

Species, Breed: Lizardman, Shadima (sha - deem - ah)

Type: Not applicable.

Class: Reptile (Monster)

Align: 01-80 = Evil, 81-00 = Good

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 1-D4 +1

The number encountered will be outside a Lizardman dwelling place. If within the boundaries of their homeland, the number encountered will be 5-D20 + 15. To see if a Lizardman dwelling has been discovered roll a 91+

Experience points: 14 x level.

Characteristics

Awareness: 25

Charisma: Not applicable.

Constitution: 30

Coordination: 38

Dexterity: 38

Intelligence: 12

Mental-strength: 30

Strength: 35

Wisdom: 11

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 40

Oxygen-points: 90

Blood-points: 90

Attack descriptions

Bite: 1

Damage: 1-D12 x3 +3

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x2 +3

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x3 +3

Range: 2 spaces (10')

Attack Type: Blunt.

Defense: 38

Offense: 38

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

Treasure: %Roll needed to have money and treasure:

Copper: 65+ to have 1-D20 x2

Bronze: 70+ to have 1-D20

Silver: 75+ to have 1-D12

Electrum: 80+ to have 1-D10

White-gold: 85+ to have 1-D8

Yellow-gold: 90+ to have 1-D6

Black-gold: 95+ to have 1-D4

Treasure item(s):

Common: None.

UnCommon: 71+ to have 1-D4

Rare: 91+ to have 1

Legendary: 00 to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a cross between a humanoid and a lizard.

Eye color: Yellow.

Eye shape: Medium-sized and sharply slanted.

Height: 4'-6"

Length: 13'-0"

Skin color: Sand-Yellow.

Skin texture: Scaly.

Posture: Biped.

Weight: 90 lbs.

Dislikes: Cold.

Disposition: Within its own society, this creature follows laws and social etiquette, just as do all race types, though more barbaric and brutal. The hierarchy who makes the laws of this creature's society are always shamans and mystics. There will always be one of the two within every society of Lizardman. Roll on the following chart to see which will be leading a clan if encountered:

%Roll: Leadership:

01-75: Shaman Roll up a random Shaman, random level.

76-00: Mystic Roll up a random Mystic, random level.

Guards at the borders of their territory will never engage an intruder, but return to inform their leaders of the invaders. Actions will always be directed by the leader of the clan, whether it be shaman or mystic.

Fears: Shamans and Mystics.

Habitat: Desert (Highland).

Immunities: None.

Life-span: 160 years.

Likes: Fire. This creature is fascinated by fire and will always be carrying a form of fire with them wherever they roam.

These creatures will take a liking to anyone that stands up to them, who possesses the Vekkarian Monk Abilities which they study. This can be a tool used to befriend and learn from (and teach) the Shadima Lizardman.

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

Note: None.

Special Abilities: Monk Training: Each will have modification-points to spend on Vekkarian Monk abilities as follows: 100

These points can be used to learn any Vekkarian Monk ability from the Adventurer Abilities. These abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn these abilities directly from the Adventurer charts).

Night-Vision: A the psychics spell, "Night-Vison". This is an ability which is constantly in effect.

Water Fast: This creature can survive on one gallon of water for 30 days.

Special Defenses: None.

Special Offenses: None.

Susceptibilities: None.

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