

## BAT

Bats are avian omnivorous and carnivorous mammals that feed upon insects, encompassing red bats, brown bats, black bats, hoary bats, fruit bats, hog-nose bats, horseshoe bats, vampire bats and similar creatures. Although their eyes are functional, they use sound—echo-location—to hunt down prey. And they are famous for sleeping upside down while clinging to cave ceilings.

- Squeaky bats include oversized, larger-fanged versions of regular bats such as red bats, brown bats, black bats, hoary bats, fruit bats, hog-nose bats and horseshoe bats.
- Flappy bats are gigantic cousins of regular bats, especially vampire bats, with an aggressive nature and very tough, leathery hides.
- Nightcloak bats are variants with thicker hides, longer fangs, and magical powers that allow them to create darkness so they can blind prey while taking advantage of their own echo-location.

BAT TRAITS
<b>Class:</b> beast
<b>Origin:</b> Midgard
<b>Sapience:</b> amoral-agent <b>Lifeworlds:</b> <i>lawful-detached, lawful-detached, lawful-wicked, lawful-hearted</i>
<b>Vessel:</b> corporeal (zoetic-organic) <b>Tier/Shape Range:</b> Dawning ⅓×⅓×⅓ to Honing 2×1×1
<b>Role:</b> warrior <b>Creature Knowledge:</b> <ul style="list-style-type: none"> <li>• <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 8</li> <li>• <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 22</li> </ul>
<b>Roottrait Points:</b> 3+[2×(tier-1)] <b>Attack Roottraits:</b> <ul style="list-style-type: none"> <li>• <i>Physical Strikes/Harm:</i> Lth/Brw</li> <li>• <i>Magical Strikes/Harm:</i> —</li> </ul>
<b>Augmentations/Lifeskills:</b> Nml +5; hasten +5; physical strikes +2; <i>deepfare</i> +2 (train: adv); <i>dive</i> +0 (train: sta); <i>landfare</i> +0 (train: imp); <i>look</i> +4 (train: imp; <i>avail:1</i> ); <i>lurk</i> +4 (train: imp); <i>seafare</i> +0 (train: sta); <i>search</i> +3 (train: sta); <i>toil</i> +5 (train: imp)
<b>Carcass Harvest:</b> <ul style="list-style-type: none"> <li>• <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (sta) DR 10</li> <li>• <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 15</li> <li>• <i>Bones, Fangs, Claws:</i> [(1d2)×cubes] coppers; <i>hew</i> (sta) DR 11</li> <li>• <i>Hides, Pelts:</i> [(1d2)×cubes] coppers; <i>taw</i> (sta) DR 11</li> </ul>
<b>Lair Treasure:</b> <ul style="list-style-type: none"> <li>• <i>Mundane:</i> incidental</li> <li>• <i>Magical:</i> incidental</li> </ul>

SQUEAKY BAT
<b>Tier:</b> Beginning <b>Lifeworld:</b> <i>lawful-detached</i> <b>Languages:</b> Beast
<b>Shape:</b> ½×¼×¼ <b>Size Modifier:</b> +5 <b>Mass Modifier:</b> ±0 <b>Speed:</b> walk 1; swim 1; fly 20
<b>Roottraits:</b> Brw 0; Lth 3; Smt 0; Wis 2; Glt 0 <b>Hasten:</b> 7 <b>Defenses:</b> Nml 23; Ftl 15; Mfl 12 <b>Grit:</b> 4+2d4 [9] <b>Pneuma:</b> 4
<b>Harm Yields:</b> <u>susceptible</u> <i>whelm, flare, frost, gleam, gloom, rasp, rot, shock, chaos, hubris, heinous</i> ; <u>vulnerable</u> <i>shake</i> 4; <u>resistant</u> <i>wreck</i> 1; <u>immune</u> <i>logos, charis, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>disoriented, stunned, jostled, imbalanced, prostrated, deafened</i>
<b>Lifeskills:</b> <i>deepfare</i> +6 (adv); <i>dive</i> +2 (sta); <i>landfare</i> +3 (imp); <i>look</i> +7 (imp; <i>avail:1</i> ); <i>lurk</i> +9 (imp); <i>seafare</i> +0 (sta); <i>search</i> +4 (sta); <i>toil</i> +6 (imp); <i>tumble</i> +3 (sta)
<b>ATTACKS AND POWERS</b>
<b>1 Bite—1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 0; strike +5; <i>wreck</i> ( <i>stab</i> ) harm 1d4   <b>Option [adjuvant; 1 pneuma]:</b> <i>gore</i> (1d4)
<b>Monster and Mortal Powers:</b> <i>allsense; grappling—standard; inferior defense</i> (Mfl)
<b>Ascension-Point Value:</b> 6

NIGHTCLOAK BAT TEMPLATE
<b>Movement Alterations:</b> fly +3
<b>Harm Yields Alterations:</b> <u>resistant</u> <i>wreck</i> +2, <i>rasp</i> +2, <i>rot</i> +8
<b>Condition Adaptations Alterations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>blinded</i>
<b>Lifeskills Alterations:</b> none
<b>Attacks and Powers Alterations:</b> <i>bite</i> strikes—base variable harm +1 d-step, plus <i>disease</i> (greater) option, plus <i>siphon</i> (1d4) option; <i>arcane dark</i> (cleric) and <i>diminish light</i> (monk) powers
<b>Ascension-Point-Value Alterations:</b> +6

FLAPPY BAT
<b>Tier:</b> Surging <b>Lifeview:</b> <i>lawful-detached</i> <b>Languages:</b> Beast
<b>Shape:</b> 1×1×1 <b>Size Modifier:</b> ±0 <b>Mass Modifier:</b> ±0 <b>Speed:</b> walk 1; swim 1; fly 15
<b>Roottraits:</b> Brw 2; Lth 3; Smt 0; Wis 4; Glt 0 <b>Hasten:</b> 9 <b>Defenses:</b> Nml 26; Ftl 19; Mfl 14 <b>Grit:</b> 18+4d4 [28] <b>Pneuma:</b> 8
<b>Harm Yields:</b> <u>susceptible</u> <i>whelm, flare, frost, gleam, gloom, rasp, rot, shock, chaos, charis, heinous</i> ; <u>vulnerable</u> <i>shake</i> 5; <u>resistant</u> <i>wreck</i> 3; <u>immune</u> <i>logos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>disoriented, stunned, jostled, imbalanced, prostrated, deafened</i>
<b>Lifeskills:</b> <i>deepfare</i> +9 (adv); <i>dive</i> +4 (sta); <i>landfare</i> +6 (imp); <i>look</i> +9 (imp; <i>avail:1</i> ); <i>lurk</i> +10 (imp); <i>seafare</i> +1 (sta); <i>search</i> +5 (sta); <i>toil</i> +8 (imp); <i>tumble</i> +3 (sta)
ATTACKS AND POWERS
<b>1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]:</b> targeted melee 0; strike +5; <i>wreck (stab)</i> harm 1d6+2   <b>Option [adjuvant; 1 pneuma]:</b> <i>gore</i> (1d4)
<b>Monster and Mortal Powers:</b> <i>allsense; grappling – standard; inferior defense</i> (Mfl)
<b>Ascension-Point Value:</b> 9