

Species, Breed: Skeleton, Chyru

Type: Undead

Class: Undead.

Align: Holy.

Gender: Not applicable.

Level: 10 + 1-D30

Number encountered: 1-D6

Experience points: 100 x level.

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 40

Coordination: 50

Dexterity: 50

Intelligence: 30

Mental-strength: 70

Strength: 50

Wisdom: 40

Movement:

Flying: Can't

Grounded: 10

Swimming: 5

Luck: 100

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions:

Fists: 4

Damage: 1-D12 x5 +6

Range: 1 space (5')

Attack type: Blunt.

or:

As weapon it may have in its treasure stash.

Defense: 50 / 80 if 32nd + level

Offense: 50 / 80 if 32nd + level

Damage-Points: Roll 3-D12 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D12 x 1,000

Bronze: 71+ to have 1-D10 x 1,000

Silver: 76+ to have 1-D8 x 1,000

Electrum: 81+ to have 1-D6 x 1,000

White-gold: 86+ to have 1-D4 x 1,000

Yellow-gold: 91+ to have 1-D100 x 5

Black-gold: 96+ to have 1-D100

Treasure item(s):

Common: None

UnCommon: None

Rare: 20+ to have 1-D8

Legendary: 40+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: This Undead appears as a rather tall, thick-boned, white skeleton, permeated by a blue aura which gives off the feeling of peace and tranquility to all good natured creatures 10 spaces (50') out in all directions. Within the eye sockets of this skeleton glows an even deeper blue radiance than that which covers its entire frame.

Eye color: There is a blue energy that burns within the sockets of this holy skeleton.

Eye shape: Medium sized and round (similar to a human's skull).

Bone color: White (with a blue aura)

Height: 7'-0"

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

Weight: 100 lbs.

Dislikes: UnHoly things.

Disposition: The Chyru Skeleton is not evil, even though it is an undead. They roam the places that be in quest for a fulfilment of their existence. Once a Chyru Skeleton has done some noble and great deed, it can then petition its Jahthas (if it follows one – that will be up to you when you purchase abilities and spells with its modification-points).

Fears: Unknown.

Habitat: Seven Havens. These undead are encountered in many other regions.

Immunities: Breath (attacks that are based on: Air and Fire), Charm, Consciousness, Disease, Fear, Gases, Pain, Poison (excluding Toxin Poison), Shock, Sickness, Sleep and Stun.

Life-span: Undying creature. This creature's existence never fades. See: "Disposition".

Likes: Holy things.

Needs: Unknown.

Note: None.

Special Abilities: Infra-red-Vision: As the Psychic's spell.

Modification-points: Each creature 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 spell or ability, but all prerequisites must be met for building this creature encounter.

Special Defenses: Arrows, bolts, and throwing darts will only do 10% of the normal damage. Ballast bolts will only do 50% of the normal damage.

Resistances: This creature has the following resistances:

Cursed Effect: 30%

Death: 30%

Faith: 30%

Fall: 50%

Illusion: 30%

Magic: 30%

Manipulation (mental): 40%

Manipulation (physical): 40%

Manipulation (spiritual): 70%

Mental-attack: 40%

Mind Alteration: 40%

Paralysis: 30%

Petrification: 30%

Spiritual-attack: 70%

Special offenses: When this creature is encountered all creatures must successfully make an avoidance-roll vs. "Fear", or have the following penalties enforced upon them:

-1 attack per turn.

50% movement (rounded up).

Susceptibilities: 50% penalty rounded down, to successfully avoid vs. any form of UnHoly attack.

Freezing temperatures will render this creature 50% immobile.

The following are the freezing temperature effects upon this creature:

1. Movement will be reduced down to ½ (rounded down).
2. All special sight and/or feel abilities will be lost for the duration of the freeze.
3. Avoid vs. "Paralysis" each time a spell is cast or spell-failure will occur.

UnHoly Water will always do a Maximum-strike (best of 3 rolls for damage) against this creature.

Weapon susceptibility: Rank-1 (or better) enchanted weapon to harm.