

Shevlie

Shevlies are not demonic as they appear, but are in fact genetically engineered assassins widely used by the Inquisition of Drakendar. Shevlies love to eat, and will eat any food they can reach. They are particularly partial to sugary foods. Should they ever eat meat, woe betide those present. There are rumoured to be much larger wild brown shevlies living in the more secluded areas of Evermore.

RANK	LIFE POINTS	POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	22	6	4	Single	1S	Backstab Chameleon x 1/lvl +1 Dexterity Furs Hold Breath Immune to Fear Mimic, Playback and Record No x 1/ever Run x 3 Utilise Daggers
2	23	8	8	Ambidex	2S	+1 Dexterity Disappear x 1/day
3	24	10	12		3S	Disappear x 1/day Reappear x 1/day
4	25	12	16		3S	Claws +1 Dexterity
5	26	14	20		3S	Backstab Mastery 1 Disappear x 1/day Reappear x 1/day
6	27	16	24		3S	Bounce x 1/day +1 Dexterity
7	28	18	28		4S	Disappear x 1/day Reappear x 1/day
8	29	20	32		4S	+1 Dexterity Hidden Strike
9	30	22	36		5S	Bounce x 1/day Disappear x 1/day Reappear x 1/day
10	31	24	40		6S	+1 Dexterity Enhanced Claws
11	33	27	46		7S	Disappear x 1/day Reappear x 1/day Shadow Strike
12	35	30	52		7S	Reappear x 1/day

- Shevlie nat. heal is transferable and can be used as nat. harm.
- Shevlies may never use Double-handed weapons
- Shevlies gain one word per level of common tongue until 6th level when they gain a childish command of the language.
- Shevlie Horns are most prized by some hunters - when ground up and added to water, one will heal and one will harm. Unfortunately, there is no way to tell the horns apart!
- Shevlies are not actually extraplanar creatures and as such take no extra damage from blood metals and cannot be controlled by demonists.
- Shevlies can be commanded by the Inquisition because of a genetically instilled need to obey them.

Backstab – this skill allows the Shevlie to do 6LPs extra damage to an un-armoured opponent, or to do their normal damage through any Physically Worn Armour. This attack must be made from behind and unnoticed.

Chameleon – Allows the Shevlie to conceal themselves against an object by mimicking it's colours and texture. Any movement or sound louder than heavy breathing will give away the Shevlie's location.

+1 Dexterity – Each time the Shevlie gains this ability, they gain one point of Dexterity AC.

Furs – A Shevlie's thick and matted fur gives them 3 points of Physical AC.

Hold Breath – A Shevlie can, by taking a deep breath, avoid the need to breathe.

Immune to Fear – Shevlies are either too ignorant, inquisitive or stupid to feel fear.

Mimic, Playback and Record – A Shevlie has incredible abilities of mimicry and can watch and perfectly copy any voice or sound they hear.

No – Once ever, the first time a Shevlie says the word 'No' whatever last happened in their vicinity will be undone or prevented in some way. This is an incredibly powerful ability.

Run x 3 – By running and then declaring Run x 3 a Shevlie may move twice the distance they have just covered again in a Time Stop action.

Utilise Daggers – This allows the Shevlie to use daggers as their only weapon.

Disappear – Allows the Shevlie to leave their current plane and to go to either the Watching Plane or the Void.

Reappear – Allows the Shevlie to leave the Watching Plane or the Void and to return to the Prime Material plane.

Claws – The Shevlie's nails become sharpened and turn into fighting claws, allowing them to use them as a weapon. They do a base damage of 6LPs from the claws and their strength.

Backstab Mastery 1 – this gives the Shevlie +6LPs damage when using backstab.

Bounce – The Shevlie may, when struck by any melee blow, instead Bounce insanely around. This leaves the Shevlie completely unharmed by the blow. Whatever the Shevlie may strike on the way, especially in an enclosed room, may not be quite so lucky.

Hidden Strike – this allows the Shevlie to do double their damage with a backstab. This skill is usable at will.

Enhanced Claws – At this level the Shevlie's claws become stronger and now do a base damage of 12LPs from the claws and their strength.

Shadow Strike – this allows the Shevlie to do triple their damage with a backstab, This skill is usable at will.