

Species, Breed: Dead

Type: Spirit, Messenger

Class: Dead.

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

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

Level: Not applicable.

Number encountered: 1

Experience points: Not applicable.

Characteristics

Awareness: 20

Charisma: 20

Constitution: 20

Coordination: 20

Dexterity: 20

Intelligence: 20

Mental-strength: 20

Strength: 20

Wisdom: 23

Movement:

The Spirit Messenger will appear and vanish, and then appear at another location if the need arises.

Luck: 0

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions

None. If a Spirit Messenger is attacked, it will fade away, discontinuing the intent of its delivery.

Defense: 20

Offense: 20

Damage-Points: Roll 1-D8 per level.

Treasure: %Roll needed to have money and treasure:

None

Description:

Annihilation Strike?: Not applicable.

Description: Spirit Messengers can appear as anyone, male or female, age, height and weight. This will be strictly up to the G.M.

Dislikes: Not applicable.

Disposition: This depends upon the circumstances of the Spirit Messengers delivery. If the circumstances were of grave haste, the messenger would hastily deliver the message, urging haste to whom he or she had materialized to.

Fears: Unknown.

Habitat: All.

Immunities: Only the workings of a spiritual nature can effect a spirit.

Life-span: Undying.

Likes: Not applicable.

Needs: Not applicable.

Note: None.

Special Abilities: The Sprit Messenger can materialize to any location it has been to within the dimension or plane it is on. It also has the ability to dimension and plane travel at will. It takes but a heartbeat for it to preform this ability.

Special defenses: See: "Immunities"

Special offenses: None.

Susceptibilities: Spiritual-based spells can have an effect upon this creature.

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