

Species, Breed: Lizard, Common

Type: Not applicable.

Class: Reptile.

Align: Basic instinct creature.

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

Level: 0

Number encountered: 3-D10

Experience points: 0

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 6

Coordination: 30

Dexterity: 15

Intelligence: 1

Mental-strength: 10

Strength: 1

Wisdom: 1

Movement:

Flying: Can't

Grounded: 6

Swimming: 2

Luck: 0

Oxygen-points: 30

Blood-points: 18

Attack descriptions:

Bite: 1

Damage: 1-D4 -3

Same space only.

Attack type: Blunt.

Defense: 30

Offense: 15

Damage-Points: Roll 1-D8 per level.

Treasure: %Roll needed to have money and treasure:

None

Description:

Annihilation Strike?: No.

Description: This creature appears as the common gray-scaled lizard often found in deserts.

Eye color: Gray with a vertical pupil (like a cat's)

Eye shape: Tiny and slanted.

Height: 2'-0"

Length: 8'-0"

Skin color: Gray.

Skin texture: Scaly.

Posture: Quadruped (like an animal with four feet).

Weight: ½ lb.

Dislikes: Birds.

Disposition: This creature loves the warmth of rock surfaces warmed by the rays of the sun. During the evening, this creature will find an out of the way nook to rest until the sun rises once again.

Fears: Snakes.

Habitat: Cliffs, Forest (Common), Desert (Highland)

Immunities: None.

Life-span: 12 years.

Likes: Insects.

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

Note: None.

Special Abilities: Evade: A predator will miss its mark when it has successfully struck this creature if it loses initiative with this creature.

Special Defenses: Camouflage: This creature will remain unseen unless another creature makes a successful avoidance-roll vs. "Awareness".

Special Offenses: None.

Susceptibilities: None.

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