

Radscorpions:

Radscorpions are giant emperor scorpions, mutated by radioactive radiation and the FE-Virus, that probably survived the Great War in pet stores. Thanks to their dangerous, poison stinger and their size, they were able to spread wide. In 2247 one can assume that wherever one is in the Wasteland, a radscorpion might be near by.

Small radscorpions become up to 70 cm in length, from head to the base of the tail with a tail that is, from its base to the poisonous tip, about another 60 cm in length. Large radscorpions however are more than double that in size: up to 1.5 meters from head to base of the tail and with a 1.2 meter long tail.

Whether or not small radscorpions are just radscorpions that are still growing bigger is not yet known to science. Few scientists wish to research radscorpions – and most wasteland dwellers avoid radscorpions with good reason as best as they can.

Radscorpions are pure carnivores and are impossible to domesticate as far as is known.

The statistics of radscorpions:

As with any other creature no value may lie under the minimal value or above the maximal value. 30 points may be added to the minimal value for small radscorpions, 31 for large radscorpions.

The statistics of small radscorpions:

	ST	PE	EN	CH	IN	AG	LU	CO
MIN	3	1	1	1	1	1	1	1
MAX	6	5	6	3	4	5	10	6

The statistics for large radscorpions:

	ST	PE	EN	CH	IN	AG	LU	CO
MIN	3	2	3	1	2	3	1	2
MAX	8	7	9	3	5	8	10	10

The statistics explained:

STRENGTH:

Strength decides how much damage an animal does in melee combat and also decides about extraordinary feats of strength the animal may have to do.

PERCEPTION:

Perception works the same for insects as it does for humans: it decides on how well the animal can perceive a threat or maybe an escape route or an obstacle in the way or something like that.

- ENDURANCE:** The endurance codetermines the hit points of the animal:
Small radscorpions have $5 + EN * 4$ hit points.
Large radscorpions have $10 + EN * 4$ hit points.
Furthermore the endurance codetermines whether or not the animal succeeds in certain, extraordinary feats.
- CHARISMA:** Animals can suck up, too. This value shows how docile the insect is.
Radscorpions, docile ones, too are very dangerous animals however and one should only try to tame one if one really knows what one does.
- INTELLIGENCE:** Each point of intelligence of the animal gives a bonus of +5 to training.
- AGILITY:** For each point of agility a small radscorpion can move for 3 cm in a combat round and a large radscorpion for 4 cm.
(AG = action points)
- LUCK:** As with humans, luck influences everything and nothing and the critical hit chance.
- COURAGE:** Shows how urgently an animal tries to withstand danger. Roughly said, for insects the following is true: the smaller they are, the more it's probable that they run away from danger.

Food:

Radscorpions are pure carnivores as far as has been observed until now. Small radscorpions eat about a pound a day, larger ones three times that. They can however survive several days without food.

Training:

The training of insects seems to be nearly impossible. One can keep them in cages and feed them daily, but that rarely leads to the animals becoming loyal companions. The few wasteland dwellers that keeps these animals, do so for food purposes. But, those who consider themselves experts in dealing with animals may certainly try it. One needs 100 points on *training* and about 12 months of time with the animals.

Movement and combat:

Small radscorpions can move for 3 cm per action point in combat, large ones for 4 cm.

Both variants attack with their stinger: both attacks poison with each successful attack and do additional, one time damage of: $1 D3 + ST * 3 + 1$.

The chitin armor of both kinds of insects is rather hard and offers an armor rating of 5 against all kinds of damage.