

Species, Breed: ShapeChanger

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-D8 +1

The number encountered will be outside a ShapeChanger civilization. If within the boundaries of their homeland, the number encountered will be 1-D20 x 5 +25. To see if a ShapeChanger civilization has been discovered roll a 00+.

Experience points: 60 x level.

Characteristics

Awareness: 26

Charisma: 24

Constitution: 30

Coordination: 30

Dexterity: 30

Intelligence: 24

Mental-strength: 28

Strength: 26

Wisdom: 26

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 30

Oxygen-points: 84

Blood-points: 90

Attack descriptions

1 60 lb Recurve Bow: 1-D10 / 40 space (200') / Sharp attack

or:

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

Defense: 30

Offense: 30

Damage-Points: Roll 1-D10 x 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: 6'- 0"

Weight: 190 Lbs.

Skin color: Beige

Skin texture: As a human.

Hair color: Sandy-brown.

Eye color: Blue.

Eye shape: Medium sized and oval

Posture: Biped.

Dislikes: Discretion of the G.M.

Disposition: ShapeChangers are a quiet and a reserved folk. They love working with stone, and build their homes from the living rock of vast cliffs.

These people form grand hunting parties once per moon, hunting many variety of game. Once the hunt is over, they fix their meats by cleaning each animal and drying strips of meats out in the sun to preserve them for long periods. All vegetables and fruits prepared in the same manner. These stores of food are taken from to prepare meals and dishes with. They will always keep a great store of food that will last them for a full two years. When a hunting party hunts and collects food, they will always rotate the most fresh into the food storage, using the older, prepared, food.

These people are highly organized, always keeping a watch, placing two guards at every point about their civilization.

Fears: Unknown

Habitat: Cliffs, though they are found in many other regions.

Immunities: None.

Life-span: 400 years.

Likes: The peace and solitude their habitat brings.

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

Note: None.

Special Abilities: ShapeShift: Take on the physical form of another creature, or even an object (i.e., a creature, a plant, tree, rock, etc.). To do this, a ShapeChanger must observe what he or she wishes to change into, and a ShapeShifter must be familiar with behavioral traits in order to mimic that creature fully.

ShapeShift can be performed in 3 turns (15 seconds), and takes the same amount of time to reverse back into his or her natural form.

While in the form of another, a ShapeChanger will have the physical characteristics and natural abilities of that creature, yet will still retain his or her own awareness, intelligence, mental-strength and wisdom (of course, in order to know a creature's culture or language, the ShapeShifter must have studied this).

Special defenses: None.

Special offenses: None.

Susceptibilities: None.

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