

Species, Breed: Bat, Vampire

Type: Not applicable.

Class: Fiend (Mammal). This creature is NOT an undead, but is effected by sunlight as an undead vampire is.

Align: Basic Instinct creature

Gender: 01-50: Female, 51-00: Male

Level: 1-D30 +1

Number encountered: 1

Experience points: 100 x level

Characteristics

Awareness: 30 See: "Special Abilities".

Charisma: Not applicable.

Constitution: 45

Coordination: 40 Grounded. 60 While in flight.

Dexterity: 40

Intelligence: 26

Mental-strength: 35

Strength: 25

Wisdom: 26

Movement:

Flying: 45

Grounded: 9

Swimming: Can't

Luck: 200

Oxygen-points: 105

Blood-points: 135

The following roll will determine the type of attack this creature will attempt per turn:

% Roll: Type of attack:

01-80: Bite / Claws

81-00: Dive attack

Attack descriptions

Bites: 2

Damage: 1-D12 x5

Range: 1 space (5')

Attack type: Sharp + See: "Vampiric Disease" in the "Special Offenses" section.

and:

Claws: 2

Damage: 1-D12 x5

Range: 1 space (5')

Attack type: Sharp.

or:

Dive attack: 1

Damage: 1-D12 x10

Range: 1 space (5')

Attack type: Sharp.

Defense: 40 or 60 (see: "Coordination")

Offense: 40

Damage-Points: Roll 3-D20 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 07+ to have 1-D100 x25

Bronze: 09+ to have 1-D100 x23

Silver: 11+ to have 1-D100 x20

Electrum: 13+ to have 1-D100 x18

White-gold: 15+ to have 1-D100 x15

Yellow-gold: 17+ to have 1-D100 x13

Black-gold: 19+ to have 1-D100 x10

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 3-D4 +3

Legendary: 40+ to have 1-D4 +1

Note:

The Vampire Bat will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

25% chance of having 1-D12 Artifacts

25% chance of having 5-D6 Enchanted Items

25% chance of having 1-D10 Enchanted Armors

25% chance of having 1-D10 Enchanted Weapons

25% chance of having 1-D100 +75 random Gems.

25% chance of having 3-D12 random Special Gems.

25% chance of having 3-D4 Magic Armors

25% chance of having 3-D4 Magic Weapons

25% chance of having 1-D4 Oracles

25% chance of having 3-D12 Other Valuable Items (O.V.I.)

25% chance of having 1-D4 Relics

Description:

Annihilation Strike?:No.

Description: This creature appears to be a giant bat, though more black than a starless sky at night in the deepest forest.

Eye color: Within it's eyes there seems to kindle and writhe in black flame.

Eye shape: Medium-sized and slanted. The slanted eyes of the Vampire Bat are piercing and hard.

Fur color: It's skin leathery, yet strangely soft to the touch. The chest is decorated with a beautiful vest of lustrous ebony fur (finger-length).

Height: 3'-0"

Length: 3'-0"

Posture: Avian (like a bird, or relating to the family of birds).

Weight: 40 lbs.

Wing contour: Bat.

Wingspan: 12'-0"

Dislikes: Unknown.

Disposition: This is a curious creature that studies its prey before attempting to subdue and drink of its life essence. If the prey it stalks seems easy, and would not put up much of a fight, the Vampire Bat will attempt to feed. This creature likes infesting dark places, clinging high to roofs, waiting for night to come. Once darkness has shut out the day, this creature will emerge from its lair to feed.

When a Vampire Bat bites a victim, a virus in its saliva will have a chance to infect the bitten. When bitten, a roll of 31+ will indicate the bitten is infected with its Vampiric Disease.

In the span of 72 hours the following will occur (if infected):

Time frame vs. Vampiric Disease contracted:

1st to 8th hour: No effect detected.
9th to 16th hour: Slight dizzy spells.
17th to 24th hour: Dizzy spells (successfully make an avoidance-roll vs. "Constitution" of faint for 1-D100 turns).
25th to 32nd hour: Detest the sight of daylight. Sun will now give the bitten powerful headaches (1-D10 points of damage to the head per hour while in the sun).
33rd to 40th hour: Skin begins to pale.
41st to 48th hour: Vampiric teeth develop in this time frame. This is very painful.
49th to 56th hour: At night, the bitten feels extremely energized.
57th to 64th hour: Fear the sun. Sun will now damage all areas of the body, causing 2-D20 points of damage per turn in all areas while exposed to sunlight, or even a day with no sunlight (i.e., morning and early evening).

