

NAME Aquabat RACE Bat SIZE 1 HEIGHT 1'0" WEIGHT 25lbs HL 2 EL 0

CON	<u>2</u>	AGI	<u>3</u>	INT	<u>3</u>	STR	<u>3</u>	WILL	<u>3</u>	CHA	<u>1</u>
Hit Points	<u>30</u> / <u>30</u>	Initiative	<u>6</u>	C. Mastery	<u>6</u>	Armor	<u>6</u>	SP Armor	<u>6</u>	Song Effect	<u>2</u>
Vitality	<u>60</u> / <u>60</u>	Speed	<u>6</u>	H. Mastery	<u>6</u>	MAD	<u>6</u>	M. Mastery	<u>6</u>	M. Speed	<u>2</u>
		RAD	<u>6</u>	SP Mastery	<u>6</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Claw, Bite

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 21 Crit DMG: 27 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Aqua Shot

Type: S.N. Ranged Weapon Range: 5 Accuracy: 4/5/6DMG: ____ Crit DMG: ____ | SP-DMG: 21 Crit SP-DMG: 27

Other: _____

ABILITIES

Name: Typhoonic Screech	Description: Target creature within 10 spaces tests WILL 6	DPD: Knockback & 3 Trauma DMG
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Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Burning, Wounds

Vulnerabilities:

Traits: Nimble, True Sight

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Bats, radiation, and stagnant cave water led to the rise of Aquabats: A cruel, aqueous breed of pack hunting monsters. Aquabats band together when searching for prey, often overwhelming their targets with numerous bites and scratches. They have no problem assaulting larger prey either, and are able to shred both bears and horses in less than a minute.

Birds would also make easy prey for Aquabats, but they're only seen flying a little bit over 15ft high, and never much higher. Some speculate that they're unable to, perhaps because of their weight or some other unknown reason. They usually prefer to hang out in caves near the coast, flooded temples, sunken tombs, and trees around ponds.

If you ever hear the sudden sound of rushing water heading your direction, it might be the last sound you'll ever hear. You can try to hide, but Aquabats are able to detect and sense almost everything in their area. They're also evasive critters that shift their aqueous forms when passing by you.

Aquabats are 99% water with a little bit of tiny organs and veins on the inside. Their bodies are similar to that of a water elemental as they can shapeshift into multiple shapes, occasionally separating their bodies. They're immune to Blind, Burning, and Wounds.

APPEARANCE

Aquabats look like normal bats, except they're larger and made almost purely out of water. *(They look like blobs of bluish water, shaped like bat.)*

As for weapons, Aquabats do actually have claws and teeth, which they use for melee attacks. They're also able to shoot blunt or sharp blasts of water.

COMBAT BEHAVIOR

Aquabats are a cruel monster for any lightly armored character to face off against. Unless Taunted/Repelled, Aquabats typically ignore heavily armored or durable looking creatures, and go straight for easy targets. Since they have the nimble trait, they have no problem moving right past any creature to advance on their choice of prey.

(Essentially, Aquabats choose one easy target, then gang up on that one target.)

Because they have True Sight, Stealth Heroes won't be able to hide from them. They prefer to rush one target and engage in a barrage of melee attacks against their victim.