

# Species, Breed: Tornado

Type: Not applicable.

Class: Nature

Align: None

Gender: Not applicable.

Level: Severity Level: 1-D6 (roll 1-D100, 01-40=1, 41-70=2, 71-90=3, 91-95=4, 96-98=5, 99-00=6).

Number encountered: 1

Experience points: 10,000 x level.

## Characteristics:

Awareness: Not applicable.

Charisma: Not applicable.

Constitution: Too high to measure

Coordination: Not applicable.

Dexterity: none

Intelligence: 1

Mental-strength: Not applicable.

Strength: 40

Wisdom: 1

## Movement:

Flying: 16 + 1 per severity level .

Grounded: Not applicable.

Swimming: Not applicable.

When a Tornado is present, it will not maliciously attack a traveler. Any time a Tornado touches down from a cloud-filled sky, roll on the following chart to know the path it will take.

### %Roll    Touch-down point of Tornado:

01-12	North
13-25	North-East
26-37	East
38-50	South-East
51-62	South
63-75	South-West
76-87	West
88-00	North-West

North is always considered the way a traveler is faced (unless a map is being kept).

Roll on the following chart to know how far away the Tornado has touched down:

### %Roll    Distance from traveler:

01-12	Up to 3 miles distant.
13-25	Up to 6 miles distant.
26-37	Up to 9 miles distant.
38-50	Up to 12 miles distant.
51-62	Up to 15 miles distant.
63-75	Up to 18 miles distant.
76-87	Up to 21 miles distant.
88-00	Up to 24 miles distant.

Roll on the following chart to know the starting point of the Tornado:

<u>%Roll</u>	<u>Travel-path of Tornado:</u>
01-12	North
13-25	North-East
26-37	East
38-50	South-East
51-62	South
63-75	South-West
76-87	West
88-00	North-West

After a Tornado's path is set, it will always move with the storm system, eventually dissipating. See the following chart to know the duration life-span of the Tornado: (See Life-span).

Luck: None.

Oxygen-points: None

Blood-points: None

### Attack descriptions:

1 Whirlwind Debris: 1-D100x 7 / 1-D20 spaces / # of objects per turn: Up to 50 (considered hurled) / See note.  
or:

1 Whirlwind Debris: 1-D100x 6 / 21-40 spaces / # of objects per turn: Up to 40 (considered hurled) / See note.  
or:

1 Whirlwind Debris: 1-D100x 5 / 41-60 spaces / # of objects per turn: Up to 30 (considered hurled) / See note.  
or:

1 Whirlwind Debris: 1-D100x 4 / 61-80 spaces / # of objects per turn: Up to 20 (considered hurled) / See note.  
or:

1 Whirlwind Debris: 1-D100x 3 / 81-100 spaces / # of objects per turn: Up to 10 (considered hurled) / See note.

### Note:

When the number of objects that strike a traveler is known, roll on the following chart to find out what the "structure" of each individual object is:

#### %Roll: Structure:

01-25: Blunt hard:

26-50: Blunt soft :

51-75: Sharp flexible:

76-00: Sharp solid:

#### Damage adjustments:

Normal Dam. + avoid. vs. "Stun" or be stunned for 1-D4 turns.

½ Normal Dam.

Normal damage + avoid. vs. "Pain" or be senseless for up to 10 turns.

x2 damage + avoid. vs. "Stun" or be stunned up to 3 turns, and avoid. vs. "Pain" or be senseless for up to 10 more turns.

Defense: None.

Offense: 20 x level of tornado (this is only for the consideration of debris flying around).

Damage-Points: Roll 1-D100 +50 x 10 x the Tornado's level.

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

# Description:

**Annihilation Strike?:** Yes.

**Description:** Height: 500-1,000', Weight: N/A., Skin color: N/A, Skin texture: N/A, Hair color: N/A Hair texture: N/A., Eye color: N/A, Eye shape: N/A, Posture: Funnel shaped.

**Dislikes:** Not applicable.

**Disposition:** Not applicable.

**Fears:** Not applicable.

**Habitat:** Grasslands.

**Immunities:** Not applicable.

**Life-span:** After a Tornado's path is set, it will always move with the storm system, eventually dissipating. See the following chart to know the duration life-span of the Tornado:

## Duration Life-Span of Tornado vs. Severity Level #1 to #6:

The duration life-span of a Tornado, Severity Level #1: 1-D4 hours.

The duration life-span of a Tornado, Severity Level #2: 1-D6 hours.

The duration life-span of a Tornado, Severity Level #3: 1-D8 hours.

The duration life-span of a Tornado, Severity Level #4: 1-D10 hours.

The duration life-span of a Tornado, Severity Level #5: 1-D12 hours.

The duration life-span of a Tornado, Severity Level #6: 1-D20 hours.

**Likes:** Not applicable.

**Needs:** Unknown.

**Note:** None

**Special Abilities:** Hurricane strength winds that carry debris.

**Special defenses:** Not applicable.

**Special offenses:** Not applicable.

**Susceptibilities:** Jahtha (nature will listen to Jahtha).

**Weapon susceptibility:** Highly enchanted nature weapons, spells and abilities.