

Undead (Vampire):

This race appears as a normal human, though his or her skin is rather pale, and he or she has prominent fangs.

Abilities:

Base Defense:

8.

Bite of the Vampire:

Attacks per turn: 2 (bite, bite).

Damage: Bite: 1-D6, Bite: 1-D6 see: "Paralysis".

Note: Damage for the bite will increase by 1-D6 per 5 levels advanced above level #1, and are not considered as part of his or her normal attacks (i.e., a level 15 vampire bite will cause 1-D6 x3 damage).

Paralysis: When the Vampire's bite causes maximum damage, the victim must roll a 15+ or succumb to the effects of Paralysis, or become immobilized, paralyzed for its turn. While a victim is paralyzed, the Vampire will automatically drain 1-D6 x3 more life-points per turn, after which, again, a 15+ must be rolled in order to break free.

Note: While draining a victim, the Vampire's Defense will be reduced to ½ (rounded up). If struck while feeding, the Vampire must lower his or her defensive roll to ½ (rounded up) in order to evade the attack and keep the victim in a paralyzed, helpless state. If the Vampire wishes to keep the normal roll to evade, he or she may, but the victim must be released. See: "Blood Minion" if a creature is brought down to 0 life-points while feeding.

Special:

The bite attacks of the Vampire are not considered with his or her normal attacks (these are extra if the Vampire so chooses to add them into the normal attacks each melee turn).

Explanation and rulings for Abilities:

Blood Minion:

If a creature is brought down to 0 life-points by the bite of a Vampire, it will become a Blood Minion, thus becoming a slave forever (only a creature that is under the immobilizing effects of Paralysis can become a Blood Minion. All stats of the creature taken down will be at 50% (rounded down). A Blood Minion is an undead. Example of a Blood Minion (Common Black Bear):

Note: To the right of each stat will be a Blood Minion's adjusted stat (in red) after becoming a Blood Minion of a Vampire (only the stats in red will be considered once a creature has been changed into a Blood Minion):

Encounter type: Bear, Black, Common / Blood Minion Common Black Bear

Encountered: 1-D4 per 3 players. / Not applicable.

Attacks per turn: 3 / 3

Attack types / Damage per successful attack: Paw: 1-D8 +1, Paw: 1-D8 +1, Bite: 1-D8 +1 / 1-D4 +1, Paw: 1-D4 +1, Bite: 1-D4 +1

D20 roll needed to have Gold / # of gold coins found: 17+ / 1-D4 / Not applicable.

D20 roll needed to have Silver / # of silver coins: 16+ / 2-D6 / Not applicable.

D20 roll needed to have Treasure / # of treasure items found: 17+ / 1 / Not applicable.

Defense: 10 / 5

Experience: 9 / 4

Life-points: 27 / 12

Offense: 0 / 0 See: "Special".

Region: Forest Wilderlands.

Special: Maul: If this creature successfully strikes with both paws, it will Maul its victim, causing 1-D8 x2 +2 / 1-D4 x2 +1 damage.

Rage: When this creature is wounded it will gain an offense of +2 / +1 for the remainder of the conflict.

Body Weapons:

Attacks per turn: 2 (punch, punch).

Damage: Punch: 1-D8 -1, Punch: 1-D8 -1

Evasive: +1 on defensive rolls to evade attacks.

Physique: This creature will begin with 50 life-points at level #1 and will gain an additional 1-D10 life-points per level advanced.

Vampiric Regeneration: This race will regenerate at a rate of 1-D4 life-points per melee turn and 4-D6 +20 per Travel Turn.

Special: When a Vampire is created, there will be a 1 in 20 chance that he or she will have Greater Vampire Regeneration. Roll 1-D20: a 1 will indicate this Vampire will have Greater Vampire Regeneration as follows:

<u>Level:</u>	<u>Regeneration:</u>
1 st - 20 th :	1-D6 life-points per melee turn.
21 st - 40 th :	1-D6 x2 life-points per melee turn.
41 st - 60 th :	1-D6 x3 1-D6 life-points per melee turn.
61 st - 80 th :	1-D6 x4 life-points per melee turn.
81 st +:	1-D6 x5 life-points per melee turn.