

Species, Breed: Elf, Mystic

Type: Not applicable.

Class: Fiend (mammal).

Align: %Roll: 01-50: Evil, 51-00: Good

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

Level: 1-D30 (roll 1-D10: 1-5 = roll stands as is, 6-10 = +1 to the D-30).

Number encountered: 1-D4 +1 The number encountered will be outside a Mystic dwelling place. If within the boundaries of their homeland, the number encountered will be up to 1-D100 x 3, yet no less than 66. To see if a Mystic Elf dwelling has been discovered roll 99+ (only roll for dwelling if in the Dark Forest).

Experience points: 10 x level.

Characteristics:

Awareness: 27

Charisma: 24

Constitution: 24

Coordination: 24

Dexterity: 24

Intelligence: 20

Mental-strength: 28

Strength: 18

Wisdom: 19

Movement:

Flying: Cannot

Grounded: 9

Swimming: 3

Luck: 100

Oxygen-points: 84

Blood-points: 72

Attack descriptions:

1 Long Sword (krakkin-steel): 2-D8 / 1 space (5') / Sharp attack

or:

1 Bow, Recurve (60 Lb.), 20 arrows (krakkin-steel tip, iron-wood shaft) 1-D10 + 2-D4 / 40 spaces (200') / sharp attack.

Defense: 24

Offense: 24

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 2-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: 91+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: Yes.

Description: Discretion of the G.M.

Dislikes: Unknown

Disposition: The Mystic Elf is reclusive and illusive by nature, not usually found with other race types, though it does happen. Half spirit, half physical, these elves are suspected to be living both in the earthen plane and the spirit, or astral, world.

Fears: Unknown

Habitat: Dark Forest.

Immunities: None.

Life-span: 25,000 years.

Likes: Exploration . . . mysteries to discover are desired by this incredible race of elf.

Needs: Unknown

Note: None.

Special Abilities: Night-vision after being subjected to darkness for more than 1 turn (5 seconds).

Special defenses: Spirit Phase: When a Mystic Elf is struck physically there will be a 50% chance of the attack, if it connects, of passing through without any harm or damage occurring.

Special offenses: None.

Susceptibilities: None.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.