

# Species, Breed: Insect, Mentick

Type: Not applicable.

Class: Insect.

Align: Basic instinct creature.

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

Level: 0

Number encountered: 1d20

Experience points: 1      The experiences gained by the bite of this insect will be completely to the discretion of the G.M.

## Characteristics:

Awareness: 15

Charisma: Not applicable.

Constitution: 5

Coordination: 5

Dexterity: 5

Intelligence: 1

Mental-strength: 5

Strength: 1

Wisdom: 1

## Movement:

Flying: Can't

Grounded: 1 space per 5 turns.

Swimming: Can't

Luck: 0

Oxygen-points: 15

Blood-points: 15

### Attack descriptions:

Bite: 1

Damage: See: "Special Offenses".

Range: Touch.

Attack type: Sharp.

Defense: 5

Offense: 5

Damage-Points: 1

Treasure: %Roll needed to have money and treasure:

None. See: "Special Abilities".

# Description:

Annihilation Strike?: No.

Description: This creature appears to be a common, normal-looking, tick.

Eye color: Gray-green.

Eye shape: Tiny-sized and round.

Height: 0'-1/16"

Length: 0'-1/4"

Skin color: Gray-green.

Skin texture: Rubbery.

Posture: Insect.

Weight: 100 = 1 lb.

**Dislikes:** Fire, hot water, extremely hot things.

**Disposition:** This creature is an unwitting insect, just as the common tick. It will detect the body heat of a creature, just as the common tick, and advance with the instinctive design of feeding. Once bitten it will feed on its victim for 1-D4 hours and then drop off, satisfied with its meal.

See: "Special Abilities". for the effects of the Mentick's attack.

**Fears:** Fire, hot water, extremely hot things

**Habitat:** This creature appears in many regions.

**Immunities:** None

**Life-span:** 6 weeks.

**Likes:** Body heat, blood, wet warm places.

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

**Note:** None.

**Special Abilities: Hallucination:** The saliva within the bite of this tiny creature will enter the blood stream and produce vivid hallucinations. These hallucination will occur after the Mentick has departed. See: "Special Defenses".

The hallucinations which are experienced from the bite of the Mentick will have a 30% chance of becoming reality. Either way, the G.M. will play this out as if naturally playing the game, never giving a hint as to why things are happening to the victim of the Mentick bite.

**Special Defenses:** This little creature is very difficult to detect. Any within company of the victim will have a 1% chance of noticing this creature's attack. The targeted must make a a successful "Awareness Check" at ½ chance to notice this creature ( $\frac{1}{2}$  Awareness (rounded down) = the % chance for success).

**Special Offenses:** None

**Susceptibilities:** None

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