The following characteristics of the victim will lower permanently:

Charisma: 1-D20
Constitution: 1-D20
Coordination: 1-D10
Dexterity: 1-D10
Strength: 1-D10

65th to 72nd hour: All other foods are nothing compared to the taste of blood, animal or human. Blood is bitten's main diet now. The urge for blood can be resisted if a successful "Mental-Strength Check" is rolled (Mental-Strength = the % chance: Roll the % number, or below, to succeed). This check will allow the now undead vampire to resist the taking of blood for 1-D4 +1 days. Luck can be used to help in this craving, yet will regenerate at a slow 1-D4 points per moon (30 days).

The following characteristics of the victim will raise permanently:

Charisma: 1-D20 +2 x2
Constitution: 1-D20 +2 x2
Coordination: 1-D10 +1 x2
Dexterity: 1-D10 +1 x2
Strength: 1-D10 +1 x2

G.M.: Once a person has become an Undead Vampire, he or she will have the same abilities as does an Undead Vampire; also the same curse. If a spell-caster is bitten by a Vampire Bat, an avoidance-roll vs. "Magic" (one chance to succeed) must be successful in order for the bitten to remain as a spell-caster (any luck used to succeed in this avoidance-roll will be forever lost). If the roll is failed, the spell-caster will not be able to cast magic unless cured of this nightmarish curse.

Fears: Sunlight.

Habitat: This creature is found in many regions of Utaemia.

Immunities: Disease, Fear, Mental-attack, Sickness and Spiritual-attack. See: "Special Defenses".

Life-span: Immortal, yet it lives as does its cousin, the Giant Bat. It will grow to maturity and full strength and then discontinue aging at its prime, never to die unless slain.

Likes: Blood. This creature is not particular on whom it feeds, so long as the blood is fresh and warm.

Needs: The Vampire Bat Needs fresh blood to survive. The Vampire Bat can be without blood sustenance for 45 days without any ill effects, but on the 46th day it must feed or suffer the permanent loss of 1 point of constitution per day thereafter until death occurs (unless it begins feeding on blood).

Note: This creature will remain neutral to a person who has the ability to cast a Vampire spell, or invoke a Vampire ability (as long as he or she does not attack this creature). If trust can be gained from such, these bats will eventually become allied with any who befriend and benefit them, adopting him or her into their family circle.

Special Abilities: Echolocation: This creature has the ability to send out sound that will bounce back from all objects, telling the precise shape and pattern of the obstacles being approached. With this ability, this creature can effectively hunt or evade a potential collision with objects.

Modification-points: This creature will have modification-points as follows: 3-D20 +9 (for level 0), and then 2-D6 +1 modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter. These abilities can only be used if in the form of a race type (i.e., Dwarf, Elf, Human, etc.).

Shape-Shift: This creature has the ability to shift into a creature of its choice for a duration of 2-D6 hours +1 per 5 levels advanced. It may only Shape-Shift into the type of creature whose blood it has tasted. Roll on the following chart to see how many random creatures you must roll up (if any):

%Roll: Creatures the Vampire Bat can Shape-Shift into:

01-20: 0

21-40: 1-D4 Roll one random creature from the region the Vampire Bat has been encountered within.

41-60: 1-D6 Roll two random creatures from the region the Vampire Bat has been encountered within.

61-80: 1-D8 Roll three random creatures from the region the Vampire Bat has been encountered within.

81-00: 1-D10 Roll four random creatures from the region the Vampire Bat has been encountered within.

It will take 3 turns (15 seconds) to Shape-Shift into a creature, and 3 turns (15 seconds) to Shape-Shift back.

Vampiric Regeneration: This creature's wounds will heal at a rate of 1-D10 points per turn.

Special Defenses: Evasion: This creature will have a 60% chance of automatically evading a strike against it while in flight (this does not apply to area of effect attacks).

Resistances: Only spells which can effect an Undead can effect this creature (even then, it will have a 40% Magic-Resistance to spells that effect the Undead).

Special Offenses: Vampiric-Strike: When the Vampire Bat bites its victim, the targeted creature must make an avoidance-roll vs. “Awareness” or not know he or she is being bit, so smooth and careful is its attack. When the Vampire Bat attacks, it will carefully bite into a victim, excreting a pain-killing saliva that will dull the senses of the flesh. Then it will bite. The Vampire Bat will never kill, for its instinct is to only take warm blood from a victim.

This creature will take 1-D4 blood-points worth of blood to feed.

Susceptibilities: Direct Sunlight: Causes 2-D20 points of damage to this creature per turn.

Holy Spells and Water: Causes x2 damage on this creature.

Secondary Sunlight: Causes 1-D20 damage to this creature per turn (Examples of secondary sunlight: Predawn, when it is light out, but no actual sun is showing, After the sun sets, yet before darkness falls, or a fully overcast day when the sun is hidden by the clouds).

Weapon susceptibility: Rank-3 (or better) magical weapon to harm.