

Species, Breed: Ravis' Kin

Type: Not applicable.

Class: Fiend (mammal).

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

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 60 x level

Characteristics:

Awareness: 41

Charisma: 40

Constitution: 60

Coordination: 30

Dexterity: 30

Intelligence: 30

Mental-strength: 100

Strength: 20

Wisdom: 30

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 300

Oxygen-points: 60

Blood-points: 180

Attack descriptions:

As weapon wielded.

Defense: 30

Offense: 30

Damage-Points: Roll 2-D20 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x 6

Bronze: 10+ to have 1-D100 x 5

Silver: 10+ to have 1-D100 x 4

Electrum: 10+ to have 1-D100 x 3

White-gold: 10+ to have 1-D100 x 2

Yellow-gold: 10+ to have 1-D100 x 1

Black-gold: 10+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: 10+ to have 2-D6

Rare: 30+ to have 1-8

Legendary: 50+ to have 1-4

Description:

Annihilation Strike?: Yes.

Description:

Height: 5' 10"

Weight: 150 lbs.

Skin color: Beige

Skin texture: Smooth and soft

Hair color: Light brown

Hair texture: Straight and soft

Eye color: Dark-brown

Eye shape: Medium (as a human)

Posture: Biped.

Dislikes: The opposite of "Likes".

Disposition: Ravis'Kin get their sustenance from the physical touch of royal blood. They look and act as the race of human kind. By touch, the Ravis'Kin can drain the nutrients from royalty (only). They are secretive and careful in doing this, keeping a low profile as they serve their master well.

Fears: Unknown.

Habitat: Grasslands and Great Lakes.

Immunities: Ravis'Kin are not effected by their own offensive ability "MindCry".

Life-span: 450 years

Likes: Being in the direct presence of royalty.

Needs: Unknown.

Note: Each time this creature successfully invokes Incursion upon another there will be a 1% chance of the targeted gaining one of the following:

%Roll: Incursion benefits:

01-24: Targeted is relieved of any curses he or she has been bound with.

25: Targeted becomes linked with the Ravis`Kin for life. Both will suffer what the other suffers. Both will also benefit from what the other benefits.

26-49: Targeted is healed of any disease he or she is not born with naturally.

50: Targeted gains one level.

51-74: Targeted is healed of any wounds he or she has been inflicted with.

75: The link that exists between the targeted and the Ravis`Kin is removed. If no link exists, roll again (look at the roll results: 25).

76-99: Targeted is healed of any sickness he or she is not born with naturally.

00: Targeted fall in love with the Ravis`Kin and will do anything for this creature.

Special Abilities: Incursion: This ability is based on touch. This does not instantly harm another, but it can cause constitution drain.

Each time this ability is invoked on another, there will be a 1% chance of the targeted's constitution permanently lowering 1 point.

The Ravis'Kin must be very careful how he or she does this. Incursion will drain the targeted of sustenance derived from food eaten, thus possibly lowering his or her target's constitution. When a creature eats, it gains energy (as is normal). The Ravis`Kin feeds from this energy to survive. The trick for this creature to survive, is to invoke Incursion upon one of royal blood.

If the Ravis`Kin fails to invoke incursion upon one with royal blood, he or she will lose 1 damage-point permanently every week until death occurs. Once these points are lost, they are gone forever.

See: "Note"

Special Defenses: None.

Special Offenses: Mind Cry: This ability will cause terrible pain, as that of a migraine headache, to all within "Range". The following avoidance-rolls must ALL be successful in order to act against this creature in any way shape or form: "Mental-attack" and "Pain"

Range: 20 spaces out from the Ravis'Kin in all directions.

Duration: 1-D10 turns.

Usable: 3 times / Fortnight.

A person who has cast a mental barrier of any kind will have a chance of being shielded by this ability, for it is naturally Psychic in nature.

Susceptibilities: By removing them from the presence of one of royal lineage, is like taking all food from a human.

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