

Species, Breed: Insect, Manitis

Type: Not applicable.

Class: Insect (Monster).

Align: Basic instinct creature.

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

Level: 6 + 1-D12

Number encountered: 1

Experience points: 18 x level

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 30

Coordination: 30

Dexterity: 30

Intelligence: 3

Mental-strength: 25

Strength: 40

Wisdom: 3

Movement:

Flying: Can't

Grounded: 18

Swimming: Can't

Luck: None.

Oxygen-points: 75

Blood-points: 90

Attack descriptions

1 Bite: 1-D12 x4

Range: 1 space (5')

Type: Sharp

and:

Grabber-Claws: 2

1-D12 x5

Range: 2 spaces (10')

Type: Sharp

Note: The Manitis will only bite if it has a controlling grasp on its victim.

Defense: 30

Offense: 30 for the bite, 50 for the Grabber-Claws.

Damage-Points: Roll 3-D12 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: 60+ to have 1-D8

UnCommon: 80+ to have 1-D6

Rare: None.

Legendary: None.

Description:

Annihilation Strike?: No

Description: This creature appears to be a Giant Preying Mantis, yet its features are very slightly humanoid in appearance, giving it a strange and deceptive look of being sentient. This, of course, is not the case.

Height: 7'-6"

Length: 11'-0"

Weight: 450 lbs.

Skin color: Forest-green

Skin texture: Exo-skeleton

Hair color: Not applicable.

Eye color: Bright-green.

Eye shape: Very similar to the shape of the Praying Mantis.

Posture: Insect..

Dislikes: Fire.

Disposition: The Manitis is a species of Praying Mantis. This creature is extremely aggressive, just as the common house cat) and hunts constantly (even if it's not hungry). Although this creature is similar to the Praying Mantis, it does not fly; it has no wings.

Fears: Unknown.

Habitat: Forest (Common). This creature is rarely found in other regions.

Immunities: None.

Life-span: 120 years.

Likes: Hunting (Manitis are voracious hunters).

Needs: Basic needs of life (food, water, shelter, etc.)

Note: None.

Special Abilities: Camouflage: When encountered, another must successfully roll an "Awareness" check.
Awareness = % chance: Roll the % number, or below, to succeed, or the Manitis will gain a surprise attack on that creature. See "Surprise Attacks" in the S section of the Basic Rules Book.

Special defenses: Camouflage detection: A successful avoidance-roll vs. "Awareness" will alert the Manitis of hiding assassins, sneaking thieves, hidden individuals, etc. to its attention.

This creature has an exo-skeletal shell which acts as protective armor the same as "Troll-Hide Leather" armoring.

Special Offenses: The attack of the Manitis is considered as a thrown weapon (the +20 offense for using a hurled weapon is already adjust in its offense).

Susceptibilities: None.

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