

Species, Breed: Waterwit

Type: Not applicable.

Class: Enchanted.

Align: Basic instinct creature.

Gender: Not applicable.

Level: 1

Number encountered: 1

Experience points: 2 experience points awarded per gem found / 20 experience points per Special Gem found.

Characteristics:

Awareness: 100

Charisma: Not applicable.

Constitution: 100

Coordination: 100

Dexterity: 100

Intelligence: 5

Mental-strength: 20

Strength: 20

Wisdom: 5

Movement:

Flying: Can't

Grounded: Can't

Swimming: 40

Luck: 300 This creature does not lose its next physical turn for using luck. This creature's luck will regenerate to full every 10th turn.

Oxygen-points: 60 (Waterwit loses oxygen-points when out of water (like a fish).

Blood-points: 300

Attack descriptions:

Spout: 1

Damage: See "Special Offenses:"

Range: 4 spaces (20').

Attack type: Blunt.

Defense: 100

Offense: 100

Damage-Points: Roll 5-D20 x 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.

Note:

The will have a chance of possessing gems as follow:

99% chance of having 6-D6 gems. See: "Gems" in the Treasure Book.

70% chance of having 1-D6 special gems. See: "Gems" in the Treasure Book.

Description:

Annihilation Strike?: No.

Description: The Waterwit appears as a snake-like creature, transparent in nature.

Eye color: Clear (like water).

Eye shape: Small and oval.

Height: 0'-6" This creature can rise up from the surface of water 3'-0".

Length: 8'-0"

Skin color: Clear (like water).

Skin texture: Smooth and watery.

Posture: Snake.

Weight: 130 lbs.

Dislikes: Fire.

Disposition: The Waterwit is a playful and curious creature. Upon seeing another creature it will investigate and watch it intensely. This curious creature is easily befriended if given what it likes best . . . gems.

Fears: Fire.

Habitat: Great Lakes, Ocean (Temperate and Tropical).

Immunities: Disease, Electricity, Sickness. Water-based attacks have no effect on this creature.

Life-span: Immortal (this creature's existence never fails), but it can be slain.

Likes: Gems. For some reason, the Waterwit loves to tease Mukkir Worms, and will go out of their way to do so.

Needs: Unknown.

Note: The Waterwit will swallow all the gems it has.

Special Abilities: None.

Special Defenses: Water attack of all types have no effect on the Waterwit.

Special Offenses: Water Spout: This type of attack can throw a 300 lb. creature back 1-D10 spaces violently. The Waterwit will purposely attempt to slam its opponent into something that can damage it. The damages caused by such a landing will be strictly up to the G.M. This attack is considered as a hurled weapon (+30 to offensive attack-roll).

Susceptibilities: Fire cause x3 damage upon this creature.

Weapon susceptibility: Rank-3 (or better) magical weapon to harm.