

Species, Breed: Microne

Type: Race

Class: Monster (mammal)

Align: 01-50 = Evil, 51-00 = Good

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

Level: 1-D30+1

Number encountered: 1-D8 +1

The number encountered will be outside a Microne dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D100 x3 +50. To see if a Microne dwelling has been discovered roll a 00

Experience points: 35 x level.

Characteristics

Awareness: 30

Charisma: 20

Constitution: 20

Coordination: 40

Dexterity: 30

Intelligence: 30

Mental-strength: 24

Strength: 8

Wisdom: 30

Movement:

Flying: Can't

Grounded: 3

Swimming: 1

Luck: 100

Oxygen-points: 72

Blood-points: 60

Attack descriptions

1 Bow (recurve): 1-D4 / 8 spaces (40') / Sharp attack

or:

1 Short sword: 1-D4 -1 / 1 space (5') / Sharp attack

Defense: 40

Offense: 30

Damage-Points: Roll 1-D4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 25+ to have 1-D10

Bronze: 30+ to have 1-D10

Silver: 35+ to have 1-D10

Electrum: 40+ to have 1-D10

White-gold: 45+ to have 1-D10

Yellow-gold: 50+ to have 1-D10

Black-gold: 55+ to have 1-D10

Treasure item(s):

Common: None

Uncommon: 60+ to have 1-D4

Rare: 96+ to have 1

Legendary: 99+ to have 1

Description:

Annihilation Strike?: Yes

Description:

Height: 0' 8"

Weight: 1 lb.

Skin color: Beige

Skin texture: As a human.

Hair color: Dark-brown.

Eye color: Dark-brown

Eye shape: Tiny, yet as a human.

Posture: Biped.

Dislikes: Snakes.

Disposition: The Microne is a very curious and nosey people. They love to make friends wherever they go, and with whoever they see. They ban together in large numbers, for they are not a people who can dare the wilds as most all other folk can. Simply put, there is safety in numbers.

The Microne is fascinated with the art of magic. Once discovered, they have ever delved into these arts, for long ago was the discovery that it granted them an equality among the greater races of Utaemia. They are especially attuned to the paths of Psychic and Illusionist, for within those two magical realms they have found power and balance in their lives within a very large world.

Fears: Snakes.

Habitat: Forest, though they are found wandering all regions of Utaemia.

Immunities: Shrinking spells and items have no power on this race.

Life-span: 100 years.

Likes: Exploring.

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

Note: None.

Special Abilities: Diminution: The most amazing ability of the Microne is to make something shrink. After touching something, the Microne will concentrate for 10 turns (50 seconds). After the 10 turns have expired, an item will shrink down to its own size, meaning a large gold coin will be a normal gold coin to the Microne. This is permanent until the Microne releases his or her ability from the item.

Only willing creatures can be diminished.

Modification-points: Each Microne will have a 100% chance of having modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn any kind of magic from the Adventurer Abilities (spells only). These spells can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells quickly without rolling up modification-points (it is up to you).

Special defenses: EverFlight: This ability is a passive one that is highly valuable. When on guard, the Microne will have a 50% chance of being missed altogether when an attacked. This means when a spell, whether it be physical, mental or spiritual, and all forms of physical attacks, will have a 50% chance to simply miss. It's as if nature has granted the chance for Micrones to slip out of danger naturally.

Natural Stealth: When attempting to remain unseen, or sneak without being seen, the G.M. will pit the coordination against another's awareness. If the Microne wins, he or she will not be detected by the other. This ability is passive, meaning it will always be in effect (unless the Microne is doing something that would thwart his or her ability (i.e., making a fire, being loud, etc.).

Special offenses: None.

Susceptibilities: Very curious people, which often times gets them into trouble.

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