

Species, Breed: Vampire (see: "Special")

Type: Undead.

Class: Undead.

Align: %Roll: 01-80: Evil, 81-00: Good. Even if this undead is good, it is still driven by its unnatural hunger, even though it may attempt to resist.

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

Level: 1-D30+1

Number encountered: 1

Experience points: 120

Characteristics:

Awareness: 50

Charisma: Not applicable.

Constitution: 80

Coordination: 40

Dexterity: 40

Intelligence: 30

Mental-strength: 60

Strength: 50

Wisdom: 25

Movement:

Flying: 30 In the form of the "Giant Bat".

Grounded: 9

Swimming: 4

Luck: 100-

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions:

Bite: 3

Damage: Common Vampire: 1-D12 x6 Greater Vampire: 1-D12 x12

Range: 1 space (5')

Attack type: Sharp.

Defense: 40

Offense: 40

Damage-Points: Roll 4-D20 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x50

Bronze: 04+ to have 1-D100 x45

Silver: 06+ to have 1-D100 x40

Electrum: 08+ to have 1-D100 x35

White-gold: 10+ to have 1-D100 x30

Yellow-gold: 12+ to have 1-D100 x25

Black-gold: 14+ to have 1-D100 x20

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 3-D4 +3

Legendary: 20+ to have 1-D4 +1

Note:

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

50% chance of having 1-D12 Artifacts

50% chance of having 5-D6 Enchanted Items

50% chance of having 1-D10 Enchanted Armors

50% chance of having 1-D10 Enchanted Weapons

50% chance of having 1-D100 +75 random Gems.

50% chance of having 3-D12 random Special Gems.

50% chance of having 3-D4 Magic Armors

50% chance of having 3-D4 Magic Weapons

50% chance of having 1-D4 Oracles

50% chance of having 3-D12 Other Valuable Items (O.V.I.)

50% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: This undead appears as a normal man or woman, which is rather deceiving, for they are creatures of the night, risen from their abodes to feed upon mankind..

Eye color: Dark-brown.

Eye shape: Medium-sized and oval (slightly slanted).

Hair color: Black.

Hair texture: Female: Long and soft, Male: Shoulder-length and soft.

Height: Female: 5'-6", Male: 6'-1"

Skin color: Beige (pale)

Skin texture: As a normal person's.

Posture: Biped (like an animal with two feet).

Weight: Female: 110 lbs., Male: 190 lbs.



Dislikes: Sunlight.

Disposition: The disposition of each vampire is quite different from one another, just as no two people are the same. While most vampires will socialize among the living, feeding whenever they so choose, some of these undead refuse their hunger, battling their instincts with a conscience burning like fire.

Fears: Sunlight.

Habitat: This creature is encountered in many regions.

Immunities: Breath-attacks that are based on: Acid, Air and Fire, Charm, Cold, Disease, Electricity, Fear, Fire, Mental-attack, Pain, Poison (excluding Toxin Poison), Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness.

Life-span: Undying creature. This creature's existence never fades.

Likes: This undead is drawn to parties and dances. The Vampire loves music, and will listen to such entertainment as often as he or she can.

Needs: Unknown.

Note: None.

Special Abilities: Modification-points: The Greater Vampire will have the following modification-points: 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.

- Transformation:**
- Bat:** The Vampire has the ability to transform itself into a Giant Bat at will in 1 turn (5 seconds). Once changed into a Bat it is vulnerable to all forms of attacks which a Giant Bat is susceptible to. A Greater Vampire will take the form of a Vampire Bat.
 - Wolf:** The Vampire has the ability to transform itself into a Common Wolf at will in 1 turn (5 seconds). Once changed into a Bat it is vulnerable to all forms of attacks which a Common Wolf is susceptible to. A Greater Vampire will take the form of a Siren Wolf.

Special Defenses: Regeneration: This undead will regenerate from damage taken to the body at an incredible rate of 1-D10 points per turn.

There will be a 10% chance that a Vampire will be a Greater Vampire. If so, it will regenerate 1-D20 points per turn (severed limbs being restored). If this vampire is slain, it will regenerate 24 hours after it has been fallen, but only if it is nighttime.

A Greater Vampire can only be permanently destroyed if the following is accomplished:

Holy water is poured upon its body after it is destroyed (even if it is destroyed by holy water attack).

The corpse is then burned by fire for 3 hours.

The one who does this deed must have the Divine Favor, "Holy".

If this is accomplished, the Greater Vampire will be forever destroyed.

Special Offenses: Charm: If successful, this ability will ensnare a creature, making it think the vampire is a loyal and trusted friend, succumbing to its influence as if a creature has fallen in love with it (yet even more dedicated than this).

If the Vampire acts out against its charmed victim with any kind of harmful intention the charm will be broken. Once bitten by a Vampire a creature must make a successful avoidance-roll vs. "Paralysis" or become completely helpless with no chance to break the vampire's grip it has on it.

Hypnotic voice: This creature's voice will cause its victim do his or her bidding, whatever it may be (even kill itself). Usually the Vampire will not ask a creature to kill itself. Fresh blood would stay such a command under normal circumstances.

To avoid being entranced by this creature's hypnotic voice one must successfully pit its mental-strength vs. the vampire and win.

Trepidation: When a Vampire is encountered in its wrath, all creatures must successfully make an avoidance-roll vs. "Fear" or suffer the following penalties:

Movement: 50% (rounded down)

-30 Offensive rolls.

-30 Defensive rolls.

Susceptibilities: Holy Water will always inflict x3 damage on this creature.

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