

Species, Breed: Biter, Blood

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 100 x level.

Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 30

Coordination: 60

Dexterity: 60

Intelligence: 25

Mental-Strength: 30

Strength: 15

Wisdom: 5

Movement:

Flying: Can't

Grounded: 15

Swimming: Can't (but moves under water at 5 spaces per turn).

Luck: 50

Oxygen-points: Not applicable.

Blood-points: Not applicable.

Attack descriptions

2 R-0 Short swords: 3 attacks with each blade.

Damage: 2-D6

Range: 1 space (5')

Attack type: Sharp. See: "Special Offenses".

Defense: 60

Offense: 60

Damage-Points: Roll 3-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 2-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 30+ to have 1-D8

UnCommon: 50+ to have 1-D6

Rare: 70+ to have 1

Legendary: 90+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears a small skeleton with a membrane of transparent skin. Within this skin is a thick, clear, liquid.

Eye color: None.

Eye shape: As a skeleton.

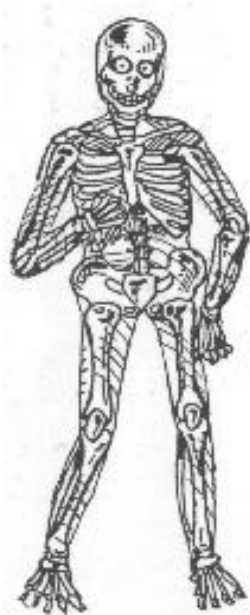
Height: 3'-0"

Skin color: Clear with a red, blood-like, liquid within.

Skin texture: Smooth, yet if you run your hand along this creature's body, you will feel the gel and its skeletal structure within its transparent skin.

Posture: Avian (like a bird, or relating to the family of birds), Biped (like an animal with two feet), Pinniped (like a marine carnivore that has flippers), Quadruped (like an animal with four feet), Sirenian (like a sea cow),

Weight: 60 lbs.



Dislikes: Vampires.

Disposition: The Blood Biter has an insatiable appetite for Blood; it is its only source of healing for them. This creature does not bargain, nor does it have sympathy or mercy for anyone, or anything.

Fears: It does have one fear . . . Vampires.

Habitat: Volcanic.

Immunities: Beguile, Breath, Charm, Consciousness, Disease, Electricity, Faith, Fall, Fear, Fire, Gases, Illusion, Mental-attack, Pain, Poison (all types), Remorse, Shock, Sickness, Sleep, Spiritual-attack and Stun.

Life-span: Unknown.

Likes: It simply thrives on battle.

Needs: None.

Note: None.

Special Abilities: None.

Special Defenses: Resistances: This creature has the following resistances:

Enchantment: 30%

Magic: 91%

Mental-attack: 91%

Special Offenses: Blood-Strike: If struck in the flesh (wounded) the victim must make a successful avoidance- roll vs. "Constitution" or lose Blood points (up to) according to the level of the Blood Biter itself.

If the attack is successfully parried or blocked, the victim must make a successful avoidance-roll vs. "Constitution" (two chances to succeed) or lose Blood points (up to) according to the level of the Blood Biter itself ($\div 2$, rounded down).

Example: A level #6 Blood Biter will permanently drain 1-6 blood-points. A level #2 Blood Biter will permanently drain 1-2 Blood points. A level #8 Blood Biter will permanently drain 1-D8 Blood points. Blood drained from a victim will be added to the initial Blood points of the Blood Biter and heal this creature for the same.

Susceptibilities: None.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.