

Intelligence, Creatures:

The following are intelligence scores for creatures, 0 through 5, and there explanations:

Creature's Intelligence

0

Non-intelligent. Never uses its items. Does not communicate. Follows basic instincts.

1

Semi-intelligent. Never uses its items. Communications are restricted to base communications such as threats, wielding, peace, if food is offered, etc. Follows basic instincts.

2

Fairly intelligent. Never uses items except for weapons. Communications are limited, but can be attempted with success at times. Follows basic instincts.

3

Very intelligent. Never uses items except for weapons and armor. Communication is simply given and simply understood. Follows definite thought patterns and has good vocal skill as far as getting a simple point across.

4

Extremely intelligent. Will use weapons and armors. Communicates well enough with body language to be understood at times.

5+

Human intelligence. Will use armors, weapons and potions (discretion of the G.M.).