

Species, Breed: Baxter, Human

Type: Jahtha

Class: Enchanted (Mammal).

Align: Good.

Gender: Male.

Level: 81st

Number encountered: 1

Experience points: 243,000

Characteristics

Awareness: 120

Charisma: 60

Constitution: 110

Coordination: 60

Dexterity: 60

Intelligence: 60

Mental-strength: 100

Strength: 200

Wisdom: 60

Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 369

Oxygen-points: 300

Blood-points: 180

Defense: 130 See: "Special Defenses". If Baxter removes his Morstai Cloth his Defense will lower to 110.

Offense: 130 See: "Special Defenses". If Baxter removes his Morstai Cloth his Offense will lower to 110.

Damage-Points: 1-D100 +36 x level.

Attack descriptions

R-50 Holocaust bow: 3

Damage: 1-D100 x4 (for the physical arrow damage) + 1D12 x 16 Sun-Fire heat damage.

SunFire Arrows: These hunting-tipped arrows appear as burning fire, fashioned from the very flames of the sun itself. Arrows will appear knocked as the wielder draws back the bow.

Range: 60 spaces (120')

Attack type: Sharp

Note:

This fantastic bow is actually crafted from sun-heat. Any who are not immune to fire will be burned with sun-heat if the bow is taken up. The damage for this burn is: 1D12 x 16. Baxter can command the bow not to burn another if he so wills it.

or:

R-99 Morstai Mandoble Death Cleaver: 2 If wounded by this blade, the body part struck will be slain instantly unless an avoidance vs. "Death" is successful. Special: Guardian's Grip: This weapon acts exactly as the Enchanted Item, "Gripping Gloves".

Damage: 2-D100 x10 damage for an offensive attack-roll of 60 points higher than the defender's roll. Example: If Baxter strikes an opponent with a 170 offensive roll, and his opponent rolls a 110 (or lower) defensive roll, Baxter's blade will cause 1-D100 x2 x10 damage (instead of 1-D100 x2).

Range: 2 spaces (10')

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x1,000

Bronze: 02+ to have 1-D100 x1,000

Silver: 02+ to have 1-D100 x1,000

Electrum: 02+ to have 1-D100 x1,000

White-gold: 02+ to have 1-D100 x1,000

Yellow-gold: 02+ to have 1-D100 x1,000

Black-gold: 02+ to have 1-D100 x1,000

Treasure item(s):

Common: 02+ to have 1-D100 +25

UnCommon: 02+ to have 1-D100 +25

Rare: 02+ to have 4-D20 +25

Legendary: 02+ to have 2-D20 +25

Note:

Baxter will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

90% chance of having 2-D100 +35 Artifacts

90% chance of having 2-D20 +5 Enchanted Armors

90% chance of having 2-D20 +5 Enchanted Weapons

90% chance of having 2-D20 +5 Oracles

90% chance of having 1-D100 +25 x 100 random Gems.

90% chance of having 2-D20 +7 x3 random Special Gems.

90% chance of having 2-D20 +5 Relics

Baxter will always have and use his items. He will store them in his Oracle "Storing Cloak".

The Creation: The origin of this devise is unknown, when dialed correctly it can create whatever is wished with no resistance from the Wish.

If dialed wrong there will be tragic effects. The person will be transported into The Maze a labyrinth created by Baxter. This maze is nearly endless, and the victim will have to find his or her way out. Nothing can get a person out of The Maze except by the ordinary use of his or her feet.

All encounters will be no less than 32nd level.

If The Creation is revealed, it will only reveal as The Creation (with no other explanation).

Call Gem: Call gem look like ordinary rubies of rather large proportion. They are oval shaped 3 inches in length and 1½" in diameter. This gem will magically embed itself into whatsoever surface it is placed upon. Once placed upon a surface, one merely speaks a single word into the gem while holding the mouth close, lips almost touching the gem. This word is known as a Call Word. Once this is accomplished, the gem is ready to be used. The Call Gem must be rubbed and the word spoken to activate its communication with Baxter. If this is done, Baxter will appear. Just know this: If the gem is used for an insignificant reason, the wrath of Baxter will be . . . creative.

Warriors of Morstai: This item is a small hand-sized box which hold 3 servants. When opened, one can see 3 figurines on horseback, toy-like in appearance, within the box. When looked at closely they are alive. When taken and placed upon the ground, they will grow to full size. Warriors of Morstai will do their master's bidding faithfully. Once the Warriors are defeated they will appear inside the box and will be usable in 14 days, during which time they will heal at a rate of 1-D100 per 24 hours.

