THE BLOB

Type: Amorphic Life Form

Physique: Special, see Special Abilities

Reflex: 2D

Unarmed Combat 5D

Canny: 1D Hide/Sneak: 6D

Will: 1D

Special Abilities/Disadvantages:

Amoprphous - The creature is able to redistribute its mass at will to squeeze through pipes, cracks under doors, etc.

Growth - This creature starts out with 1D in Physique and has about a 6 to 12 inch diameter. It gains 1D of Physique and 1 foot to it's diameter for each man sized creature that it devours. Also, it is immune to ANY kind of control or communication Magic or Psionic abilities, and gets a 4D bonus to resist all damage except extreme cold which it gets no defense roll against. When it is reduced to 0 body points by cold, it is not killed, but frozen solid and will gain 1 body point back every minute if freezing temperatures are not maintained.

Psuedopods - The Blob has three means of attack, it can lash out with a pseudopod to strike like a whip(Difficulty Easy, DMG PHY+1D(6D MAX)), it can attempt to grab a victim with a pseudopod (Difficulty Easy, Opposed PHY roll to escape, lowers envelop Difficulty to Easy) or it can attempt to envelop a victim(Difficulty Hard, DMG 5D per round). The only way that a victim can escape from the second attack is to make an opposed Physique roll against the Blob's current Physique score +10(Due to it's stickiness). Each additional person that attempts to help the victim adds 1D to the attempt to escape.

Story Hooks:

Carnivorous - The creature is an incessant feeder, with an animal level intelligence - so it cannot be reasoned with... only destroyed.

Life Points: 10 + 5 for each human sized creature it devours

Survival Points: 0-5 Normally

Move: 5, can cling to surfaces and move though cracks as well

Size: Varies

The Blob is an Amorphic Life Form that could be from another world... or could very well be a man made organism engineered as a biological weapon. It appears as a reddish, ameoba-like organism and acts in a very similar manner by seeking out food, enveloping, and then digesting it.

