

Species, Breed: Ankylosaurus

Type: Dinosaur

Class: Reptile.

Align: Basic instinct creature

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

Level: 31 + 1-D10

Number encountered: 1

Experience points: 200 x level

Characteristics

Awareness: 26

Charisma: Not applicable.

Constitution: 100

Coordination: 20

Dexterity: 20

Intelligence: 2

Mental-strength: 40

Strength: 300

Wisdom: 2

Movement:

Flying: Can't

Grounded: 15

Swimming: Cannot swim

Luck: None.

Oxygen-points: 120

Blood-points: 300

Attack descriptions

Bite: 1

Damage: 1-D100 +56

Range: 3 spaces (15')

Attack type: Blunt.

Special: See: "Special Offenses".

or:

Tail Club: 1

Damage: 2-D100 +56

Range: 1 space (5')

Attack type: Blunt.

Defense: 50

Offense: 50

Damage-Points: Roll 10-D12 +56 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: Yes.

Description: The Ankylosaurus can grow to a full 14,000 Lbs. at full maturity. It eats only vegetation. It is an armored quadruped, protected by a set of plates that protect it well from snout to tail. At the end of its tail is a ball of solid bone that it will use to defend itself against any threats.

Dislikes: Carnivores. Upon noticing a carnivore, the Ankylosaurus will ready to a fight. It's dislike and fear of such creatures throws in into a defensive battle rage which is slow to leave.

Disposition: Though not especially bright witted, the Ankylosaurus lives its life happily, foraging for roots and greens within its world, minding its own business.

Fears: Carnivores.

Habitat: Prehistoric.

Immunities: None.

Life-span: 100 years.

Likes: Vegetation.

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

Note: Ankylosaurus lives in the Cretaceous period (135 MYA - 65 MYA).

The plates of the Ankylosaurus are highly valued by armorers, who make great armoring and shields with the material. One full sized plate can fetch a handsome some of 10 black-gold pieces. There will be approximately 80 various sized plates upon this creature. Of all the plates, only 2-D10 will be full sized pieces (to craft a large shield with).

Special Abilities: None.

Special Defenses: Damage-Reduction: 80 vs. physical damage.

Special Offenses: If this creature offensive roll is +60 over the defending roll, a concussion strike that will snap 1-D4 bones will occur unless an Avoidance-roll vs. "Paralysis" at $\frac{1}{2}$ the normal chance (rounded down) is successful.

Susceptibilities: None.

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