

Species, Breed: Bat, Common

Type: Not applicable.

Class: Animal (Mammal)

Align: Basic instinct creature.

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

Level: 1

Number encountered: 3-D6 x 1,000 in a cave or wilderness, 1-D8 in civilization.

Experience point: 1

Characteristics

Awareness: 5 See: "Special Abilities".

Charisma: Not applicable.

Constitution: 18

Coordination: 30 Grounded. 60 While in flight.

Dexterity: 30

Intelligence: 1

Mental-strength: 15

Strength: 1

Wisdom: 1

Movement:

Flying: 20

Grounded: 1

Swimming: Can't

Luck: 0

Oxygen-points: 45

Blood-points: 54

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

% Roll: Type of attack:

01-50: Bite / Claws

51-00: Dive attack

Attack descriptions

Bites: 2

Damage: 1

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1

Range: 1 space (5')

Attack type: Sharp.

or:

Dive attack: 1

Damage: 1-D4 -1 (no less than 1 damage)

Range: 1 space (5')

Attack type: Sharp.

Defense: 30 or 60 (see: "Coordination")

Offense: 30

Damage-Points: Roll 1-D4

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: No.

Description: This creature appears to be a common sized bat, the same which is seen flying about lamps in the night as they chase moths, which are their favorite food.

Eye color: Black.

Eye shape: Small-sized and round.

Height: 0'-3"

Length: 0'-3"

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

Weight: 1/16 lb.

Wing contour: Bat.

Wingspan: 0'-9"

Dislikes: Bright light and fire.

Disposition: They like solitude, infesting dark places, clinging high to roofs, waiting for night time to come. Once night arrives, they pour forth from their lair in the thousands, seeking food. It is very rare that a Common Bat will attack any other than mere insects, but it has been known to occur (a roll check of 91+ = an attack (usually just 1 will become aggressive)).

If wounded, a Common Bat will break off the attack and flee. Common Bats hibernate during the cold season. If they are encountered during this time, it will be only within a sheltering cave, or the like, where the cold cannot penetrate. Females give birth to but one offspring per year in the early spring, in which the males are attacked if they come near the nest (some of the females stay behind to guard the nest when nighttime comes (and the others are out hunting for food)).

Fears: Cats.

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

Immunities: None.

Life-span: 30 years.

Likes: It's main diet are insects, especially moths.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: None.

Special Abilities: Echolocation: This creature has very poor eyesight, but they make up for it with 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, bats can effectively hunt or evade a potential collision with objects.

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: This creature has the following resistances:

Disease: 70%

Sickness: 70%

Special Offenses: Diseased bite: There will be a 25% chance (76+ roll) that the bite of a bat will infect the bitten with a random level disease (unless an avoidance-roll vs. "Disease" is successful).

See: "Disease, Explanation of" in the D section of the Basic Rules Book.

Susceptibilities: Bright light drives these creatures away.

Weapon susceptibility: Rank-0 weapon to harm.