

Species, Breed: Snake, Rattle, Giant

Type: Not applicable.

Class: Monster

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 50 x level.

Characteristics:

Awareness: 18

Charisma: Not applicable.

Constitution: 30

Coordination: 30

Dexterity: 30

Intelligence: 3

Mental-strength: 20

Strength: 35

Wisdom: 3

Movement:

Flying: Can't

Grounded: 15

Swimming: 15

Luck: 50

Oxygen-points: 60

Blood-points: 90

Attack descriptions:

2 Poisonous bite: 2-D100 / 3 spaces (15') /Sharp attack. See: "Special Offences".

Defense: 25

Offense: 25

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 86+ to have 1-D100

Bronze: 86+ to have 1-D100

Silver: 86+ to have 1-D100

Electrum: 86+ to have 1-D100

White-gold: 91+ to have 3-D20

Yellow-gold: 91+ to have 2-D20

Black-gold: 96+ to have 1-D20

Treasure item(s):

Common: 91+ to have 2-D8

Uncommon: 96+ to have 1-D6

Rare: 99+ to have 1

Legendary: 00+ to have 1

Description:

Annihilation Strike?: No.

Description: Length, 30" Height: 2', Weight: 900 Lbs., Skin color: Brown and tan, Skin texture: Smooth and Scaly, Eye color: Yellow, Eye shape: Small rounded., Posture: As a Snake.

Dislikes: Fire, cold, weather, and water.

Disposition:

Fears: Fire, cold, weather, and water.

Habitat: High Deserts.

Immunities: Rattlesnake Poison.

Life-span: 60 years..

Likes: Rabbits and other medium sized animals.

Needs: Unknown.

Note: As the Rattle Snake, Giant Rattle Snakes are shy creatures that like solitude. They will not attack unless cornered or surprised, but will flee from danger, to safety if at all possible (unless it is hungry, and the one who surprises it is child-size or smaller (then it is most likely the Giant Rattle Snake will attempt a kill).

For a snake, the Giant Rattle Snake is extremely intelligent. If communication can be had between snake and character, and if it does not feel threatened, or has not already been attacked, it may communicate (G.Ms. discretion -- remember that this is just a snake, if not a very large one).

Special Abilities: The skin of a Giant Rattle Snake makes it harder to see as it camouflages against desert terrain. A successful avoidance-roll vs. "Awareness" will reveal the location of a nearby Giant Rattle Snake.

Special defenses: None.

Special offenses: ***Poisonous bite***: When a Giant Rattle Snake bites, there will be a 70% chance (roll 31+) that it will inject venom into its victim. The poison will take effect in up to 3 turns. After the venom takes effect, a successful avoidance-roll vs. "Poison" must be made or the following penalties will occur:

Unconsciousness and then coma with a 50% chance (roll 51+) if death occurring in up to 8 hours. High fever will accompany the victim (this fever is strong enough to put a fully grown Brown Bear down. There will be a chance of death occurring, but this will be strictly up to the G.M. (remember that it is common for an adult person to die from just one injection of poison with in 8 hours).

Important: A level #1 Giant Rattle Snake is far more lethal than the others, for a baby Giant Rattle Snake does not know how to control its venom flow as the older snakes. Be harder on one who is bitten by a level #1 Giant Rattle

Snake.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (non-magical) weapon to harm.