

Species, Breed: Yoreman

Type: Jahthein

Class: Enchanted (Mammal).

Align: Good.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 56th

Number encountered: 1

Experience points: 1,200 x level.

Characteristics:

Awareness: 140

Charisma: 40

Constitution: 100

Coordination: 130

Dexterity: 70

Intelligence: 100

Mental-strength: 140

Strength: 30

Wisdom: 160

Movement:

Flying: 54

Grounded: 18

Swimming: 9

Luck: 300

Oxygen-points: N/A Does not have to breath.

Blood-points: N/A Does not need blood to live.

Attack descriptions:

Yoreman's Staff: 4

Damage: 1-D100 x3

Range: 2 spaces (10').

Attack type: Blunt.

Special: This staff will cause normal quarter staff damage x10 in the hands of another.

Defense: 160

Offense: 100

Damage-Points: Roll 1-D100 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x34

Bronze: 02+ to have 1-D100 x30

Silver: 02+ to have 1-D100 x26

Electrum: 02+ to have 1-D100 x22

White-gold: 02+ to have 1-D100 x18

Yellow-gold: 02+ to have 1-D100 x14

Black-gold: 02+ to have 1-D100 x10

Treasure item(s):

Common: None

UnCommon: None

Rare: None.

Legendary: 02+ to have 3-D20 +7

Note:

The Yoreman will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

90% chance of having 1-D10 Oracles

90% chance of having 1-D10 Relics

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a very tall humanoid, similar in human appearance.

Eye color: White.

Eye shape: Medium-sized and oval.

Hair color: Snow-white.

Hair texture: Fine, and shoulder-length.

Height: 7'-0"

Skin color: Pale-White.

Skin texture: As a Human.

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

Weight: 300 lbs.

Dislikes: Ignorance.

Disposition: Serene and calm, slow to anger. Wisdom prevails with the Yoreman, for light and truth, as well as the perfect application of it, is its existence.

This immortal being is Human-like in appearance. The Yoreman wear white robes and carry a white staff. They travel to and fro upon the earth and in all dimensions and planes in existence, for they are travelers.

They roam the Utaemia in search of beings that seek wisdom, and for a price they teach points of wisdom to all the humble and respectful they encounter.

Fears: The degeneration of wisdom and ignorance that can plague mankind

Habitat: All regions.

Immunities: Beguile, Charm, Disease, Manipulation (mental).

Life-span: Immortal.

Likes: Sharing wisdom for a price.

Needs: Unknown

Note: None.

Special Abilities: Traversal: The Yoreman can travel by thought three times per 24 hours, traversing all of Utaemia (dimensions, planes, etc.) at will. Time to invoke: 3 turns (15 seconds).

Note:

If desired, the Yoreman can take up to 56 other creatures with it.

Special Defenses: Resistances: This creature has the following resistances:

Ability: 30%
Blessed Effects: 30%
Cursed Effects: 30%
Death: 40%
Enchantment: 30%
Fear: 70%
Gases: 91%
Magic: 75%
Mental-attack: 75%
Pain: 50%
Physical-attack: 50%
Spiritual-attack: 75%

Special Offenses: None.

Susceptibilities: None.

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