

Species, Breed: Dragonman, Acid

Type: Not applicable.

Class: Fiend (Reptile).

Align: 01-70 = Evil, 71-00 = Good

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 30 + 1-D20

Number encountered: 1-D4

Experience points: 235 x level.

Characteristics

Awareness: 55

Charisma: Not applicable.

Constitution: 50

Coordination: 50

Dexterity: 50

Intelligence: 27

Mental-strength: 70

Strength: 120

Wisdom: 29

Movement:

Flying: 45

Grounded: 15

Swimming: 11 Excellent swimmers.

Luck: 300

Oxygen-points: 210

Blood-points: 150

Attack descriptions

Bites: 2

Damage: 1-D12 x8 +20

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 4

Damage: 1-D12 x6 +20

Range: 1 space (5')

Attack Type: Sharp.

or:

Tails: 3

Damage: 1-D12 x7 +20

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 50 / 80 if 32nd + level

Offense: 50 / 80 if 32nd + level

Damage-Points: Roll 1-D20 x3 +20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 17+ to have 1-D100 x9

Bronze: 19+ to have 1-D100 x8

Silver: 21+ to have 1-D100 x7

Electrum: 23+ to have 1-D100 x6

White-gold: 25+ to have 1-D100 x5

Yellow-gold: 27+ to have 1-D100 x4

Black-gold: 29+ to have 1-D100 x3

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 33+ to have 1-D6 +1

Legendary: 53+ to have 1-D4 +1

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be cross between a humanoid creature and a white dragon.

Eye color: Solid white.

Eye shape: Large and sharply slanted.

Height: 8'-0"

Length: 16'-0"

Scale color: Snow-white.

Scale texture: Tough and leathery.

Posture: Quadruped. This creature can rise up and walk on its hind legs easily.

Weight: 400 lbs.

Wing contour: As a dragon.

Wingspan: 24'-0"

Dislikes: Water. See: "Susceptibilities"

Disposition: This creature lives in small communities of its own kind, fiercely guarding eachother from all outside influences. It must be told that this creature is not neccessarily out for blood for the sport of killing, for they are intelligent, and know a good ally as well as deadly foe.

Fears: Water. See: "Susceptibilities"

Habitat: Acid Dimension.

Immunities: Acid (all forms of acid have no effect on this creature), Breath abilities that are based upon the element of acid, Fear, Pain, Shock, Sickness.

Life-span: 12 ages (12,000 years)

Likes: Hunting. This creature's favorite passtime is hunting fierce game. They glory in the victory of a difficult kill, but never waste anything they hunt for.

Needs: None.

Note: The cured and tanned hide of this dragon can fetch around 200 black-gold. It can be crafted into dragon-hide leather armor with ½ the resistances remaining. For every level the skin is master tanned, it will retain an added 3% to its current resistances.

Special Abilities: Modification-points: This creature will have modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities 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 and abilities quickly without rolling up modification-points (it is up to you).

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

Ability: 15%

Consciousness: 20%

Disease: 50%

Enchantment: 15%

Fall: When grounded, if this creature attacks with a 01-02% roll, an avoidance-roll vs. "Coordination" can be attempted. If successful, this creature will not fall. However, it will lose the remainder of its turn, and cannot use luck to succeed at the avoidance-roll.

Magic: 30%

Mental-attack: 30%

Paralysis: 10%

Petrification: 15%

Poison: 40%

Stun: 50%

Special Offenses: Acid-Strike: This creature can spew a heavy mist of acid saliva from its mouth upon its enemies. All present within the "Area of Effect" must attempt to defend against a thrown attack (+20 to strike), or be burned by searing acid in 1-D6 areas of the body. Area of Effect: The space directly in front of this creature, then out 5 spaces in a V, or cone-shape, pattern. At the range of 5 spaces out, the acid-breath will cover 6 spaces across.

Susceptibilities: Water will inflict 3-D10 damage for 1-D4 turns upon this creature (this much damage would be considered as if a sudden, heavy, downpour of rain struck it. This creature can attempt to evade this attack, but the offensive roll for an "Area of Effect" attack like this would gain a +60 to strike.

Weapon susceptibility: Rank-2 (or better) enchanted weapon to harm.