

# Species, Breed: Vulture, Common

Type: Not applicable.

Class: Animal (avian)

Align: Basic instinct creature.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D12

Number encountered: 3-D6 +3

Experience points: 1 x level.

## Characteristics

Awareness: 70

Charisma: Not applicable.

Constitution: 18

Coordination: 22

Dexterity: 26

Intelligence: 3

Mental-strength: 25

Strength: 12

Wisdom: 3

## Movement:

Flying: 18

Grounded: 6

Swimming: Can't

Luck: 24

Oxygen-points: 75

Blood-points: 54

## Attack descriptions

Bite: 1

Damage: 1-D12

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12

Range: 1 space (5')

Attack Type: Sharp.

Defense: 22

Offense: 22

Damage-Points: Roll 1-D10 x level

## Treasure: %Roll needed to have money and treasure:

60+

If this creature has treasure, it will be feeding upon a fallen creature. Roll up a random creature within this region setting and roll for its treasure. It will have at least one of the checks, so roll until you get at least one thing, whether it is copper, silver, and/or treasure items.

Example: This creature is feeding upon the already fallen corpse of a Dune Wolf: Roll to see if it has copper, then bronze, silver, electrum, white-gold, yellow-gold, black-gold and then treasure on it. If you roll for the all and did not roll high enough for the victim to have anything, roll again. Keep rolling until you get at least something. If you rolled, and you found copper on the victim, but you did not get any other roll-checks, you are done (it only had copper on it).

# Description:

**Annihilation Strike?:**No.

**Description:** This creature is easily recognized for its longer neck and head, which are red in color.

**Eye color:** Black.

**Eye shape:** Small and round.

**Feather color:** Black.

**Height:** 2'-6"

**Length:** 3'-0"

**Skin color:** Red.

**Skin texture:** Soft and wrinkled.

**Posture:** Avian (Birds, or relating to the family of birds).

**Weight:** 15 lbs.

**Wing contour:** Feathered.

**Wingspan:** 6'-0"

**Dislikes:** Fire.

**Disposition:** These scavengers are quick to catch the scent of a dead and decaying body. If a creature is dying, it will follow at a safe distance until it perishes. When the creature dies, it will devour it.

**Fears:** Fire.

**Habitat:** Desert (Savanna).

**Immunities:** None.

**Life-span:** 17 years.

**Likes:** Scavenging.

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

**Note:** None.

**Special Abilities: Tracking:** This creature has a 91% chance to pick up and follow the scent of the dead to its source, even at a great distance (10 leagues (30 miles)).

**Special Defenses: Resistances:** Disease: 25%, Sickness: 90%.

**Special Offenses:** None.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-0 (or better) weapon to harm.