

Species, Breed: Shallant

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-D6 +1

The number encountered will be outside a Shallant civilization. If within the boundaries of their homeland, the number encountered will be 1-D100 x3 +50. To see if a Shallant civilization has been discovered roll a 96+.

Experience points: 50 x level.

Characteristics

Awareness: 20

Charisma: 25

Constitution: 20

Coordination: 30

Dexterity: 36

Intelligence: 20

Mental-strength: 26

Strength: 15

Wisdom: 20

Movement:

Flying: Can't

Grounded: 9

Swimming: 3

Luck: 100

Oxygen-points: 78

Blood-points: 60

Attack descriptions

1 30 lb. Short Bow: 1-D10 + 1-D4 / 40 space (200') / Sharp attack

or:

1 Short sword: 2-D6 / 1 space (5') / Sharp attack

Defense: 30

Offense: 36

Damage-Points: Roll 1-D10 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: 25+ to have 1-D4

UnCommon: 80+ to have 1-D4

Rare: 90+ to have 1

Legendary: 99+ to have 1

Description:

Annihilation Strike?: Yes

Description:

Height: 3' 3"

Weight: 90 Lbs.

Skin color: Beige

Skin texture: As a human.

Hair color: Brown

Eye color: Brown

Eye shape: Medium sized and oval

Posture: Biped.

Dislikes: Boredom. The Shallant is always looking for something to do, whether it be social or adventure.

Disposition: These creatures are always of a jovial and good nature. They are extremely curious about everything in the world, and this often times gets them caught up on grand adventures. They are wanderers at heart and will leave their homes for long periods of time to go see what there is to see, and do what there is to do in the wide world.

Shallants have an unnatural bond with one another, even if they do not know each other. This bond leads to quick and lasting friendships that are nigh unbreakable.

Fears: None.

Habitat: Hills, though they wander in every region in the wide world of Utaemia.

Immunities: None.

Life-span: 220 years.

Likes: Exploring.

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

Note: At first sight they look to be Human children of no more than ten to twelve years old.

Special Abilities: Modification-points: Each Shallant 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 skills and spells from the Adventurer Abilities. These skills and spells can be purchased without having to buy the Seeker prerequisites (meaning they can learn skills directly from the Adventurer Abilities and Spells).

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

Thief abilities: Shallants will have all thieving abilities (see: "Thief Abilities" in the Seeker Abilities for a full description). Shallants will automatically start out with the Seeker Ability, "Stealth Prowess".

Special defenses: Slighted Presence: This is a passive ability a Shallant unconsciously uses when trying to escape from danger. When attempting to get away, the G.M. will pit the Shallant's coordination against another's awareness. If the Shallant wins, he or she will slip away to freedom from his or her would be assailant. This ability is passive, meaning it will always be in effect. This ability must be done where there are obstacles to hide within, or it will not work.

Special offenses: None.

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

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