

NAME Glimmerbat RACE Bat SIZE 1 HEIGHT 1'0" WEIGHT 5lbs HL 4 EL 0

CON	<u>7</u>	AGI	<u>7</u>	INT	<u>7</u>	STR	<u>2</u>	WILL	<u>2</u>	CHA	<u>3</u>
Hit Points	<u>105</u> / <u>105</u>	Initiative	<u>14</u>	C. Mastery	<u>14</u>	Armor	<u>4</u>	SP Armor	<u>4</u>	Song Effect	<u>6</u>
Vitality	<u>210</u> / <u>210</u>	Speed	<u>14</u>	H. Mastery	<u>14</u>	MAD	<u>4</u>	M. Mastery	<u>4</u>	M. Speed	<u>6</u>
		RAD	<u>14</u>	SP Mastery	<u>14</u>					M. Damage	<u>6</u>

## ATTACK # 1

**Description:** Bite, Claw

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 29 Crit DMG: 33 | SP-DMG: \_\_\_\_\_ Crit SP-DMG: \_\_\_\_\_

Other: \_\_\_\_\_

## ATTACK # 2

**Description:** Arcane Bolt

Type: S.N. Ranged Weapon Range: 7 Accuracy: 4/5/6DMG: \_\_\_\_ Crit DMG: \_\_\_\_ | SP-DMG: 39 Crit SP-DMG: 53

Other: \_\_\_\_\_

## ABILITIES

<b>Name:</b> <b>Blinding Luck Bolt</b>	<b>Description:</b> <b>Target creature within 5 spaces tests CHA 12</b>	<b>DPD:</b> <b>Blind</b>	<b>&amp; Stun</b>
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**Name:** **Dancing Bolts**      **Description:** **Target creature within 5 spaces tests INT 12**      **DPD:** **Blind**      **& 5 SP-DMG**

<b>Name:</b> <u>Glimmer Spear</u>	<b>Description:</b> <u>Target creature within 5 spaces tests AGI 12</u>	<b>DPD:</b> <u>Blind</u> & <u>Stun</u>
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<b>Name:</b> <b>Glitter Dance</b>	<b>Description:</b> <b>Target creature within 5 spaces tests WILL 12</b>	<b>DPD:</b> <b>Blind</b>	<b>&amp; Stun</b>
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**Name:** **Static Spray**      **Description:** **Target creature within 5 spaces tests CON 12**      **DPD:** **Stun**      **& 5 SP-DMG**

## IMMUNITIES, VULNERABILITIES, & TRAITS

**Immunities:** Blind, Stun

**Vulnerabilities:** \_\_\_\_\_

**Traits:** Enhanced Abilities, Flying, Miraging/Phasing, Nimble, True Sight

## EQUIPMENT, ITEMS, GOLD, &amp; LOOT (If any)

## Blind Arrow

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

## LORE

Glimmerbats are highly social bats that love to dance and play with other creatures. Some creatures play back with them (*especially dogs*), but most simply get annoyed or enraged by them. Since Glimmerbats are emotionally chaotic creatures, they usually take offense to anger, and end up harassing or outright killing those that get upset with them.

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*Glimmerbats are agile and hone some impressive abilities. Since they have a strong affinity for lightning, excellent sonar capabilities, and are semi-protected by a mysterious magic, these creatures are immune to both Blind and Stun.*

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## APPEARANCE

Glimmerbats are medium sized bats enshrouded with a glittery magic. This magic can be any color(s), but is usually yellow and purple. Their skin is dark purple, and their eyes are a bold, mesmerizing yellow. While they have sharp fangs and claws, they usually keep them recessed, until they become hostile. Their movements are hypnotic and always leave sparkling afterimages in the air behind them. The residue from their corpses can be ground up and coated on the end of an arrow to make blinding arrows (*about 1 per corpse. The arrow bursts with a small flash of sparkling magic upon impact.*)

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*As for weapons, Glimmerbats use their claws and teeth for melee attacks. They're also able to shoot arcane bolts for ranged attacks. Their Blinding Luck Bolt ability is a homing bolt of magic that directly targets a creature's luck. Dancing Bolts are small, barely visible balls of magic that erratically dance their way towards their target, challenging their target's perception.*

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## COMBAT BEHAVIOR

Glimmerbats are Casters when it comes to combat. They move towards hostile creatures and harass them with a multitude of abilities. If their target's have 5 or more stacks of Stun on them, they'll switch to using ranged attacks.

### Notable Traits

**Flying:** During your turn, at will, you may become Airborne for however long you want. You lose this trait when you have been reduced to 50% or less HP, or if you have 10 upper body wounds.

**Miraging/Phasing:** When a creature directly affects you with a Spell Ability, you may roll 1D6. On a 4/5/6, the ability is negated (*for you only.*)

**Nimble:** Moving doesn't provoke attacks of opportunity.

**True Sight:** Hostile creatures within 3 spaces of you lose Stealth.