



WEREBAT TEMPLATE

When your character contracts wererat lycanthropy, you gain the following traits in addition to those offered by your race, class, background, etc.

Ability Score Increase. You gain a Dexterity score of 17 if your score isn't already higher.

Shapechanger. You gain the shapechanger tag. As a wererat, you can use your action to polymorph into a Medium bat-humanoid hybrid, or into a Large giant bat, or into your true form, which is humanoid. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die.

Flight (Bat or Hybrid Form Only). You gain a flying speed of 60 ft.

Damage Immunities. You gain immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.

Blood Drinker. You must consume at least 1 pint of fresh blood each night, or you weaken and gain one level of exhaustion that no amount of rest alone can remove. Each pint of blood you consume removes one level of exhaustion gained in this fashion.

Blood Lust. Whenever you start your turn within 10 feet of a living creature that doesn't have all of its hit points, you must make a DC 10 Wisdom saving throw. On a failed saving throw, you go berserk. On each of your turns while berserk, you attack the nearest living creature that you can see, and if

the creature doesn't have all of its hit points, you make your attacks against that creature with advantage. If no creature is near enough to move to and attack, you must spend your turn moving toward the closest creature you can sense or spend your turn searching for another living creature on which to feed. Once you go berserk, you continue to do so until you are destroyed or until you drink at least one pint of blood.

An ally, if within 60 feet of you, can try to calm you by speaking firmly and persuasively. You must be able to hear your ally, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, you cease being berserk.

If you succeed on your initial Wisdom saving throw or if an ally calms you, you ignore this feature until the next sunset.

Echolocation (Bat or Hybrid Form Only) You have a blindsight out to a range of 60 feet as long as you aren't defeaned.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Bite (Bat or Hybrid Form Only) Your fanged mouth is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength or Dexterity modifier (your choice), instead of the bludgeoning damage normal for an unarmed strike, and you gain temporary hit points equal to the damage dealt. If the target is a humanoid, it must succeed on a Constitution saving throw or be cursed with wererat lycanthropy. The DC is equal to 8 + your proficiency bonus + your Constitution modifier.