

Species, Breed: Spirit, Shaman

Type: Dead

Class: Dead

Align: This creature can vary in align, but will be 100% loyal to its Shaman master. Roll on the following chart to see what align the Shaman is that has called this spirit up, then follow the % roll to the right for specific align:

%Roll: Shaman master's align:

01-45: Evil	Spirit Shamans Align: %Roll: 01-90: Evil; 91-00: UnHoly
46-90: Good	Spirit Shamans Align: %Roll: 01-90: Good; 91-00: Holy
91-95: Holy	Spirit Shamans Align: %Roll: 01-10: Good; 11-00: Holy
96-00: UnHoly	Spirit Shamans Align: %Roll: 01-10: Evil; 11-00: UnHoly

Gender: Depicted by the Shaman who casts this spell.

Level: The Shaman Spirit Familiar will start out at level 0, just as a character is rolled up and played.

Number encountered: 1

Experience points: 100 x level (just as any experience you get from a character class).

Characteristics

Awareness, Charisma, Constitution, Coordination, Dexterity, Intelligence, Mental-Strength, Strength and Wisdom are to be rolled up and kept track of exactly as a player character rolls his or her character's characteristics.

Movement:

Flying: As character rolled up and played.

Grounded: As character rolled up and played.

Swimming: As character rolled up and played.

Luck: As character rolled up and played.

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions

Ethereal Drain: 2 touches. There is no avoidance for this terrible attack, but to evade the touch.

Damage: Permanently drain 1-D6 +1 damage-points from the area touched per 10 levels advanced.

Range: 1 space (5')

Attack type: Touch.

Special: See: "Special Offenses".

Defense: As character rolled up and played.

Offense: As character rolled up and played.

Damage-Points: This creature is a Shaman Familiar; the damage-points will be on the character sheet printed and filled out (just like a player's character sheet is).

Treasure: %Roll needed to have money and treasure:

This familiar will gain treasure as his or her master determines. The Spirit Shaman Familiar can collect and use treasure as anyone else.

Description:

Annihilation Strike?: Yes.

Description: Shaman Spirit Familiar will appear as a male or female person, translucent by nature.

Dislikes: As its master's dislikes.

Disposition: On the Plane of Spirits, the Spirit Shaman eternally waits, listening for the call of a Shaman, who would be its master. Bearing the mantle of "Familiar" is this creature's greatest desire. To serve as a Shaman's Familiar is a great honor. The calling of Familiar is the soul purpose of this creature, and a natural phase in its existence.

If faithful to the end of its master's existence, when his or her master passes into the next world, it will be freed, and will miraculously evolve, becoming a living soul (even if the Shaman is brought back to life).

Once a Spirit Shaman Familiar becomes a living soul, all **MODIFICATION-POINTS** that were spent in its former life will be added up. **LUCK** (not Beginner's Luck) and **CHARACTERISTICS** which the Spirit Shaman Familiar previously gained per level will also be recorded. All this will be added into the making of a new character if an avoidance-roll vs. "Mental-Strength" is successful (no luck can be used).

He or she will start out at level #0, as do all newly rolled up characters. If all previous modification-points, luck, and characteristics gained per level are retained, he or she will roll up the new character, adding them to the new stats of the new character.

If the avoidance-roll vs. "Mental-Strength" was failed, he or she will still roll up a character as normal.

After this, if a % roll of 99-00 is successful, the newly created character will also retain Spirit Shaman natural abilities (special abilities, defenses and offenses).

Fears: Unknown.

Habitat: This creature comes from the Spirit Plane, yet will reside with the Shaman who has called it up to be a companion and servant.

Immunities: See: "Special Defenses".

Life-span: Undying.

Likes: Spirit Familiar will conform to the likings of its master.

Needs: Spiritual nourishment. If this creature is not fed once per moon (30 days), it will become enfeebled, temporarily losing 1 characteristic from all areas of the body per 24 hours. If any one characteristic falls to zero, the Spirit Familiar will fade away back to the Spirit Plane, and the Shaman will have to call another Spirit Familiar up to once again serve him or her.

Note: If a Spirit Shaman Familiar serves his or her master faithfully to the end, all memories of his or her life will be retained if a successful avoidance-roll vs. "Awareness" is rolled.

Special Abilities: Ethereal Shield: Ethereal Shield can be used to shield another, as well as it shields the Spirit Shaman Familiar. The range is 1 space (5') x the Spirit Shaman Familiar's Awareness. For his or her master, the range is endless as long as the Spirit Shaman Familiar can see his or her master (visually, through a spell, or item used, etc.).

Modification-points: The Spirit Shaman 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 spell or ability, but all prerequisites must be met for building this creature encounter.

The Spirit Familiar can grow to great power along with its Shaman master.

Use a blank character sheet and roll up a character and play him or her just as if you were playing your own character.

Special Defenses: Ethereal Haze: A physical attack or effect of any type upon a Spirit Shaman will effect it 10-100% less in every aspect (roll 1-D10 x10% (round down the resulting damage or effect always)).

Note: Spirit-based attacks and abilities will effect the Spirit Shaman as normal. See: "Susceptibilities".

Special Offenses: Ethereal Drain: There is no avoidance for this terrible attack, but to evade the touch which will permanently drain 1-D6 +1 damage-points per 10 levels advanced from the area touched.

Damage-points drained become an Ethereal Shield which must first be drained before a Spirit Shaman is ever harmed. All forms of attack can damage an Ethereal Shield, which acts as a temporary protection against physical danger. Ethereal Shield can be replenished during combat with a successful strike against a foe.

Note: If a Spirit Shaman is wielding a weapon, and successfully strikes, do damages as normal, adding a possible Ethereal Drain to each strike. The Spirit Shaman must successfully pit its mental-strength vs. the mental-strength of the target (single roll chance), or Ethereal Drain will not work. In any case, the targeted creature will feel the sickened darkness of this ghastly touch, perceiving instinctively what the Spirit Shaman has attempted to do.

Susceptibilities: Ethereal Bane: The Spirit Shaman can physically attack another, but will effect it 10-100% less in every aspect (roll 1-D10 x10% (round down the resulting damage always)).

Cast or invoked abilities and spells will do normal damage to physical creatures. Even if the Spirit Shaman uses a weapon, or drops a rock on another, the 10-100% decrease in damages will still be enforced.

See: "Special Defenses".

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.

See: "Special Defenses".