

Chupacabras

The Chupacabra is a savage aberration and stealthy carnivore. It has the face of a wolf with gray or scaly facial skin, coarse body hair that provides a chameleon-like natural coloring to the creature, and a row of quills runs down the length of the beast's back. The creature has two short forearms that end in three-fingered claws, bat-like wings, and powerful kangaroo-like legs. Two sharp fangs extend several inches from the creature's snout and their eyes are generally reported to be black, orange or red.

These twisted creatures' range throughout the Caribbean, Central and South America as well as the southern United States. They generally prey on small fowl and animals, such as chicken, geese, ducks, goats, dogs and cats. The Greater Chupacabras have been known to attack cattle and occasionally human beings. The Chupacabras are masterful predators and are very difficult to track, hunt, or kill. Typically they attack at night and leave the bodies of their prey ravaged, and bloodless. Investigators claim that the creature uses a hissing noise and gives off a natural musk that lulls the prey into a sleeplike state. Then it attacks the victim with two straw-like fangs, which allow the beast to suck the blood from its prey.

Many South Americans blame US scientists working for NASA and an undisclosed US Agency for creating these aberrations and letting them loose on an unsuspecting, and unbelieving world. Many have reported that American soldiers have come to claim any carcass that has been harvested by hunters. These are secreted away to hidden bases deep in the Amazon Jungle. Officially, the US government disavows any knowledge of these creatures.

Species Traits

Darkvision (Ex): Can see in total darkness out to 60 feet.

Musk (Ex): The creature may exude a powerful musk or scent three times a day that forces every creature within a 20 feet radius to pass a fortitude save against DC 12. When this save is failed the victim is paralyzed for three rounds.

Chameleon Skin (Ex): The chupacabra's skin can change color and texture to adapt to its surroundings. This provides a natural bonus of +5 to the creature's hide skill.

Vampiric Bite (Su): The chupacabra's fangs allow the creature to bite and suck the blood from its victims. This is done at 1d4 points of Constitution per round. If the victim loses more than half its Constitution, the victim must pass a Fortitude save DC 12, or lose consciousness, unless a transfusion of blood takes place in the next ten minutes of game time. Once the victim loses all its Constitution points death occurs. The Chupacabra gains 1 temporary hit point for each point of Constitution it devours, and the hit points last for one twenty-four hour period. The temporary bonus is limited to a maximum of 10 points above its normal hit point level. Chupacabra's may heal damage through their vampiric bite. Damage healed in this way is permanent and without limit.

Lesser Chupacabras

CR 2 ; Small aberration; HD 2d8; hp 10; MAS 10: Init +3; Spd 20 ft., fly 40 ft. (Poor); Jump 20 ft; Defense 16, touch 14, flat-footed 13 (+3 Dex, +1 size, +2 natural); BAB +1; Grap -5; Atk +0 melee (1d4-2, claws (2), or Atk +1 (1d6-2 bite), or Atk +0 (1d6-2 kick); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision, musk, chameleon skin, and vampiric bite; AL none; SV Fort +0, Will +2, Ref +3; Str 7, Dex 16, Con 10, Int 1, Wis 10, Cha 1.

Skills: Hide +10 (Includes +5 Species bonus), Move Silently +5, Listen +4, Spot +4

Feats: Weapon Finesse (Bite)

Advancement: 2-3 HD (Small), 4 HD Greater Chupacabras.

Greater Chupacabras

CR 4; Medium aberration; HD 4d8; hp 20; MAS 10; Init +3; Spd 30 ft., Fly 50 ft. (Poor); Jump 30 ft; Defense 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +3; Grap – 3; Atk +2 melee (1d4, claws (2), or Atk +3 (1d6 bite), or Atk +2 (1d6 kick); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision, musk, chameleon skin, and vampiric bite; AL none; SV Fort +0, Will +4, Ref +3; Str 10, Dex 16, Con 10, Int 1, Wis 10, Cha 1.

Skills: Hide +15 (Includes +5 Species bonus), Move Silently +10, Listen +8, Spot +8
Feats: Weapon Finesse (Bite)