

Species, Breed: Ultarian, White-Sands Clan

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-D10 +1

The number encountered will be outside an Ultarian dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D100 x 3 +30. To see if a White-Sands Ultarian Clan has been discovered roll a 96+.

Experience points: 50 x level.

Characteristics

Awareness: 26

Charisma: 20

Constitution: 30

Coordination: 32

Dexterity: 32

Intelligence: 20

Mental-strength: 30

Strength: 28

Wisdom: 20

Movement:

Flying: Can't

Grounded: 12 spaces per turn

Swimming: 4 spaces per turn

Luck: 25

Oxygen-points: 90

Blood-points: 90

Attack descriptions

1 Katana: 2-D8 + 1 / 1 space (5') / Sharp attack

Defense: 32

Offense: 32

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ 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-D6

Uncommon: 76+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes

Description: Height: 6' 0", Weight: 190 Lbs., Skin color: White, Skin texture: Smooth, like a Human, Hair color: White, Eye color: Light-gray with a black pupil, similar to a cat's, Eye shape: Medium sized and oval, Posture: Biped.

Dislikes: Unknown

Disposition: The White-Sands Clan are reclusive and a solitary race, bannin together closely within the deep deserts, surviving where few can. Outsiders are respected if they can manage to make their way to civilization without the desert claiming them. It's not that these people will trust outsiders; it is that they respect any that can survive the desert.

Fears: Discretion of the G.M.

Habitat: Desert (savanna). This race dwells on the outer parameter of vast desert ranges, yet not near the border.

Immunities: None

Life-span: 115 years.

Likes: Hunting the Scaleworm. It is the custom for The Hunt to commence at mid-summer every year. Those who take down a Scaleworm are highly respected by the entire clan. See: "Special"

Needs: Discretion of the G.M.

Note: Those who participate in The Hunt (the annual tracking and killing of the Common Scaleworm), and those who keep The Guard at the borders of the clan, wear the plated armor, crafted from the exo-skeleton of the Common Scaleworm.

The stats on this armor are as follows:

Armor type: Scaleworm Plate

Coordination adjustment: -3

Damage-reduction: 12

Dexterity adjustment: -3

Movement adjustment: -3

Note: None.

Special abilities:

Acid: 48+

Blunt-edged: 46+

Cold: 60+

Electricity: 60+

Fire: 60+

Needle: 44+

Sharp-edged: 46+

Value:

Barding: 93,056 white-gold

Humanoid: 55,552 white-gold

Special Abilities: This breed of Ultrarian only needs 20% of the normal sustenance that an average person needs to sustain his or her life.

Special defenses: The body of the Ultarian is durable, giving him or her the same stats that "Heavy Leather Armor" gives. This is the body only, and while not wearing any form of armoring, this race is yet gifted with natural armoring.

Special offenses: None.

Susceptibilities: None.

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