

Species, Breed: Praying Mantis, Giant

Type: Non-poisonous.

Class: Insect.

Align: Basic instinct creature.

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

Level: 6 + 1-D12

Number encountered: 1

Experience points: 17 x level.

Characteristics:

Awareness: 45

Charisma: Not applicable.

Constitution: 22

Coordination: 30

Dexterity: 30

Intelligence: 2

Mental-strength: 20

Strength: 35

Wisdom: 2

Movement:

Flying: 42

Grounded: 14

Swimming: Can't

Luck: 0

Oxygen-points: 60

Blood-points: 66

Attack descriptions:

1 Bite: 1-D12 x3

Range: 1 space (5')

Type: Sharp

and:

Grabber-Claws: 2

1-D12 x4

Range: 2 spaces (10')

Type: Sharp

Note: The Giant Preying Mantis 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 2-D12 +3 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: No.

Description: This creature appears as a normal Preying Mantis, yet giant in size.

Height: 7'-0"

Length: 10'-0"

Weight: 460 lbs.

Skin color: Forest-green

Skin texture: Exo-skeleton

Hair color: Not applicable.

Eye color: Bright-green.

Eye shape: As a Praying Mantis.

Posture: Insect..

Wing Contour: Membrane.

Wingspan: 10'-0"

Dislikes: Fire

Disposition: The Giant Praying Mantis is extremely aggressive, hunting constantly.

Fears: Fire.

Habitat: Grasslands

Immunities: Unknown

Life-span: 80 years.

Likes: Pigs and sheep.

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

Special Offenses: The attack of this creature is considered as a thrown weapon. Camouflage detection: A successful avoidance-roll vs. "Awareness, "Normal" will bring hiding assassins, sneaking thieves, and hidden individuals to its attention.

Susceptibilities: None

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