

Species, Breed: Undead, Skeleton, White

Type: Undead.

Class: Undead.

Align: Chaotic.

Gender: Not applicable.

Level: 1-D10

Number encountered: 3-D10

Experience points: 10 x level.

Characteristics:

Awareness: 15

Charisma: Not applicable.

Constitution: 20

Coordination: 15

Dexterity: 15

Intelligence: 25

Mental-strength: 5

Strength: 18

Wisdom: 5

Movement:

Flying: Can't

Grounded: 8

Swimming: 4

Luck: None.

Oxygen-points: Not applicable. This creature does not need oxygen to exist.

Blood-points: Not applicable. This creature does not need blood to exist.

Attack descriptions:

Fists: 2

Damage: 1-D12

Range: 1 space (5')

Attack type: Blunt.

or:

As the weapon is may have in its treasure stash.

Defense: 15

Offense: 15

Damage-Points: Roll 1-D8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D10

Bronze: 71+ to have 1-D10

Silver: 76+ to have 1-D10

Electrum: 81+ to have 1-D8

White-gold: 86+ to have 1-D6

Yellow-gold: 91+ to have 1-D4

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 91+ to have 1-D8

UnCommon: 96+ to have 1-D6

Rare: 99+ to have 1

Legendary: 00+ to have 1

Description:

Annihilation Strike?: No.

Description: This undead appears as a walking skeleton.

Bone color: White.

Bone texture: Rough to the touch; like a dried and aged bone

Height: 6'-0"

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

Weight: 40 lbs.



Dislikes: Unknown.

Disposition: Chaotic. This creature is the weakest of all its kind. It is a normal looking white or whitish-yellow humanoid skeleton. Within its sockets burns a faded white light that is not seen during lighted hours.

Fears: Nothing.

Habitat: Forest (common), Grasslands (Crypts, Dungeons, Labyrinths and Tombs).

Immunities: Charm, Disease, Fear, Mental-attack, Pain, Poison (excluding Toxin Poison), Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness.

Life-span: Undying creature. This creature's existence never fades.

Likes: Any form of wine. Though they can only taste it, they crave all forms of wine, and they will unwisely bargain away priceless treasure for it.

Needs: Unknown (though they love wine and seem to need it worse than anything in existence).

Note: The bones of this creature are sought after by necromancers. Necromancers use the bones to create Undead servants. Shamans seek after these bones as they are components for certain spells.

Special Abilities: Night-vision: As the Psychic's Spell.

Special Defenses: Resistances: This creature has the following resistances:

Hurled: Arrows, bolts, and throwing darts will only do 10% of the normal damage unless hit in the skull. Ballast bolts will only do 50% of the normal damage unless hit in the skull.

Magic: 40%

Special Offenses: When this creature is encountered all creatures must successfully make an avoidance-roll vs. "Fear", or have the following penalties enforced upon them:

- 1 space movement per turn.
- 15 Offense

Susceptibilities: 50% penalty rounded down, to successfully avoid vs. any form of holy attack.

Freezing temperatures will render this creature 50% immobile.

The following are the freezing temperature effects upon this creature:

Movement will be reduced down to ½ (rounded down).

All special sight and/or feel abilities will be lost for the duration of the freeze.

Holy Water will always do a Maximum-strike (best of 3 rolls for damage) against this creature.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.