

Scorpion (Medium)

| | | | | | | | |
|------------------|---------|-----|----|---------------------|-------|-----|-----|
| Level | 6 | AGL | 12 | Defense | Block | 15 | |
| Size | Medium | CHA | 2 | Bonus | Dodge | 14 | |
| Initiative Bonus | 0 | CON | 16 | | Perry | N/A | |
| Grouping | 1d4-2 | END | 16 | High Pain Threshold | | N/A | |
| Aggressiveness | 6 | INT | 1 | Magic Resistance | | | |
| Movement | 35' (7) | OBS | 14 | AGL | N/A | INT | N/A |
| Treasure | N/A | STR | 19 | CHA | N/A | OBS | N/A |
| | | WIS | 2 | CON | N/A | STR | N/A |
| | | | | END | N/A | WIS | N/A |

Territory & Description:

Medium scorpions are just like normal (miniscule) scorpions except that they are a medium sized creature. Because of this they are very tough and can easily kill other medium (or even larger) creatures without too much problem.

These creatures have powerful pincers that they use to grapple their prey while inducing crushing damage. Once the scorpion is able to grab hold of his prey, it will inject a powerful poison into it. The poison is fast acting and will normally disable its prey within seconds, death following soon after. Once the kill is made, the scorpion will carry the body away to be eaten.

Scorpions most often live in the desert. They are particularly known for living in the Egyptian dessert and in the Sogarian Waste of Xa'cor Dy Yelpheet. They have, however, been spotted in other areas of the world, such as jungles. Some have been used in the Roman Arena, though the INSL does not permit their transport.

| Attack skills / Weapon | Bonus | Damage | Rate | Range | Tech Level |
|------------------------|-------|--------|------|-------|------------|
| Pincer | +4 | 1d8+4 | 3 | 1 | 1 |
| Bite | | 1d4+4 | | | |
| Sting | | 1d4+4 | | 2 | |

Special Abilities

- **Natural Armor:** Scorpions have natural armor that is the equivalent of thin plate mail. Unlike metal armor, however, scorpion armor makes no noise when they move and it does not inhibit movement.
- **Poison:** A scorpion's poison is its greatest weapon and it will attempt to use it any time that it is engaged in battle. In order to inject the poison, the scorpion must make a successful tail strike and at least one HP of damage must be dealt to the victim's bodily HP. Therefore if no HP penetrates armor, the poison cannot be injected. Scorpions can hold up to 6 doses of the toxin in a poison sack located in their tails. Once all the poison is used it will take about 4 hours to produce one more dose. Therefore, within 24 hours they will have full dosage once again.

| Scorpion (Medium) | | Reaction Time | Immediate |
|-------------------|-------------|---------------|------------------|
| Dose Size | 1 Tbls | Effects Roll | CON |
| Type | Nerve agent | Pass | -1d4+1CON |
| Source | Animal | Fail | -2d4+2 CON |
| Cost | 200 V-bills | Frequency | 1 per 30 minutes |
| Admin | IJ | Duration | 1d4+2 hrs |

| Scorpion 1 | | | | | | |
|--------------------------|--------------|--------------|-------------|------------|------------------|--|
| | Current Con | 16 | | | | |
| | Current END | 16 | | | | |
| Hit Points | Head (1) | Chest (2-3) | Abdomen (4) | Tail (5) | Appendages (6-9) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | | Roll 1d10 to determine appendage struck. |
| Body | 10 | 28 | 23 | 15 | | |
| Hit Points (Cont) | R Pincer (1) | L Pincer (2) | RF Leg (3) | LF Leg (4) | RFC Leg (5) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | 30 | |
| Body | 10 | 10 | 7 | 7 | 7 | |
| Hit Points (Cont) | LFC Leg (6) | RCR Leg (7) | LCR Leg (8) | RR Leg (9) | LR Leg (10) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | 30 | |
| Body | 7 | 7 | 7 | 7 | 7 | |

| Scorpion 2 | | | | | | |
|--------------------------|--------------|--------------|-------------|------------|------------------|--|
| | Current Con | 16 | | | | |
| | Current END | 16 | | | | |
| Hit Points | Head (1) | Chest (2-3) | Abdomen (4) | Tail (5) | Appendages (6-9) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | | Roll 1d10 to determine appendage struck. |
| Body | 10 | 28 | 23 | 15 | | |
| Hit Points (Cont) | R Pincer (1) | L Pincer (2) | RF Leg (3) | LF Leg (4) | RFC Leg (5) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | 30 | |
| Body | 10 | 10 | 7 | 7 | 7 | |
| Hit Points (Cont) | LFC Leg (6) | RCR Leg (7) | LCR Leg (8) | RR Leg (9) | LR Leg (10) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | 30 | |
| Body | 7 | 7 | 7 | 7 | 7 | |

| Scorpion 3 | | Current Con | 16 | | | |
|--------------------------|--------------|--------------|-------------|------------|--|--|
| | | Current END | 16 | | | |
| Hit Points | Head (1) | Chest (2-3) | Abdomen (4) | Tail (5) | Appendages (6-9) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | Roll 1d10 to determine appendage struck. | |
| Body | 10 | 28 | 23 | 15 | | |
| Hit Points (Cont) | R Pincer (1) | L Pincer (2) | RF Leg (3) | LF Leg (4) | RFC Leg (5) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | 30 | |
| Body | 10 | 10 | 7 | 7 | 7 | |
| Hit Points (Cont) | LFC Leg (6) | RCR Leg (7) | LCR Leg (8) | RR Leg (9) | LR Leg (10) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | 30 | |
| Body | 7 | 7 | 7 | 7 | 7 | |

| Scorpion 4 | | Current Con | 16 | | | |
|--------------------------|--------------|--------------|-------------|------------|--|--|
| | | Current END | 16 | | | |
| Hit Points | Head (1) | Chest (2-3) | Abdomen (4) | Tail (5) | Appendages (6-9) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | Roll 1d10 to determine appendage struck. | |
| Body | 10 | 28 | 23 | 15 | | |
| Hit Points (Cont) | R Pincer (1) | L Pincer (2) | RF Leg (3) | LF Leg (4) | RFC Leg (5) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | 30 | |
| Body | 10 | 10 | 7 | 7 | 7 | |
| Hit Points (Cont) | LFC Leg (6) | RCR Leg (7) | LCR Leg (8) | RR Leg (9) | LR Leg (10) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | 30 | |
| Body | 7 | 7 | 7 | 7 | 7 | |

| Scorpion 5 | | Current Con | 16 | | | |
|--------------------------|--------------|--------------|-------------|------------|--|--|
| | | Current END | 16 | | | |
| Hit Points | Head (1) | Chest (2-3) | Abdomen (4) | Tail (5) | Appendages (6-9) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | Roll 1d10 to determine appendage struck. | |
| Body | 10 | 28 | 23 | 15 | | |
| Hit Points (Cont) | R Pincer (1) | L Pincer (2) | RF Leg (3) | LF Leg (4) | RFC Leg (5) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | 30 | |
| Body | 10 | 10 | 7 | 7 | 7 | |
| Hit Points (Cont) | LFC Leg (6) | RCR Leg (7) | LCR Leg (8) | RR Leg (9) | LR Leg (10) | |
| Natural Armor (Absorb 6) | 30 | 30 | 30 | 30 | 30 | |
| Body | 7 | 7 | 7 | 7 | 7 | |