

Species, Breed: Janthina

Type: Not applicable.

Class: Enchanted.

Align: Good.

Gender: Female.

Level: 1-D30 +1

Number encountered: 1

Experience points: 100 x level.

Characteristics:

Awareness: 35

Charisma: 40

Constitution: 60

Coordination: 30

Dexterity: 30

Intelligence: 30

Mental-strength: 35

Strength: 24

Wisdom: 30

Movement:

Flying: Can't

Grounded: 11

Swimming: 3

Luck: 75

Oxygen-points: 105

Blood-points: 180

Attack descriptions:

Spells. The Janthina is a Healer, and follows the code of ethics Healers do. She is a purist in all she does.

Defense: 30

Offense: 30

Damage-Points: Roll 3-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 1-D20 x8

Bronze: 45+ to have 1-D20 x7

Silver: 50+ to have 1-D20 x6

Electrum: 55+ to have 1-D20 x5

White-gold: 60+ to have 1-D20 x4

Yellow-gold: 65+ to have 1-D20 x3

Black-gold: 70+ to have 1-D20 x2

Treasure item(s):

Common: None

UnCommon: 30+ to have 1-D6

Rare: 60+ to have 1-D6

Legendary: 90+ to have 1-D6

Description:

Annihilation Strike?: No.

Description: This creature appears as a humanoid, yet unlike any within Utaemia. Janthina is a beautiful, graceful, creature with a strange and very foreign appearance.

Eye color: Green-with a tint of purple.

Eye shape: Sharply slanted. The eyes of Janthina are similar to elves, except they wrap around almost to mid-temple, stopping just before the ears.

Hair color: Purple-green

Hair texture: Hair grows out naturally in a deadlock fashion (though it is not braided. Janthina's hair grows thick (one-eighth inch diameter, tapering off to a rounded point at the ends. The length ranges from mid-back to buttocks length.

Height: 5'-6"

Skin color: Black (with a purple tint)

Skin texture: Soft and smooth

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

Weight: 115 lbs.

Dislikes: Evil.

Disposition: The Janthina are a desirable companion to have at one's side. The Janthina observes people, searching for the noble heart. Once found, Janthina will carefully make acquaintance with a chosen person. If a friendship occurs, Janthina will stay with the one chosen for life (unless told to leave or betrayed).

The Janthina's food and sustenance is purity and loyalty. She lives upon the noble thoughts and honorable deeds of mankind.

The stronger the loyalty to the Janthina and mankind, the stronger will be the bonding between the two. There is no limit to the extent of the bonding between Janthina and another. This bonding can even become eternal.

Once she has chosen to bond with another, the Janthina will unbreakably loyal. See: "Immunities".

Fears: UnHoly creatures.

Habitat: Forests (Common, Dense, Enchanted).

Immunities: All forms of magic (unless Janthina consents to be effected). Once Janthina bonds with a person, nothing can break her faithful loyalty.

Life-span: 15 ages (15,000 years).

Likes: Loyalty and honor.

Needs: Basic needs of life (food, water, shelter, etc.) and the loyalty of her chosen.

Note: None.

Special Abilities: Life: 15th, or higher level, Janthina has the power of giving life once per moon. Note: If Janthina raises a person from death with this ability, no DithinOTH check will be rolled for. However, if the Janthina raised one from death with a spell, DithinOTH will be checked for (as instructed within the Healer's Spell: "Life").

Modification-points: Janthina will have modification-points as follows: 3-D20 +9 (for level 0), and then 2-D6 +1 modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any DRUID or HEALER ability and/or spell (without having to follow prerequisites).

Spell-points: Janthina will have a full 10 spell-points x her current level.

Vision: Janthina do not see as a natural person or creature. They are blind. But their eye-structure enables them to perceive sound in the form of a mental picture. These mental pictures will be clearer as sound becomes more consistent, or louder. So intensely acute is Vision, this mental image is a far better reflection of shapes than normal vision perceives.

See: "Susceptibilities".

Special Defenses: None.

Special Offenses: None.

Susceptibilities: Janthina are absolutely blind when there is no sound.

Liquor highly effects Janthina (1 drink is as 10). Janthina cannot pass out by the drinking of too much alcohol, but they can become so inebriated that they appear to be comatose; unable to function properly.

Weapon susceptibility: Rank-0 (or better) enchanted weapon to harm.