

Species, Breed: Tichin

Type: Not applicable.

Class: Enchanted.

Align: Good (though antagonistic and traitorous).

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

Level: 01-94 = 1-D30+1, 95-97 = 2-D30+2, 98-99 = 3-D30+3, 00 = 4-D30 +4 (no higher than 100th).

Number encountered: 1

Experience points: If you slay it: 600 x level / If you capture it and get its treasure: 1,200 x level.

Characteristics:

Awareness: 100

Charisma: 40

Constitution: 100

Coordination: 130

Dexterity: 100

Intelligence: 45

Mental-strength: 100

Strength: 50 not muscular looking.

Wisdom: 30

Movement:

Flying: Can't

Grounded: 33

Swimming: 11

Luck: 300

Oxygen-points: Not applicable. Does not need oxygen to live.

Blood-points: Not applicable. Does not need blood to live.

Attack descriptions:

As weapon wielded. A Tichin will use a weapon from its treasure hoard.

Defense: 130

Offense: 100

Damage-Points: Roll 5-D20 +5 x level.

Treasure: %Roll needed to have money and treasure:

Automatically has treasure.

Copper: 8-D10 x 1,000

Bronze: 7-D10 x 1,000

Silver: 6-D10 x 1,000

Electrum: 5-D10 x 1,000

White-gold: 4-D10 x 1,000

Yellow-gold: 3-D10 x 1,000

Black-gold: 2-D10 x 1,000

Treasure item(s):

Common: None

Uncommon: None

Rare: 02+ to have 3-D8+2

Legendary: 04+ to have 1-D4+2

Note: The following are extra checks rolled for in addition to the normal treasure rolled up

There will be a 60% chance of Tichin possessing: 1-D6: 1-3 = 1, 4-6 = 2 Artifacts

There will be a 50% chance of Tichin possessing: 1-D6: 1-3 = 1, 4-6 = 2 Oracles.

There will be a 26% chance of Tichin possessing: Roll 1-D6: 1-3 = 1, 4-6 = 2 Relics.

Also there will be a large storing sack found not included in the treasure check rolls.

Description:

Annihilation Strike?: Yes.

Description: Height: Females: 2'-6" / Males: 2'-8", Weight: Females: 30 Lbs. / Males: 40 Lbs., Skin color: Dark-blue, Skin texture: Smooth, Hair: Blue, Hair texture: Fine, Eye color: Jade-green, Eye shape: Sharply slanted (like an elf), Posture: Biped.

Dislikes: Leprechauns and other thieves.

Disposition: Tichin are quite devious and obnoxious, loving to get others furious at them; this gives them great pleasure. As the Leprechaun, they find much pleasure in social dialogue, no matter how fake it may be. They love to play games, and do so to the extreme. When a Tichin is encountered roll on the following chart:

%Roll: Specific encounter information:

01-02: Another of the same gender will be with the encountered Tichin. Probably a brother, close relative, or a sister come to visit.

03-04: He or she will have a 90% chance (11+ roll) of having a "friend" of the opposite gender present.

05-96: Tichin is alone and not at home (most likely out thieving).

97: Tichin is with his or her soul-mate, enjoying their time together. This is when they will both have a penalty of -25 on all awareness-type checks.

98: Tichin is alone and at home.

99: Tichin is captured by a creature. Roll a random encounter from the region Tichin is encountered within, making sure the encounter rolled could and would be able to capture it.

00: Encounter a Female Tichin with her infant (the anatomy of the Tichin is exactly as the Elf species.

The Tichin loves the thrill of the chase, whether it be social, political, religious, etc. -- they love "The Game" as they call it. If things do not go their way, they will attempt to capture and dominate the situation, even to the point of great disruption.

Fears: Unknown

Habitat: All regions.

Immunities: Breath (does not need oxygen to live), Disease, Fear, Gasses, Magic, Mental-attack, Pain, Petrification, Poison (even Toxin), Shock, Sickness.

Life-span: Immortal.

Likes: Treasure in any shape or form.

Needs: Treasure.

Note: The bounty on a Tichin is extremely high, sometimes fetching a price of up to 20,000 black-gold.

Special Abilities: Thieving abilities: **Climbing structures:** Easy: 10+ / Difficult: 15+ / Hard: 20+

Disarm Trap: Common: 10+ / UnCommon: 13+ / Rare: 18+ / Natural: 10+ / Magical: 23+ / Legendary: 28+

Discover Trap: Common: 10+ / UnCommon: 13+ / Rare: 18+ / Natural: 10+ / Magical: 23+ / Legendary: 28+

Forced Silence: Portcullis in excellent condition: 05+ / Portcullis in good condition: 10+ / Portcullis in fair condition: 14+ / Portcullis in poor condition: 19+

Identify Trap: Common: 05+ / UnCommon: 10+ / Rare: 14+ / Natural: 05+ / Magical: 19+ / Legendary: 24+

Moving Undetected: Solid, semi-smooth area: 10+ / Rough area, not smooth, minor obstacles: 13+ / Broken up area, dry leaves, major obstacles: 18+

Picking a Lock: Common: 10+ / UnCommon: 18+ / Rare: 28+

Pick pocket or Lift: Unaware target: 10+ / Aware target: 14+ / Anxious target: 19+ / Wary target: 24+

Presence: In darkness: 10+ / In Light: 15+ / In Shadows: 10+

Taking & Packing goods silently: 10+

Special defenses: Resistances: Physical: 40% / Spiritual: 70% (31+ roll = no damage taken).

Special offenses: None.

Susceptibilities: The Tichin is remarkably greedy.

Weapon susceptibility: Rank-8 (or better) enchanted weapon to harm.