

Species, Breed: Gleighdor, Shakra (Falcon)

Type: Race

Class: Monster (Mammal)

Align: 01-20 = Evil, 21-00 = Good

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

Level: 1-D30+ 1

Number encountered: 1-D4 +1

The number encountered will be outside a Gleighdor dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D4 +1 x 3. To see if a Gleighdor dwelling has been discovered roll a 91+.

Experience points: 38 x level.

Characteristics

Awareness: 55

Charisma: 32

Constitution: 40

Coordination: 36

Dexterity: 36

Intelligence: 25

Mental-strength: 32

Strength: 30

Wisdom: 22

Movement:

Flying: 36

Grounded: 12

Swimming: 4

Luck: 100

Oxygen-points: 96

Blood-points: 120

Attack descriptions

90 Lb. Recurve Bow: 1-D10 + 3-D4 / 40 space (200') / Sharp attack

or:

2 Daggers: 1-D4 +3 / 1 space (5') / Sharp attack

or:

1 Broad-tipped Long Spear: 3-D12 +2 / 1 space (5') / Sharp attack

Defense: 36

Offense: 36

Damage-Points: Roll 1-D10 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 37+ to have 1-D10

Bronze: 47+ to have 1-D10

Silver: 57+ to have 1-D10

Electrum: 67+ to have 1-D10

White-gold: 77+ to have 1-D10

Yellow-gold: 87+ to have 1-D10

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 27+ to have 1-D8

UnCommon: 47+ to have 1-D8

Rare: 67+ to have 1-D6

Legendary: 87+ to have 1-D4

Description:

Annihilation Strike?: Yes

Description: Height: 5'-11", Weight: 170 Lbs., Wing span: 17' 10", Wing contour: As an Hawk's, Skin color: Beige, Skin texture: As a Human's, Hair color: Auburn, Eye color: Auburn, Eye shape: As a human's with a hint of the look of a bird, Posture: Biped.

Dislikes: The Shakra Gleighdor does not tolerate the following creatures and will rarely not attack them upon sight: Cyclops, Dragons, Droglin, Goblin, Ogres and Trolls.

Disposition: The Shakra Gleighdor is not unlike the Falcon in the predator ways of its distant cousin, both being fierce predators that loves the thrill of the hunt.

Fears: None.

Habitat: Mountains (all types). This race type is found thriving in many regions.

Immunities: None. See: "Special abilities"

Life-span: 115 years.

Likes: To hunt those creatures it dislikes. The Shakra Gleighdor rarely, if at all, show any mercy to Cyclops, Dragons, Droglin, Goblin, Ogres and Trolls.

Needs: Discretion of the G.M.

Note: None.

Special Abilities: Bird Speech: The Mashuri Gleighdor can speak to, and can understand, all forms of bird language.

The Shakra Gleighdor will have 2-D6 (+1 modification-points per 2 levels advanced), to spend on fighting abilities of the following classes: Argonaught, Deminaught, Forest-Knight, Gladiator, Guardian, Juggernaught and Warrior, excluding any and all seeker and/or trade-skill ability prerequisites (the Shakra can choose directly from the "Adventurer Abilities").

Night-vision: After being subjected to darkness for more than 2 turns (10 seconds).

Special defenses: As "Special Abilities".

Special offenses: Dive Attack: The Dive Attack of the Shakra Gleighdor will cause x3 damage, no matter the weapon they wield. If maximum damage is rolled, there will be a 1% chance, per 2 levels advanced, that an annihilation-strike will occur (it will be as if the strike was a triple zero attack roll). See: "Annihilation Strike" in the A section of the Basic Rules Book.

Susceptibilities: None.

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