

Species, Breed: Human

Type: Race

Class: Monster

Align: 01-50 = Evil, 51-00 = Good

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

Level: 1-D30+ 1

Number encountered: 1-D4

The number encountered will be outside a Human dwelling place. If within the boundaries of their homeland, the number encountered will be up to 3,000. To see if a Human dwelling has been discovered roll a 90+.

Experience points: 50 x level.

Characteristics

Awareness: 20

Charisma: 20

Constitution: 25

Coordination: 20

Dexterity: 20

Intelligence: 20

Mental-strength: 20

Strength: 20

Wisdom: 20

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 30

Oxygen-points: 60

Blood-points: 75

Attack descriptions

1 Bow (recurve): 1-D10 / 40 space (200') / Sharp attack

or:

1 Short sword: 2-D6 / 1 space (5') / Sharp attack

Defense: 20

Offense: 20

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 50+ to have 1-D10

Bronze: 55+ to have 1-D10

Silver: 60+ to have 1-D10

Electrum: 65+ to have 1-D10

White-gold: 70+ to have 1-D10

Yellow-gold: 75+ to have 1-D10

Black-gold: 80+ to have 1-D10

Treasure item(s):

Common: 10+ to have 1-D8

Uncommon: 10+ to have 1-D6

Rare: 86+ to have 1

Legendary: 91+ to have 1

Description:

Annihilation Strike?: Yes

Description:

Height: 5' 10"

Weight: 175 Lbs.

Skin color: Beige

Skin texture: As you and I . . . Human.

Hair color: Light brown

Eye color: Dark-brown

Eye shape: Medium sized and oval

Posture: Biped.

Dislikes: Discretion of the G.M.

Disposition: Human are quite industrious and sometimes greedy for wealth and power. They build grand civilizations and kingdoms where it pleases them. They do trade with most all races within the world of Utaemia if they can, for they love the things that others make.

Humans are the most prominent race, by far dwarfing the numbers of any race in the world. They are a thriving and industrious people as far as terms of political advancement. Most love the quiet life of farming and cultivating their lives around family, raising their children in a manner that will further their societies.

Fears: Discretion of the G.M.

Habitat: Grasslands, though they are found in all the regions of the world.

Immunities: None.

Life-span: 115 years.

Likes: Money and treasure.

Needs: Discretion of the G.M.

Note: None.

Special Abilities: Modification-point Augmentation: Humans gain an added 1-D4 +1 Modification-points per level advanced, giving them an increased amount of abilities, if they so desire.

Special defenses: None.

Special offenses: None.

Susceptibilities: Humans have been noted to have an overwhelming sense of greed and pride.

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