

Species, Breed: Pegasus, White (Lesser)

Type: Not applicable.

Class: Enchanted (mammal).

Align: Good.

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

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 200 x level.

Characteristics:

Awareness: 60

Charisma: 50 when in humanoid form. See: "Special abilities"

Constitution: 80

Coordination: 80

Dexterity: 80

Intelligence: 40

Mental-strength: 140

Strength: 200

Wisdom: 40

Movement:

Flying: 90

Grounded: 30

Swimming: 10

Luck: 400

Oxygen-points: 420

Blood-points: 240

Attack descriptions:

Back-kick: 2

Damage: 1-D100 x3 +36

Range: 2 spaces (10')

Attack type: Blunt

or:

Hooves: 4

Damage: 1-D100 x2 +36

Range: 2 spaces (10')

Attack type: Blunt

or:

Trample: 4

Damage: 1-D100 x4 +36

Range: 1 space (5')

Attack type: Blunt

Defense: 80

Offense: 80

Damage-Points: Roll 4-D20 +15 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: 30+ to have 1-D100 x6

Yellow-gold: 40+ to have 1-D100 x5

Black-gold: 50+ to have 1-D100 x4

Treasure item(s):

Common: None

UnCommon: None.

Rare: None.

Legendary: 30+ to have 1-D8 +2

This creature will have a 30% chance to have 1-D4 ORACLES

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a magnificent and wondrous white, winged, stallion, yet much larger. It has magnificent great wings with which it can fly.

Height: 9'-0"

Length: 14'

Weight: 1,400 lbs.

Hair color: Snow-white, with an even whiter and more magnificent mane.

Hair texture: Soft

Eye color: White

Eye shape: Medium-sized, oval

Posture: Quadruped.

Dislikes: White Pegasus. If these two creatures encounter each other, they will most likely fight to the death (10+ roll).

Disposition: The female Pegasus spends much time with adventurous young men, aiding in their cause, as is the custom of the species of the Pegasus. The males tend to spend much time with adventurous young maidens. Indeed, the Pegasus seeks out companions, aiding them in quests fervently, for they are of an adventurous spirit themselves and love the company of young men and women that would brave an adventure.

Pegasus are noble, no matter their align (the White Pegasus is noble to the light side, while its cousin, the Dark Pegasus, is noble to the dark side -- they are complete opposites).

This creature is very wary of other species, which molds a disposition of strength and fortitude, as well as a mind for taking chances. If challenged, this legendary creature is rather fierce and brave. If confronted by another creature, it will meet its challenge boldly, especially in defense of its companions. Once in loyal company with a Pegasus, it will go to any extreme to ensure their safety and well being, nurturing an everlasting friendship.

Fears: None.

Habitat: Enchanted Forest.

Immunities: Fear.

Life-span: Immortal. This creature will never age past its prime.

Likes: All races, and those of an adventurous spirit and nature, no matter their align.

They are also curiously drawn to spell-casters (especially the magician).

This creature loves the freedom of the heavens. When encountered, it is mostly seen upon the tops of mountains, standing majestically as if posing for an artist painting the perfect picture. It loves the view that high mountain ranges give, and is seen at times observing the wanderings of travelers and the stars of heaven.

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

Note: None.

Special Abilities: Audible Discernment: This ability will enable the White Pegasus to recognize sounds that are manipulated and altered to deceive. This ability will also detect an untruth (a lie from the lips of another creature). There will be a 1% chance x the Pegasus level of discerning the authenticity of spoken truth. This ability can be used 1 time / moon (30 days).

Modification-points: This creature will have modification-points as follows: 2-D10 +2 per 2 levels advanced.

These points can be used to learn any ability from the non-caster class. These abilities can be purchased without having to buy the Seeker or Trade-skill prerequisites (meaning they can learn abilities directly from the Adventurer charts). G.M.: You may also choose to pick the abilities quickly without rolling up modification-points (it is up to you).

Language Master: This creature knows all race languages (i.e., Dwarf, Elf, Human, Ultarian, etc.).

Night-vision: As the Psychic spell, always in effect.

Non-spell-caster: Roll 1-D4 +1 times on "Non-Spell-Casters, Random Determination of:" in the N section of the Basic Rules Book to determine what classes this creature follows.

Shape-Shift: Can shift into any of the known races at will. It will take 3 turns (15 seconds) to accomplish (changing back to its natural self will also take 3 turns (15 seconds)).

Visual Discernment: This ability will enable the White Pegasus to see through visual deceptions and illusions of all types. There will be a 1% chance x the Pegasus level of seeing through an illusion. This ability can be used 1 time / moon (30 days).

Special Defenses: Betrayal: At the beginning of each turn, opponent(s) of the White Pegasus must successfully pit their mental-strength vs. the mental-strength of the Pegasus, or inadvertently turn and strike nearest ally in company. If no allies are present, an enemy will appear as though a stupor of thought has taken hold, causing the loss of that offensive turn. This ability can be used 1 time / 24 hours. Duration: 1-D4 +1 turns.

Obscurity: Will partially veil the mind of all opponents with a mental-like haze, causing a -30 to all offensive rolls unless an avoidance-roll vs. "Awareness" is successful. Duration: 1-D4 +1 turns.

Resistances: Magic: 30%, Mental-attack: 30% and Spiritual-attack: 40%

Special Offenses: Might of Aviann: For the first 3 turns of a fight, the White Pegasus will lift its wings high. As it does this an enchanted wind will assail all adversaries for 3 full, consecutive, turns, forcing them to make a successful avoidance-roll vs. "Faith".

If SUCCESSFUL: No effect (opponents may attack as normal).

If UNSUCCESSFUL: Current ability-points and spell-points are cut down to ½ (rounded up) and must regenerate as normal.

Wings of Zephyr: This offense will cause a tempest to commence around the White Pegasus, reaching out 12 spaces in all directions. All creatures caught within this enchanted storm must make a successful avoidance-roll vs. "Faith" or lose ½ of all offensive attacks per turn (rounded up). This ability can be used 1 time / battle. Duration: 1-D4 +1 turns.

Susceptibilities: None

Weapon susceptibility: R-5 or better (enchanted) weapon to harm.