



CHARACTER SHEET

Name: Acoatl

Race: Human

Appearance: A heavy-bodied, large-headed serpent with a forked tail.

Player: NPC monster

Ht: Wt: 50 lbs.

Age:

Spent: 71

Unspent: 0

ST 18	[48]	HP 18	[0]	Basic Speed 6.5	[0]
DX 13	[36]	Will 10	[25]	Basic Move 6	[0]
IQ 5	[-100]	Per 12	[35]	BL 65 lb	(ST×ST)/5
HT 13	[30]	FP 13	[0]	Thr 1d+2	Sw 3d
TL 6	[0]	SM +0			

Vision 12	Taste/Smell 12	High Jump 2.17 ft
Hearing 12	Fright Check 10	
Touch 12	Broad Jump 3 yd	

HP 5, 0, -18, -36, -54, -72, -90 FP 4, 0, -13

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	65 lb	130 lb	195 lb	390 lb	650 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
9	9		9	0
Innate Attack (Breath)	DX		None	Torso

REACTION MODIFIERS

Appearance: +0

Status: +0

Other: +0

TEMPLATES AND META-TRAITS

Name	Pts
Vermiform	[-35]
Double-Jointed	[15]
No Legs (Slithers)	[0]
No Manipulators	[-50]
Wild Animal	[-30]
Bestial	[-10]
Cannot Speak	[-15]
Hidebound	[-5]

ADVANTAGES

Name	Pts
Affliction (Venom Stream: Causes Stunning) 1 (Contact Agent; Jet)	[7]
Range: 5 yd / 10 yd, Roll: 13 (Innate Attack (Breath)+0)	
Amphibious	[10]
Constriction Attack (Suffocating)	[27]
Reach: C, Roll: 18 (ST+0)	
Doesn't Breathe (Gills)	[10]
Teeth (Sharp Teeth)	[1]

PERKS

Name	Pts
Scaly Hide	[1]

SKILLS

Name	Level	Relative	Pts
Innate Attack (Breath)	13	DX+0	[1]
Parry: 9			
Stealth	12	DX-1	[1]
Survival (River/Stream)	12	Per+0	[2]
Wrestling	13	DX+0	[2]
Parry: 9			

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[74]
Advantages, Perks	[56]
Disadvantages, Quirks	[-65]
Skills, Techniques	[6]
Total Points Spent:	71
Unspent Points:	0

NOTES

The *acoatl* is a monster out of Aztec myth, but in many ways its behaviour is that of a typical ambush predator. It's a giant serpent with a big head, fiery eyes, and a forked tail. It has one cunning trick; it digs a small pit near the edge of the water in which it dwells, and fills it with fish. This often attracts the attention of passing humans, who may try to gather up the fish to eat.

The *acoatl* spends its time lurking in the water, waiting for humans to come by for this or other reasons; then, when they do, it shoots out and wraps its body around them (its Constriction Attack). In addition, whenever it does grab someone, it inserts its forked tail up their nose, blocking it. The victim must hold their breath (see p.B351), and when they can do so no longer, they start suffocating (see p.B436). The *acoatl* thus subdues victims, and then swallows them whole.

If a potential victim proves elusive, the *acoatl* still has one other option; it can spit a stream of venom - a jet (1/2D 5, Max 10) with the Contact Agent limitation which stuns victims who fail their HT roll. It can then grab the victim and squeeze them, or drag them into the water to drown.

MELEE ATTACKS							
Name	Level	Parry	Damage	Reach	ST	LC	Notes
Bite	13	—	1d+1 cut	C	—	—	
Constriction Attack	18	—	ST vs. ST/HT	C	—	—	
Punch	13	9	1d+1 cr	C	—	—	

RANGED ATTACKS											
Name	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Affliction (Venom Stream: Causes Stunning)	13	HT±0 aff	—	5 yd / 10 yd	1	—	—	—	1		