

Species, Breed: Snake, Rattle, Common

Type: Not applicable.

Class: Reptile

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 10 x level.

Characteristics:

Awareness: 21

Charisma: Not applicable.

Constitution: 20

Coordination: 30

Dexterity: 50

Intelligence: 1

Mental-strength: 20

Strength: 8

Wisdom: 1

Movement:

Flying: Can't

Grounded: 3

Swimming: 3 (Rattlesnakes do not like water).

Luck: None.

Oxygen-points: 60

Blood-points: 60

Attack descriptions:

2 Poisonous bite: 1-D8 / 1 spaces (5') / Needle attack. See: "Special Offences".

The bite of this snake is considered: Thrown weapon.

Defense: 30

Offense: 50

Damage-Points: Roll 1-D8 per 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: None.

Uncommon: None.

Rare: None.

Legendary: None.

Description:

Annihilation Strike?: No.

Description: Length, 6' Height: 2", Weight: 9 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, and weather.

Habitat: Forest.

Immunities: Rattlesnake Poison.

Life-span: 30 years..

Likes: Mice and other small rodents

Needs: Unknown.

Note: 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.

Special Abilities: The skin of a 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 Rattle Snake (if it does not warn an intruder first). Rattle Snakes can bite after they have been killed, but an object must be put in their mouth first (they cannot strike independently).

Special defenses: None.

Special offenses: **Venom:** The Common Rattlesnake will inject its venom into the blood-stream of its victim if a Maximum Strike occurs in which 30%+ damage is inflicted.

Effect time: 120 turns (10 minutes).

Avoidance-roll: Yes: vs. "Poison".

Effects if avoidance-roll is:

Successful: Movement decreases 30% (rounded down). Penalty of -30 to strike.

Unsuccessful: Movement decreases 60% (rounded down). Penalty of -60 to strike.

Within 72 hours, death will occur unless a successful avoidance-roll vs. "Constitution" (two rolls to succeed) is rolled.

Complications: Fever and delusional sleep will occur.

Duration of Effects: 2-24 days.

After effects of poison: Slight dizziness which will subside in 1-6 days.

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

Susceptibilities: Very bad eye-sight.

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