

Species, Breed: Bandit

Type: Race

Class: Monster

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

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

Level: 1-D12+5

Number encountered: 4-D10

Experience points: 8 x level.

Characteristics

Awareness: 21

Charisma: 15

Constitution: 25

Coordination: 19

Dexterity: 22

Intelligence: 15

Mental-strength: 18

Strength: 24

Wisdom: 15

Movement:

Flying: Can't

Grounded: 8

Swimming: 3

Luck: 25

Oxygen-points: 55

Blood-points: 75

Attack descriptions

Short sword: 1

Damage: 2-D6

Range: 1 space (5')

Attack type: Sharp

Defense: 19

Offense: 22

Damage-Points: Roll 2-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 70+ to have 1-D8

Uncommon: 76+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes

Description: Bandits are outlaws of a society, whether that society be good or bad. They are male and female alike.



Dislikes: If they be good, they dislike evil. If they be evil, they dislike good.

Disposition: Discretion of the G.M.

Fears: Discretion of the G.M.

Habitat: Found in many regions.

Immunities: As race type permits or discretion of the G.M.

Life-span: As race type permits.

Likes: Discretion of the G.M.

Needs: Discretion of the G.M.

Note: Bandits are a seclusive and mostly secret band or organization. They keep their whereabouts hidden so as to avoid undue attention.

Special Abilities: As character or race type.

Special defenses: Will use treasure items.

Special offenses: Will use treasure items.

Susceptibilities: As character or race type, or discretion of the G.M.

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