

Oni

Territory & Description:

The Oni are a race of monsters that live in the mountains in the Ch'in Territories. Oni are slightly larger than humans, they have horns, sharp claws, large mouths with many ferocious teeth, three eyes and wings. Most appear with bright red skin, but other colors such as grey, blue, black, green and even purple, do exist.

Because of their ferocious appearance, these creatures were once believed to be minor demons, but this is not the case. They do, however, love the taste of human flesh and will attack travelers, farmers or other targets of opportunity. When not eating humans, they will take them as slaves.

Weapons and Armor:

Oni are capable of using any type of weapon but tend to favor clubs or other melee weapons. Some have even been seen using handguns and rifles. Sometimes they also wear specially made armor that fits over their wings.

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|------------------|--------|-----|----|---------------------|-------|-----|-----|
| Level | 3 | AGL | 15 | Defense | Block | 13 | |
| Size | Medium | CHA | 12 | Bonus | Dodge | 12 | |
| Initiative Bonus | -1 | CON | 13 | | Perry | 10 | |
| Grouping | 1d6+2 | END | 12 | High Pain Threshold | | N/A | |
| Aggressiveness | 7 | INT | 8 | Magic Resistance | | | |
| Movement | 55' | OBS | 11 | AGL | N/A | INT | N/A |
| Treasure | 2d4+3 | STR | 17 | CHA | N/A | OBS | N/A |
| | | WIS | 10 | CON | N/A | STR | N/A |
| | | | | END | N/A | WIS | N/A |

| Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
|------------------------|-------|----------|----------|----------|------------|
| Claw | +0 | 2d4+2 | 3 | 1 | 1 |
| Bite | | 1d4+3 | | | |
| Weapon 1 | +2 | Variable | Variable | Variable | Variable |

| Oni 1 | | Current CON | 13 | Attack skills / Weapon | | | Bonus | Damage | Rate | Range | Tech Level |
|------------|------------|-------------|------------|------------------------|-----------|-------------|----------------------------------|-----------|-----------------|-------|------------|
| | | Current END | 12 | Mace | | | +2 | 1d8+1d4+2 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | | Abdomen (3) | | | Appendage (6-9) | | |
| Body | 8 | 27 | | 23 | | | Roll 1d6 to determine appendage. | | | | |
| Hit Points | R Wing (1) | | L Wing (2) | | R Arm (3) | | L Arm (4) | | R Leg (5) | | L Leg (6) |
| Body | 5 | 5 | | 7 | | 7 | | 8 | | 8 | |

| Oni 2 | | Current CON | 13 | Attack skills / Weapon | | | Bonus | Damage | Rate | Range | Tech Level |
|------------|------------|-------------|------------|------------------------|-----------|-------------|----------------------------------|--------|-----------------|-------|------------|
| | | Current END | 12 | Spiked Club | | | +2 | 1d8+4 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | | Abdomen (3) | | | Appendage (6-9) | | |
| Body | 8 | 27 | | 23 | | | Roll 1d6 to determine appendage. | | | | |
| Hit Points | R Wing (1) | | L Wing (2) | | R Arm (3) | | L Arm (4) | | R Leg (5) | | L Leg (6) |
| Body | 5 | 5 | | 7 | | 7 | | 8 | | 8 | |

| Oni 3 | | Current CON | 13 | Attack skills / Weapon | | | Bonus | Damage | Rate | Range | Tech Level |
|-----------------------|------------|-------------|------------|------------------------|-----------|-------------|-----------|--------|----------------------------------|-------|------------|
| | | Current END | 12 | Cleaving Sword | | | +2 | 1d10+4 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | | Abdomen (3) | | | Appendage (6-9) | | |
| ST Leather Abs: (4/2) | | | 30 | | | 30 | | | Roll 1d6 to determine appendage. | | |
| Body | 8 | 27 | | 23 | | | | | | | |
| Hit Points | R Wing (1) | | L Wing (2) | | R Arm (3) | | L Arm (4) | | R Leg (5) | | L Leg (6) |
| ST Leather (4/2) | | | | | 30 | | 30 | | 30 | | 30 |
| Body | 5 | 5 | | 7 | | 7 | | 8 | | 8 | |

| Oni 4 | | Current CON | 13 | Attack skills / Weapon | | | Bonus | Damage | Rate | Range | Tech Level |
|------------|------------|-------------|------------|------------------------|-----------|-------------|----------------------------------|--------|-----------------|-------|------------|
| | | Current END | 12 | Spiked Club | | | +2 | 1d8+4 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | | Abdomen (3) | | | Appendage (6-9) | | |
| Body | 8 | 27 | | 23 | | | Roll 1d6 to determine appendage. | | | | |
| Hit Points | R Wing (1) | | L Wing (2) | | R Arm (3) | | L Arm (4) | | R Leg (5) | | L Leg (6) |
| Body | 5 | 5 | | 7 | | 7 | | 8 | | 8 | |

