

Bat

Powers:

- User can turn into a bat.
- Whilst in bat mode the user can fly up to 20m off of the immediate ground.
- User can roll advantage with audio based perception or insight whilst in bat mode.
- User gains fangs which deal +2 piercing damage whilst in bat mode.
- Bat mode gains advantage when climbing.

Limitations:

- Bat mode becomes 0.5m large.

Weaknesses:

- User takes 1.5x sonic damage in any mode from this power.
- User takes 2x physical damage in bat mode.

Levels:

- 1) +1 S-P
- 2) +1 S-P
- 3) Hybrid mode
 - User of this power can transform into a hybrid between their original form and their creature mode, after succeeding an S-P roll of 15+.
 - Hybrid mode gainsHybrid mode gains the ability to speak, and use their hands (if they had any in their original form), however, their arms are also their wings, so they may not be able to hold objects whilst flying.
 - +1 SpDex
 - +1 SpWis
 - User keeps their fang modifiers.
- 4) [Ability] Sonic Sonnar
 - User rolls S-P to scream in a direction which can help the user see without needing eyesight.
 - This can be used instead of sight based perception.

[Buff] +1 SpDex, +1 fang modifier whilst in hybrid mode.

- 5) [Ability] Sonic screech
 - User can create a scream dealing 1d8 sonic damage up to 10m +10m per buff taken under this power.
 - The damage dice increases by 1 dice up per buff taken under this power.

[Buff] +1 SpWis, +1 fang modifier whilst in hybrid mode.

- 6) [Ability] Nocturnal
 - User can see in the dark whilst in creature and hybrid modes.
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- [Buff] +1 SpDex, +1 fang modifier whilst in hybrid mode.

7) [Ability] Vamp-Bat saliva

- When inflicting a bleeding ailment/ injury via biting, whilst in creature or hybrid modes, the targets time limit is indefinite until something else can stop it.
- This can also work if the user gets any of their saliva on a targets bleeding wound.

[Buff] +1 SpWis, +1 fang modifier whilst in hybrid mode.

8) [Ability] Toxic resistance

- Whilst in creature or hybrid mode the user is resistant to poison up to +6.
- This increases by +2 for every buff taken.
- This also makes the user resistant to disease.

[Buff] +1 SpDex, +1 fang modifier whilst in hybrid mode.

9) [Ability] Mega Bat

- Upon rolling S-P of 20+ the user can turn into a 2m bat.
- Whilst in this mode

[Buff] +1 SpDex, +1 SpWis, +1 fang modifier whilst in hybrid mode.

10) [Mutation] Hybrid physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Bat ruler:

- User can become the "Bat rules" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Bat rules hybrid mode, the user has +1 to all stats the power affected, as well as double the users move speed whilst flying.
- Whilst in the "Bat ruler" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power, or is a similar species to the species of this power (l.e: bat anthropial, Bats)
- If the user took any of the abilities, they are 2x as effective whilst in "Bat rules" mode.