

Species, Breed: Treestalker

Type: Not applicable.

Class: Organic.

Align: Basic instinct creature.

Gender: Not applicable.

Level: 1-D30 + 1

Number encountered: 1-D6 +1

Experience points: 40 x level.

Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 30

Coordination: 30

Dexterity: 30

Intelligence: 4

Mental-strength: 30

Strength: 25

Wisdom: 4

Movement:

Flying: Can't

Grounded: 14 This creature can move through thick underbrush and within trees at 7 spaces (35') per turn.

Swimming: 4

Luck: None

Oxygen-points: 90

Blood-points: 90

Attack descriptions

Bite: 1

Damage: 1-D12 x5 See: "Special Offenses".

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x3

Range: 1 space (5')

Attack type: Sharp. If both front claws successfully strike, roll for "Rakes".

Rakes: 2

Damage: 1-D12 x3

Range: 1 space (5')

Attack type: Sharp.

Defense: 30

Offense: 30

Damage-Points: Roll 3-D12 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 76+ to have 1-D100

Bronze: 81+ to have 1-D100

Silver: 86+ to have 4-D20

Electrum: 86+ to have 3-D20

White-gold: 91+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 70+ to have 1-D4

UnCommon: 76+ to have 1-D4

Rare: 80+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes

Description: Height: 3'-0", Weight: 90 Lbs., Fur color: Green, Fur texture: Made up of foliage, Eye color: Green, Brown. If you were to look at them closely it would look like they are camouflaged with green and brown swirls in them, Eye shape: Large, rounded, Posture: Quadruped.

Dislikes: Any other race who they do not protect.

Disposition: The Vosk Elves created this unique organic creature. The Treestalker was cultivated to be a border guard and first line of defense.

Fears: Fire. This creature will not come near a flame willingly.

Habitat: Forests (Common and Dense).

Immunities: None.

Life-span: 90 years.

Likes: Aldarian and Vosk Elves, Druids, Dryads, Woodland Nymphs and other such enchanted forest dwellers.

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

Note: None.

Special Abilities: Camouflage: If the Treestalker pits x3 its coordination vs. the awareness of its target, it will remain unseen.

Night-Vision: As the Psychic's spell.

Sure-footed: 3 chances to make a successful avoidance-rolls vs. "Coordination", and, "Dexterity".

Tree-Climb: This race has developed the uncanny ability to climb trees, and run among the branches, as easily as on the ground. there is no Coordination. or Dexterity. Checks for losing footing and balance (only if the tree is shaking, swaying, falling, etc.).

Special Defenses: Blending: A Treestalker has a can “slip into” the cover of nature, leaving no scent or trace of its presence. Dexterity + Coordination = % chance. Roll % chance or below to succeed. Best chance: 90% or less.

Resistances: Magic: 50%

Succor: The trees themselves will aid Treestalker with their life essence, sustaining them with nourishment, and curing minor sicknesses, as long as they need help (and are in good standing with the forest and all of nature).

Special Offenses: When both front claws of the Treestalker strike, it will hold its prey and continue attacking, raking its victim with its back feet on the same turn. Battle-Lock will then occur. See: "Battle-Lock" in the B section of the Basic Rules Book for details.

While attacking in this fashion, the Treestalker will try biting for the neck, attempting to latch onto its victim's wind pipe and cut off its air supply. Once a successful bite to the neck occurs, it will bite down hard and not let go. (See: "Oxygen-points" in the Basic Rules Book).

Susceptibilities: Fire and lightning cause x2 damage on this creature.

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