

Bat Swarm

Male Bat Swarm - CL3 - CR 2

True Neutral Animal (Swarm)

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	11	0	
INT INTELLIGENCE	2	-4	
WIS WISDOM	14	+2	
CHA CHARISMA	4	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =	+3					
REFLEX (DEXTERITY)	+7 =	+3	+2		+2		
WILL (WISDOM)	+3 =	+1	+2				

Immunity to Critical Hits	Immunity to Staggered
Immunity to Flanking	Swarm Traits
Immunity to Precision Damage	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16 =			+2	+4				
Touch AC	16								
CM Bonus	+0 =	+2	-4	-4	-				

		BAB	Strength	Dexterity	Size
CM Defense	6 = 10	+2	-4	+2	-4

can't be Bull Rushed; can't be Grappled; can't be Tripped

Base Attack	+2	HP	13
Initiative	+2	Damage / Current HP	
Speed	5 ft		



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed less than 30' : -12 jump	+2	DEX (2)	-	
Appraise	-4	INT (-4)	-	
Bluff	-3	CHA (-3)	-	
Climb	-4	STR (-4)	-	
Diplomacy	-3	CHA (-3)	-	
Disguise	-3	CHA (-3)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+12	DEX (2)	-	
Heal	+2	WIS (2)	-	
Intimidate	-3	CHA (-3)	-	
Perception	+11	WIS (2)	3	
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	+14	DEX (2)	-	
Survival	+2	WIS (2)	-	
Swim	-4	STR (-4)	-	

Feats

Lightning Reflexes
Skill Focus (Perception)

Special Abilities

+4 Perception for Blindsense
Blindsense (20 feet) (Ex)
Distraction (DC 11) (Ex)
Flight (40 feet, Good)
Low-Light Vision
Swarm Attack (1d6)
Vulnerability to Area Effects
Wounding (Ex)

Gear

Total Weight Carried: 0/7.5lbs, Light Load
(Light: 2.5lbs, Medium: 5lbs, Heavy: 7.5lbs)
Money

Experience & Wealth

Current Cash: **You have no money!**

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Bat Swarm – Abilities & Gear

Lightning Reflexes Feat

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Skill Focus (Perception) Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

+4 Perception for Blindsight Racial Ability (Bat Swarm)

+4 to Perception checks while using blindsense.

Blindsight (20 feet) (Ex) Racial Ability

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Distraction (DC 11) (Ex) Racial Ability (Swarm)

A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Flight (40 feet, Good) Unknown

A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an *antimagic field*; the creature loses its ability to fly for as long as the antimagic effect persists.

Immunity to Critical Hits Unknown

You are immune to Critical Hits

Immunity to Flanking Unknown

You are immune to flanking.

Immunity to Precision Damage Unknown

You are immune to Precision Damage

Immunity to Staggered Unknown

Immune to staggered.

Low-Light Vision Racial Ability, Senses

See twice as far as a human in low light, distinguishing color and detail.

Swarm Attack (1d6) Racial Ability

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD Swarm Base Damage

1-5 1d6

6-10 2d6

11-15 3d6

16-20 4d6

21 or more 5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarm Traits Racial Ability

A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Vulnerability to Area Effects Unknown

You are vulnerable (+50% damage) to spells and effects that damage an area.

Wounding (Ex) Racial Ability (Bat Swarm)

Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.