

Biterbook

(80 Points)

Type: Monstrosity

Sub Type: -

Size: Tiny

Move: 6" Land

Vigor Bonus: +20

B 15, A 25, E 15, M 5, S 10,

C 2, L 1

PRSB + 5

MRSB + 1

DefB (+32); MCB (+27 Bite

or +37 Grapple) / RCB

(+25 base) / IM+25

Special Abilities / Attacks:

Biter's Chop (+10 to bite attacks, Vice-like Grip (+10 to Grapple attacks)

Skills: Bluff +10, Jump

+10, Observe +10, Stealth+

15, Survival +5, (plus any Single LORE Skill at +11, (Normally this is Magic Lore, but may be Whatever the subject of the book was on)

Gear: none

Treasure Rating: Scavenger

Lore Rating: +20 Rare

Talents: (Sp) Biter's Chomp (a Biterbook gains a +10 talent bonus when using its Bite Attack); **Hearty**; **Night Eyes**; **Vice-Like Grip** (+10 to all Grapple Attacks and Injury Tests); **Tick Skinned 5** (grants rating as a natural armor onus to creature's Defense); **Improved Movement (land) 1,2, 3,4**; **Vulnerability ACID (flaw)** (Creature is VULNERABLE to ACID ATTACKS and EFFECTS, only allowed a Straight 1d20 roll to resist);



Vulnerability FIRE (flaw) (Creature is VULNERABLE to FIRE ATTACKS and EFFECTS, only allowed a Straight 1d20 roll to resist); **Vulnerability SHOCK (flaw)** (Creature is VULNERABLE to SHOCK ATTACKS and EFFECTS, only allowed a Straight 1d20 roll to resist);

Templates: none

Max Core Ability Caps: B 20, A 30, E 20, M 20, S 20, C 10, L 20 / VB + 40 (These are the maximum values that you may increase the creature using Build Points)

Description: A worn book bound with scaly or knobby hide. A collection of eyes, horny knobs, warts and a twisted maw of teeth

Environment: Any (mostly dungeons, ruins or anywhere magic tomes can be found)

Personality / Behavior: Biterbooks are vicious creatures who lurk near or around anywhere magical tomes can be found, attacking anything that they encounter. Biterbooks reproduce by rubbing against magical tomes and infect it with its spore like excretions. The spores grow into another Biterbook in less than on week. This makes these nasty monstrosities a terror to any large gathering of magical writings.

Tactics: Biterbooks try and hide amongst normal books until they can attack from ambush, biting and chewing until opponent dies so it can be eaten.

Treasure: Biterbooks only covet magic tomes that they can infect to so they may breed and make more Biterbooks.