

Species, Breed: Entity

Type: Mind.

Class: Mind.

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

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 200 x level.

Characteristics:

Awareness:60

Charisma: Not applicable.

Constitution: Not applicable.

Coordination: Not applicable.

Dexterity: Not applicable.

Intelligence: 60

Mental-strength: 100

Strength: Not applicable.

Wisdom: 60

Movement: The movement for this creature is much different than that of physical and spiritual creatures.

When the Entity wishes to move, it merely bends its thoughts upon an area and it will travel to that location in 1-4+1 turns.

Luck: 0

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions

Sojourn: 1 Effect: Subdues a creatures mind, and then uses its own intelligence to work within the one it possesses, controlling that creature. See: "Special offenses".

Attack type: Possession.

Damage-Points: None. This creature does not have a physical or spiritual body; it is thought.

Treasure

None, yet if an Entity is currently possessing another, there may be treasure upon that creature.

When encountered, a % roll of 99+ will indicate the Entity is currently possessing another creature. This encounter will indicate that the Entity may wish to withdraw from its current host (this will be strictly up to the G.M.). G.M.: Most likely the encounter WILL indicate that there is something lacking in the creature it currently possesses, for the Entity seeks after power, and the ability to be as controlling in society as possible. Simply put: The Entity enjoys the game of social politics.

Roll up a random creature in the area of the region the Entity is encountered within. If a player character is more powerful, the Entity will attack, but not with the intent to kill (only weaken the character if possible -- See: "Special Offences").

Description:

Annihilation Strike?: No.

Description: This is an entity of mind; it has no spirit, nor does it have flesh of its own.

Dislikes: Psychics and Mystics.

Disposition: The Entity is a presence without color and shape. It is invisible to the naked eye. All the characteristics of a living person's appearance and shape do not apply with this creature; it has no shape. It is drawn to the living minds of people.

Fears: Psychic powers. If the Entity realizes it has subdued a psychic, it will most likely flee, for psychic spells and abilities can threaten the very existence of the Entity. Once an Entity is destroyed, it is no longer in existence; this is an overwhelming fear of an Entity.

Habitat: The Entity can be found in many regions.

Immunities: Physical and Spiritual attacks.

Life-span: Everlasting. Intelligence cannot be destroyed.

Likes: Possessing and then attempting to live the life of another, using that creature as a host to infiltrate life.

Needs: Unknown.

Note: The Entity will gain any special defenses of the creature it currently possesses.

Special Abilities: None.

Special Defenses: None.

Special Offenses: Sojourn: Entity will mentally possess another creature if he or she loses a mental struggle with it. See: "Mental-Strength vs. Mental-Strength" in the M section of the Basic Rules Book.

This can be attempted but one time only. If defeated, the Entity can never attempt Sojourn on that specific mind again. The duration is permanent until the physical body has passed away (or Entity decides to withdraw or is forced out by the power of another).

The victim's mind will be subdued, as it thrust far back into the recesses of some blackened, sightless, void. All will seem distant and vague as if an obscure mental veil has been placed over the mind.

While Sojourn is in effect, and if it wishes, the Entity can communicate with the subdued mind. But contact cannot be initiated by the one who is subdued. All communication will be with great speed, as if under the effects of the psychic's spell, "Touch Telepathy".

The Entity cannot read another's mind, and therefore it may have to make contact with the subdued mind in order to gain information. Knowledge cannot be forced from a subdued mind. If a person refuses to give information, there is little the Entity can do about it.

A Psychic, or person with mind abilities that, could possible free him or herself, but would have but one chance to do so. If this is done the Entity will never be able to effect that mind again.

Susceptibilities: None.

Weapon susceptibility: There are certain mind weapons, abilities and spells that can effect this creature, but the physical attacks of such will have no effect.