

Species, Breed: Quadrate

Type: Race

Class: Monster

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

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

Level: 1-D30+ 1

Number encountered: 1-D4

The number encountered will be outside a Quadrate civilization. If within the boundaries of their homeland, the number encountered will be 1-D100 x3 +50. To see if a Quadrate civilization has been discovered roll a 99+.

Experience points: 75 x level.

Characteristics

Awareness: 18

Charisma: 18

Constitution: 30

Coordination: 20

Dexterity: 20

Intelligence: 18

Mental-strength: 25

Strength: 25

Wisdom: 18

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 30

Oxygen-points: 75

Blood-points: 90

Attack descriptions

1 60 lb. Recurve Bow: 1-D10 +2-D4 / 40 space (200') / Sharp attack

or:

1 Short sword: 2-D6 +1 / 1 space (5') / Sharp attack

Defense: 20

Offense: 20

Damage-Points: Roll 1-D10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 50+ to have 1-D10

Bronze: 55+ to have 1-D10

Silver: 60+ to have 1-D10

Electrum: 65+ to have 1-D10

White-gold: 70+ to have 1-D10

Yellow-gold: 75+ to have 1-D10

Black-gold: 80+ to have 1-D10

Treasure item(s):

Common: 10+ to have 1-D8

Uncommon: 10+ to have 1-D6

Rare: 86+ to have 1

Legendary: 91+ to have 1

Description:

Annihilation Strike?: Yes

Description:

Height: 5'-10"

Weight: 175 Lbs.

Skin color: Beige

Skin texture: As a human.

Hair color: Light brown

Eye color: Dark-brown

Eye shape: Medium sized and oval

Posture: Biped.

Dislikes: Discretion of the G.M.

Disposition: The Quadrate are a nomadic race, removed from the norms of society. Like elves, the Quadrate strive to keep their roaming civilizations as concealed as possible from the “civilized” world. They always traveling in single file to hide their numbers.

The Quadrate king often sends Silent Walkers into the world of humans, dwarves and the other races of mankind. Silent Walker is a title earned by the most skilled, the most brave and advanced of the Quadrate race. They are sent out into the world to discover power, and to bring it back to aid their people.

Fears: Discretion of the G.M.

Habitat: None. The Quadrate are a people who are always on the move, never settling into permanent societies.

These people are roamers, found in all regions of Utaemia.

Immunities: See: “Special abilities”

Life-span: 400 years.

Likes: The discovery and taming of power.

Needs: Discretion of the G.M.

Note: None.

Special Abilities: Adaption: The Quadrate can adapt to the elements (air, earth, fire and water), and any other element that causes harm to the physical body, if dangerously exposed to it for more than 3 turns (15 seconds).

For every 1 turn (5 seconds) after the third turn exposed to an element, damage will decrease by 50%. If a Quadrate can survive to the end of the third turn, an immunity to that element will become complete, and the Quadrate will completely heal of the damages caused by that element.

There are many other things Quadrate can adapt to (i.e., suffocation, gasses, poison, physically harming magic and abilities, etc.). In short, Quadrate adapt completely to any element and hardship that is normally lethal to others . . . if he or she can survive (the immunity duration will be 1 turn (5 seconds) x the level of the Quadrate).

Special defenses: See: “Special abilities”

Special offenses: None.

Susceptibilities: None.

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