Treat Warriors of Morstai as the "Dred`Guard". See: "Dred`Guard" in the D Section of the Creatures Book.

Description:

Annihilation Strike?: Yes

Description: Baxter appears as a man in golden, intricately runed, armor. He stands as a man, yet his demeanor is that of the ancient ones during the Age of Creation.

Eye color: Blue.

Eye shape: Medium-sized (as Human eyes).

Hair color: Brown. Baxter's silken hair is shoulder-length and straight.

Height: 6'-3"

Skin color: Beige.

Skin texture: As a Human.

Posture: Biped (like an animal with two feet).

Weight: 200 lbs.

Dislikes: Begging, Disrespect and those who attempt to cheat as his game. He especially dislikes groveling.

Disposition: Baxter is the Jahtha Ruler of The Game (tests and competitions). He loves the thrill of a good challenge from those who are willing to play The Game.

Fears: None.

Habitat: Paradise City Earthen plane

Immunities: Fear, Fire, Lightning.

Life-span: Immortal. Baxter is forever in the prime of his life, yet he can be slain.

Likes: There is nothing that pleases Baxter more than for another to accept his challenge. Baxter loves games of all types. Respect from another will gain favor with Baxter.

Needs: None.

Note: None

Special Abilities: Call of The Hunter: When a person fails The Game, and if that person survives, he or she will become Baxter's forever, being branded with the title of Hunter. A Hunter will continue to live his or her life out normally, as any other person does, but if Baxter calls one of his Hunter's to him, he or she must go. A Hunter is used for Baxter's purpose within the boundaries of The Game.

GM: When you first Baxter, there will be no Hunters. If players fail The Game, collect and save their character sheet to use as Hunters in the future.

Shape-change: Can shape-change at will. This transformation will take 1 turn (5 seconds). Changing back to his true self, or another creature, will take the same amount of time.

The Game: This ability can bind and send another who is willing into The Game. If Baxter's Opponent fails The Game his freedom will be forfeit and he or she will become a Hunter within The Game. Note: The player will give his or her character sheet to the GM immediately (other terms can be set, if the player will follow the Call of the Hunter without question during game-play).

Transport Master: Baxter has all forms of Transport spells. The rulings for Transport spells must be followed according to the rules (as does any player with such spells).

Ultra-vision: As the Psychic spell. The rulings for Ultra-Vision must be followed according to the rules (as does any player with such a spell).

Special Defenses: Resistance: Baxter has the following resistances:

Magic: 71%

Mental-attack: 71%

Spiritual-attack: 71%

Armors worn:

C-50 Morstai Cloth

Damage-reduction: 100

Acid: 47+

Blunt: 45+

Cold: 51+

Electricity: 51+

Fire: 66+

Needle: 44+

Sharp: 42+

Clothing abilities:

+20 to Defense / Offense.

50% Magic-Resistance.

65% chance clothing will Defend wearer against falls and mis-strikes (01-04 attack-rolls).

This clothing has a defense within it that will stay the wearer against oncoming danger, should a path be leading to such. The clothing must make a successful avoidance-roll vs. "Awareness", and if successful, will stop the wearer in his or her tracks. The wearer can proceed if the decision is made to continue after being warned. Morstai Cloth has an awareness attunement to its host and will learn what he or she thinks is a dangerous or not.

Special Offenses: Mind Leech Barrier: Baxter can omit a barrier in which, all who enter, must pit their mental-strength against Baxter every turn. Failure: Temporary mental-strength drain of 1-D10 x3 per turn while within the area of effect.

Once out of the barrier, the player's mental-strength will return at the same rate in which it was taken.

While within the area of effect all must make a successful avoidance-roll vs. "Mental-Strength". If this avoidance-roll is failed, one must win initiative against Baxter every turn (penalty of 30) in order to take his or her offensive turn.

Area of effect: 5 spaces (25') out in all directions.

Duration: 5-D6 +10 turns.

Turns to invoke: 3 turns (15 seconds)

Lightning-Bolt: Baxter can call lightning down from the heavens 4 times / 24 hours. Damage: 1-D12 +1 x40

Rain of Fire: Baxter can call sun-fire down from the heavens at will. Damage: 1-D12 +1 x40

Siren's Voice: Baxter has the ability of the Siren in his voice. See: "Siren" in the S section of the Creatures Book for details and rulings on Siren's Voice.

Susceptibilities: None.

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