

## Mosasaurus

### MONSTER:

# MOSASAURUS

- BY CLIVE OLDFIELD

Archetype: Dinosaur      Motivation: Food  
Style: 0                      Health: 6

#### Primary Attributes

Body: 4                      Charisma: 0  
Dexterity: 2              Intelligence: 1  
Strength: 4                Willpower: 2

#### Secondary Attributes

Size: 2                      Initiative: 3  
Move: 0 (8)\*              Defense: 6  
Perception: 3 (5)        Stun: 4

| Skills | Base | Level | Rating | Average |
|--------|------|-------|--------|---------|
| Brawl  | 4    | 4     | 8      | (4)     |
| Swim   | 4    | 4     | 8      | (4)     |

#### Talents

Aquatic\*

#### Resources

None

#### Flaw

Bestial

| Weapons  | Rating | Size | Attack | Average |
|----------|--------|------|--------|---------|
| Bite/Rip | 4L     | -2   | 10L    | (5)L    |

These large aquatic dinosaurs attack alone or in packs, attempting to rip apart their victims with rows of sharp teeth, in a feeding frenzy of bloody broiling water.

They can grow up to 15 metres long, but most are about 5 metres. They patrol inshore areas, estuaries and lakes, for any sort of animal prey. Though packs of them can take out larger creatures, they prefer to attack prey of roughly man-size.

They can sense blood from quite a distance in the water, and will descend upon the source mercilessly. They also lie in wait in river shallows and swamps, waiting for creatures to wade in.

Different species have adapted to various conditions. One super-large type patrols deep ocean regions. Another, almost blind one, lurks in the muddiest swamps, crawling along the bottom, using its other senses to locate prey.

