



Name: Foul Bat
 Race: Foul Bat {Batchala}
 Appearance: Gigantic bat with foul stench, sharp teeth, and impaling phalanges.

Player: Dire Animal
 Ht: 6' Wt: 200 Age:

Spent: 141
 Unspent: 0

CHARACTER SHEET

ST 12* [12]	HP 16 [8]	Basic Speed 8 [0]
DX 18† [48]	Will 14‡ [35]	Basic Move 8 [0]
IQ 0‡ [-60]	Per 14‡ [35]	BL 29 lb (ST×ST)/5
HT 14\$ [20]	FP 14 [0]	Thr 1d-1 Sw 1d+2
* Cond. +5 from 'Striking ST' † +4 from 'Racial DX Bonus', Cannot Parry, Cannot Block	‡ -7 from 'Foul Bat Batchala (Dungeon Fantasy)' \$ +2 from 'Foul Bat Batchala (Dungeon Fantasy)'	‡ +7 from 'Foul Bat Batchala (Dungeon Fantasy)'

TL 0 [0]	SM +0
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Vision 14	Taste/Smell 14	Death Check 14
Hearing 22*	Fright Check 14	High Jump 1.06 yd
Touch 14	Consciousness 14	Broad Jump 4.33 yd
* +8 from 'Acute Hearing'		

HP 5, 0, -16, -32, -48, -64, -80 **FP** 4, 0, -14

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	8 yd	6 yd	4 yd	3 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	16 yd	12 yd	9 yd	6 yd	3 yd
Jump	8 yd	6 yd	4 yd	3 yd	1 yd
Dodge	11	10	9	8	7

PARRY	PARRY	BLOCK	DODGE	DR
			11	0+1*
			None	Torso
* +1 from 'Damage Resistance'				

REACTION MODIFIERS
Appearance: -5*
* -5 from 'Appearance'
Status: +0
Other: -2†
† -2 from 'Bad Smell'

TEMPLATES AND META-TRAITS	
Name	Pts
Foul Bat {Batchala} (Dungeon Fantasy) {p. DF2:23}	[60]
Features: Class: Dire Animal.	
Racial DX Bonus 4 (No Fine Manipulators)	[48]
Racial Skill Point Bonus 4 (Aerobatics) {p. B452}	[4]
Racial Skill Point Bonus 4 (Brawling) {p. B452}	[4]
Acute Hearing 8 {p. B35}	[16]
Roll to hear: 22 (Hearing)	
Bite Toxin 1 (Fatigue Attack; Follow-Up (+1); Partial Dice (Does only 1 pt)) {p. B61, DF2:24}	[3]
Damage Resistance 1 {p. B46}	[5]
Flight {p. B56}	[40]
Stench 1 (Affliction; Area Effect (2 yd); Emanation; Nauseated; Sense-Based (Smell) (One sense)) {p. B35, DF2:23}	[31]
Sonar (20 yards) {p. B81}	[8]
Striking ST 5 (Bite Only) {p. B89}	[10]
Teeth (Sharp Teeth) {p. B91}	[1]
No Block {p. B461}	[0]
No Parry {p. B461}	[0]
No Fine Manipulators {p. B145}	-30]
Wild Animal {p. B263}	-30]
Bestial {p. B124}	-10]
Cannot Speak {p. B125}	-15]
Hidebound {p. B138}	-5]

ADVANTAGES	
Name	Pts
Foul Stench (Area Effect (2 yd)) {p. B61}	[0]
Radius: 2 yd	
Striker (Impaling; 2 Phalanges; Clumsy (-1); Limited Arc; Long (+1)) {p. B88}	[19]
Toxic Attack 1 (Blood Agent; Follow-Up (Bite) (+1); Severe Pain) {p. B61}	[4]

DISADVANTAGES	
Name	Pts
Appearance (Monstrous) {p. B21}	-20]
Bad Smell {p. B124}	-10]
Bloodlust (12 or less) {p. B125}	-10]

SKILLS			
Name	Level	Relative	Pts
Aerobatics	18*	DX+0	[0]
Brawling	20†	DX+2	[0]
Parry: 0			
* +4pts from 'Racial Skill Point Bonus (Aerobatics)'		† +4pts from 'Racial Skill Point Bonus (Brawling)', Cannot Parry, Cannot Parry, No parry from 'No Parry'	

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling	20	-	1d+2 cut	C	-	-	
Bite Toxin (Fatigue Attack)	-	-	+1 fat	Fol-Up	-	-	
Stench (Affliction)	-	-	HT-0 aff (2 yd)	2 yd	-	-	
Striker (Impaling)	19	12	1d+1 imp	1	-	-	
Toxic Attack	-	-	1d tox	Fol-Up	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sonar	14	-	-	20 yd	-	-	-	-	-	-	

DESCRIPTION

These gigantic bats lack any fear of fire or people. In fact, it finds the latter quite tasty. Their stench at close range can overcome victims before a single bite is delivered. Their mouth carries toxins that make wounds to weep and bleed, causing weakness and sever pain.

NOTES

The stench of a foul bat may be resisted by HT. Those who fail to resist are nauseated (-2 to attribute and skill rolls, -1 to active defenses, and possible vomiting; see B428) for minutes equal to margin of failure.

Some foul bat colonies have a demonic leader who has higher IQ and is resistant to both magic and mind control.



POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[98]
Advantages, Perks	[83]
Disadvantages, Quirks	[-40]
Skills, Techniques	[0]
Total Points Spent:		141
Unspent Points:		0