

Species, Breed: Yoreman

Type: Jahthein

Class: Mammal (enchanted)

Align: Good.

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

Level: 56

Number encountered: 1

Experience points: 1,200 x level.

Characteristics:

Awareness: 140

Charisma: 40

Constitution: 100

Coordination: 130

Dexterity: 70

Intelligence: 100

Mental-strength: 140

Strength: 30

Wisdom: 160

Movement:

Flying: 54

Grounded: 18

Swimming: 18

Luck: 300

Oxygen-points: N/A Does not have to breath.

Blood-points: N/A Does not need blood to live.

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Attack descriptions:

4 Yoreman's Staff: 1-D100 x3 +2 damage per strike. 2 spaces (10'). Blunt

Defense: 160

Offense: 100

Damage-Points: Roll 2-D20 + 1-D10 x its level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100

Bronze: 02+ to have 1-D100

Silver: 02+ to have 1-D100

Electrum: 02+ to have 1-D100

White-gold: 02+ to have 1-D100

Yellow-gold: 02+ to have 1-D100

Black-gold: 02+ to have 1-D100

Treasure item(s):

Common: None

Uncommon: None

Rare: 25+ to have 3-D8

Legendary: 25+ to have 1-D4+1

Note: The following are extra checks rolled for in addition to the normal treasure rolled up

There will be a 40% chance of Revealer possessing: 1-D6: 1-5 = 1, 6 = 2 Artifacts

There will be a 30% chance of Revealer possessing: 1-D6: 1-5 = 1, 6 = 2 Oracles.

There will be a 6% chance of Revealer possessing: Roll 1-D6: 1-5 = 1, 6 = 2 Relics.

Description:

Annihilation Strike?: Yes.

Description: Height: 7'-0" , Weight: 300 Lbs, Skin color: Pale-white; Skin texture: As a Human; Hair color: Snow-white; Hair texture: Fine and shoulder-length; Eye color: White; Eye shape: As a Human; Posture: Biped

Dislikes: Ignorance.

Disposition: Serene and calm, slow to anger. Wisdom prevails with the Yoreman, for light and truth, as well as the perfect application of it, is its existence.

Fears: The degeneration of wisdom and ignorance that can plague mankind

Habitat: All regions.

Immunities: None.

Life-span: Immortal.

Likes: Giving information..

Needs: Unknown

Note: This immortal being is Human-like in appearance. The Yoreman wear white robes and carry a white staff. They travel to and fro upon the earth and in all dimensions and planes in existence, for they are travelers.

They roam the Utaemia in search of beings that seek wisdom, and for a price they teach points of wisdom to all the humble and respectful that they encounter, if they are not hostile.

Special Abilities: Traversal: The Yoreman can travel by thought three times per 24 hours, traversing the earthen plane and all dimensions and planes at will. It takes a Yoreman 3 turns (15 seconds) to invoke the ability of Traversal.

Special defenses: 91% resistance to magic and mental attacks. 75% resistance to spiritual attacks. 50% resistance to physical attacks.

Special offenses: Look at the weapon the Yoreman Wields in the "Attack description".

Susceptibilities: Unknown

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