

Special Offenses: Drain: The touch of the Jenniix, if it wishes to use this ability, will drain one random characteristic, memory, ability, etc., from its victim. This draining effect will not be uncomfortable for the victim, but rather gives the feeling of reassurance, comfort and security.

When a drain occurs, the victim will slip into a vivid, unbreakable, daydream, which will be to the fantasy of the victim. This vivid daydream will compliment the victim's fondest wishes and daydreams, and there will be a 10% chance that any benefits of the victim's daydream will become a reality for the victim (it will not be a benefit that will counter the Jennix's ability, or give the Jennix away to his or her victim).

When this creature drains its victim, roll on the following chart:

%Roll: Drain result:

01-05: Ability (Discretion of the G.M. as to the memory drained).

06-07: Characteristic: %Roll: Characteristic:

01-11: Awareness

12-22: Charisma

23-33: Coordination

34-44: Constitution

45-55: Dexterity

56-66: Intelligence

67-77: Mental-strength

78-89: Strength

90-00: Wisdom

08-95: Damage-point Drain: 1 damage-point from each area of the body permanently drained. When one of this happens the victim will feel a sense of power and euphoria that is so pleasurable, he or she will not feel the bad side effects at all.

96-00: Memory: (Discretion of the G.M. as to the memory drained). When one of these abilities are drained, the victim will feel a sense of power and euphoria that is so pleasurable, he or she will not feel the bad side effects at all.

Susceptibilities: This creature is 100% susceptible to the draining ability of the Canahvis.

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