

Species, Breed: Lykkinnin (Lycanthra), Shasuru

Type: Not applicable.

Class: Fiend (mammal)

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

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

Level: 1-D10 +21

Number encountered: 3-D4

The number encountered will be outside a Shasuru civilization. If within the boundaries of their homeland, the number encountered will be 3-D20 x 5. Needed % roll to see if a Shasuru civilization has been discovered = 00

Experience points: 100 x level.

Characteristics:

Awareness: 40

Charisma: 26

Constitution: 40

Coordination: 50

Dexterity: 40

Intelligence: 16

Mental-strength: 60

Strength: 36

Wisdom: 16

Note: The characteristics of the Shasuru Lycanthra are set in this creature sheet. When in Human or Common Lion form, see that specific creature sheet for stats, abilities, movement and all other information you should use while in the form of that creature.

Movement:

Flying: Can't

Grounded: 21 See: "Special abilities": "Sprint"

Swimming: 7

Luck: 100

Oxygen-points: 180

Blood-points: 120

Attack descriptions:

1 Bite: 1-D12 x3 +6 / 1 space (5') / Sharp attack

and:

2 Claws: 1-D12 x2 +3 / 1 space (5') / Sharp attack

or:

2 Rakes: 1-D12 x3 +6 / 1 space (5') / Sharp attack See: "Special offenses".

Defense: 60

Offense: 50

Damage-Points: Roll: 1-D12 +6 x level while in Shasuru form

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D20 x3

Bronze: 71+ to have 1-D20 x2

Silver: 76+ to have 1-D12 x5

Electrum: 81+ to have 1-D10 x4

White-gold: 86+ to have 1-D8 x3

Yellow-gold: 91+ to have 1-D6 x2

Black-gold: 96+ to have 1-D4

Treasure item(s):

Common: 61+ to have 1-D4 +2

UnCommon: 71+ to have 1-D4 +1

Rare: 81+ to have 1-D4

Legendary: 91+ to have 1

Check for each Shasuru to have treasure on its person.

Description:

Annihilation Strike?: Yes.

Description:

Height: 5' - 10"

Weight: 160 lbs.

Skin color: Light-brown.

Skin texture: As a Lion.

Fur color: Light-brown.

Hair texture: As a Lion. The males will have a full mane.

Eye color: Golden-yellow.

Eye shape: Medium-sized and sharply slanted. Even in human form, the eyes of the Shasuru are sharply angled, yet not quite as slanted as an elf's.

Posture: Biped.

Dislikes: Lycanthrope and Lycanthur. These two breed of Lykkinnin are the natural enemy of the Shasuru.

Disposition: The Shasuru live in prides in the open deserts. They hunt large game in the same manner as the desert lion. These Lycanthra are not murderers, but do not tolerate outsiders encroaching upon their lands.

Fears: None.

Habitat: Desert (savanna).

Immunities: Pain (only in Shasuru form).

Life-span: 700 years.

Likes: The Shasuru are very fond of children, even those not of their own species. They treat them with an, almost, reverence.

Needs: Basic necessities of life (food, water shelter, etc.).

Note: None.

Special Abilities: Full night-vision: Shasuru can see in the dark as well as in the light.

Lycanthra Virus: Bite will infect another creature with the disease of Lycanthra; a disease that will make him or her a lesser Shasuru. This virus will become active in 36 hours after being bitten.

After being infected with the Lycanthra Virus, the victim will shape-change when threatened unless a successful avoidance-roll vs. "Mental-Attack" is rolled. If the avoidance-roll is failed the infected must make a successful avoidance-roll vs. "Intelligence" in order to keep from blacking out. If successful the bitten will be able to control him or herself. If unsuccessful the infected will black out for 2-D12 hours (in which time he or she will be played by the G.M.).

G.M.: While in a black out state of mind, the nature of the character will determine what the infected will do.

Example: Once changed, and in a blackout frame of mind, a ruthless person will be merciless and violent to others.

The more compassionate and generous a person is the more gentle and reasonable he or she may be upon coming into contact with another. One that is blacked out in this manner will not remember what has transpired while in this state.

If a creature is bitten or scratched by the lycanthra's claws, there will be a 50% chance of that creature contracting the Lycanthra Virus. If this occurs, the following will occur:

Lycanthra virus effects after being bitten or scratched:

1-D8 hours: Slight dizziness, which will intensify gradually over the first eight hours.

9-24 hours: Itching will occur all over the body and hair will begin to slowly grow from every pore of the skin.

25-36 hours: Strong euphoria will set in. Transformation will occur at the 36 hour mark. An overwhelming sense of well being will fill the mind and body of the bitten. It is a falsehood that Lycanthra are ravenous creatures, stalking the lands in search of blood and carnage; this is a lie. As in any race and culture, there is good and bad. Lycanthra are no different.

Modification-points: Each Lycanthra will have a 30% chance of having modification-points as follows: 2-D6 +1 per 2 levels advanced.

These points can be used to learn any skills and spells from the Adventurer Abilities. These skills and spells can be purchased without having to buy the Seeker prerequisites (meaning they can learn skills directly from the Adventurer Abilities and Spells).

G.M.: You may also choose to pick the abilities and spells quickly without rolling up modification-points (it is up to you).

Shape-Change: Lycanthra can take form of both human and a the desert lion at will. It takes 3 turns (15 seconds) to do so, and is very painful to complete.

An avoidance-roll vs. "Pain" must be successful or consciousness will be lost for 1-D100 turns. To change back into Shasuru Lycanthra form takes the same amount of time, but there is no pain involved in this change reversal.

Thief abilities: Lycanthra will have all thieving abilities (see: "Thief Abilities" in the Seeker and Adventurer Abilities for full descriptions).

Special defenses: Resistances: Fire: 25%; Magic: 30%; Mental-attack: 40%; Spiritual-attack: 20%

Special offenses: When both front claws of the Lycanthra strike, it may choose to hold its prey and continue attacking, raking its victim with its back feet.

See: "Battle-Lock" in the B section of the Basic Rules Book for details.

While attacking in this fashion it will bite, attempting to strike the neck. Once a successful bite to the neck occurs, it will bite down hard and not let go, attempting to break its prey's neck and rip out its throat simultaneously (Ability) +40 offensive-roll over its defender's roll will indicate that a successful strike to the neck has occurred unless the defender can pit Strength vs. Strength and win to get away from such a strike.

Susceptibilities: Unknown.

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