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| Oni 5 | Current CON | 13 | | Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Mace | +2 | 1d8+1d4+2 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | Appendage (6-9) | | |
| Body | 8 | | 27 | | 23 | | Roll 1d6 to determine appendage. | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 6 | Current CON | 13 | | Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Spiked Club | +2 | 1d8+4 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | Appendage (6-9) | | |
| ST Leather Abs: (4/2) | | | 30 | | 30 | | Roll 1d6 to determine appendage. | | |
| Body | 8 | | 27 | | 23 | | | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| ST Leather (4/2) | | | 30 | 30 | 30 | 30 | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 7 | Current CON | 13 | | Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Mace | +2 | 1d8+1d4+2 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | Appendage (6-9) | | |
| Crown Helmet Absorbs (2/1) | 15 | | | | | | Roll 1d6 to determine appendage. | | |
| Body | 8 | | 27 | | 23 | | | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 8 | Current CON | 13 | | Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Cleaving Sword | +2 | 1d10+4 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | Appendage (6-9) | | |
| Body | 8 | | 27 | | 23 | | Roll 1d6 to determine appendage. | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 9 | Current CON | 13 | | Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Spiked Club | +2 | 1d8+4 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | Appendage (6-9) | | |
| Bone Helmet 2/1 | 10 | | | | | | Roll 1d6 to determine appendage. | | |
| Body | 8 | | 27 | | 23 | | | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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|---------------|-------------|------------|-----------|-----------|-------------|-----------|----------------------------------|----------------------------|----|
| Oni 10 | Current CON | 13 | | Weapon | Bonus | Damage | Rate | Range | TL |
| | Current END | 12 | | Short Bow | +2 | 1d6+1 | 2/3 | 2 / 9 / 19 / 52 / 92 / 135 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | Appendage (6-9) | | |
| Body | 8 | | 27 | | 23 | | Roll 1d6 to determine appendage. | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 11 | Current CON | 13 | | Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Halberd | +2 | 1d10+2 | 1 | 2 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | Appendage (6-9) | | |
| Crown Helmet 2/1 | 15 | | | | | | Roll 1d6 to determine appendage. | | |
| Body | 8 | | 27 | | 23 | | | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 12 | Current CON | 13 | | Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Battle Axe | +2 | 2d8+2 | 1/2 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | Appendage (6-9) | | |
| Crown Helmet 2/1 | 15 | | | | | | Roll 1d6 to determine appendage. | | |
| Body | 8 | | 27 | | 23 | | | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 13 | Current CON | 13 | | Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Spiked Club | +2 | 1d8+4 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | Appendage (6-9) | | |
| Body | 8 | | 27 | | 23 | | Roll 1d6 to determine appendage. | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 14 | Current CON | 13 | | Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Mace | +2 | 1d8+1d4+2 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | Appendage (6-9) | | |
| ST Leather Abs: (4/2) | | | 30 | | 30 | | Roll 1d6 to determine appendage. | | |
| Body | 8 | | 27 | | 23 | | | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| ST Leather (4/2) | | | 30 | 30 | 30 | 30 | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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|---------------|-------------|------------|-----------|-----------|-------------|-----------|------|----------------------------------|----|
| Oni 15 | Current CON | 13 | | Weapon | Bonus | Damage | Rate | Range | TL |
| | Current END | 12 | | Short Bow | +2 | 1d6+1 | 2/3 | 2 / 9 / 19 / 52 / 92 / 135 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | | Appendage (6-9) | |
| Body | 8 | | 27 | | 23 | | | Roll 1d6 to determine appendage. | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 16 | Current CON | 13 | | Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Articulated Club | +2 | 1d6+1d4+2 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | | Appendage (6-9) | |
| Bone Helmet 2/1 | 10 | | | | | | | Roll 1d6 to determine appendage. | |
| Body | 8 | | 27 | | 23 | | | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 17 | Current CON | 13 | | Weapon | Bonus | Damage | Rate | Range | TL | Ammo |
| | Current END | 12 | | Shuriken | +2 | 1d4+1 | 3/2 | 1 / 5 / 13 / 26 / 39 / 52 | 1 | 10 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | | Appendage (6-9) | | |
| Body | 8 | | 27 | | 23 | | | Roll 1d6 to determine appendage. | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | | |

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|--------------------------|-------------|------------|-----------|------------|-------------|------------|------|----------------------------------|------------|
| Oni 18 | Current CON | 13 | | Weapon | Bonus | Damage | Rate | Range | Tech Level |
| | Current END | 12 | | Long Sword | +2 | 1d10+1d6+2 | 1 | 1 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | | Appendage (6-9) | |
| ST Leather Abs: (4/2) | | | 30 | | 30 | | | Roll 1d6 to determine appendage. | |
| Body | 8 | | 27 | | 23 | | | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| ST Leather (4/2) | | | 30 | 30 | 30 | 30 | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |

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| Oni 19 | Current CON | 13 | | Weapon | Bonus | Damage | Rate | Range | TL |
| | Current END | 12 | | Bolt-Action Rifle | +2 | 2d8+2 | 1 | 7 / 75 / 217 / 366 / 515 / 675 | 1 |
| Hit Points | Head (1) | | Chest (2) | | Abdomen (3) | | | Appendage (6-9) | |
| Crown Helmet 2/1 | 15 | | | | | | | Roll 1d6 to determine appendage. | |
| Body | 8 | | 27 | | 23 | | | | |
| Hit Points | R Wing (1) | L Wing (2) | R Arm (3) | L Arm (4) | R Leg (5) | L Leg (6) | | | |
| Body | 5 | 5 | 7 | 7 | 8 | 8 | | | |