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Copyright of Dark Natasha. The image will be removed upon request. Handcuffs are anthropomorphic bats. They stand on short legs depending on the torso and the opening of their wings. They have long wings with flesh at an average height of one and a half times that allow them to fly over short distances. They have a hand with three fingers attached to each wing in the second joint by the shoulder. If you include the digits between the grid and their hands, they have a total of 8 digits. Their hands have unusually long osteous fingers-like digits with short dull nails. They have short thin fur in colors ranging from black, brown, red, tan, and light white to natural blends of any or all. Microbats, or insect-eating bats, are small, have broad pig-like noses, large ears that are streaky and fleshy inside, and small dark eyes that are mostly useless. They're not completely blind, and they're actually incredibly sensitive to bright light. They use echolocation that sounds like a series of chirping or clicking to detect the objects and obstacles around them. Vampire bats are small and have wide faces with flat noses, large wide ears and dark eyes. They also have sharp teeth for piercing the flesh and drinking blood, their usual choice of food. They are in the middle range of perceptions between microbats and fruitbats, switching between sound and vision as the condition requires and having the pros and cons of both. Macro bats, or fruitbats, have foxlike faces, giving them the nickname of Flying Foxes. These are the largest of the hand-to-hand tribes. They have better vision than others and no particular sensitivity to light, but as a result they don't have the talent for echoing. Some chiropractors undergo a painful and dangerous surgery to remove the mesh from their wings and some of the bones from their long finger-like wing digits to make better use of their otherwise clumsy hands. Those who have the procedure done lose the ability to fly, and their fortitude decreases due to reduced traffic. For many handcuffs, sacrifice is worth the skill benefit. This process is permanent. Gloves are worn by afro bats to rest the lack of filling, friction, and nails. History [editing] At the beginning of sage that began the evolution of beasts, bats were the main carriers of the disease. It was the main cause for its rapid spread between man and beast throughout Raesokera. They grew a strong connection to the occult energies of Sage and almost as strong from a connection to the field of transmission as rats. As they evolved, their connection to the ether became stronger. Strong common instincts led them to combine their magical powers. Such a colony of chiroptera wizards came together to perform an experimental ritual. The desired effect is unknown to historians. The ritual failed, and their combined power led to mass destruction that created the first ethereal scar in the forests of the West West It caused intense distortion and corruption of the magic of the region, killing all 347 chiropractors involved. This scar slowly drained life from everything for miles around, turning the once lush rainforest into a barren desert wilderness. Many magicians came from all over the continent to reverse the inter-planetary tear, but their efforts only made it grow. To avoid further destruction, a pyramid tomb was erected by edentatus and rodent allies of the kipod arcadians to hide and bury the scar in the hope that time will heal the occult wound. When the tribes of men returned, they saw the destruction caused by the unnatural beasts. Outraged, they began their merciless slaughter. The initial resistance of the chiropractors was weak, in their physical weakness and lack of understanding of the races of men. Some escaped to the north to join other colonies, but most bats were killed. The chiropractors were almost wiped out in the Sahara before the Beast War officially began. The wrath of the Shahallans, and their fear of the return of the Phagans was so great that the chiropractors were the primary target of the purge. The Shahallans were paranoid enough to send spies to Udraykeland and learn the locations of any colony chiropractors they could find and murder them. Full-fledged genocide would have been successful if it wasn't for the protection afforded to many people hiding like fugitives. Entire villages were often razed or burned to kill even a suspected refugee. By the end of the war, there weren't enough handcuffs left to build an entire colony on their own. They were killed and scattered almost until they disappeared. Those who had survived were housed in villages within the Wrenchwood Forest near the coastal rocks of Chiro, so named in the monument those lost in the Shahallan purge. There they began to re-inhabit and help create and maintain mixing societies with other tribes. Over time, most proceeded to establish colonies north of Udraykeland in Grrovia, away from the danger and constant reminder of the atrocities committed by the Shahallans. The tribal wolves of Grrovia protected the Chiropractors in exchange for occult services. With this protection, the chiroptera population has grown to safe levels. Society [processing] Handcuffs are common by nature, but many have learned and prefer to live alone. Newborns take care of the entire colony, every mother and father who takes care of all the newborns as if they were their own. Because of their dark history, many chiropractors aren't very social until their trust has gained. It is often shy, cold, and borders on paranoid to humanoid races, such as dwarves, and elves. Towards other bestial breeds, most handcuffs are friendly and even ostentatious. These other breeds, in addition to incredible communal rodents, see this extreme physical attention as repulsive and often offensive. It's not uncommon to see a chiropractor greet a foreign rodent with one at a time. embrace inside webbed leather wings followed by casual conversation in such a position. Open-minded adventurers often refer to chiropractors as eccentric and quite friendly after breaking the ice. Handcuffs are naturally tuned to esoteric forces from birth. Most can throw a cantrip or two from adolescence, and those who are really gifted are taught to be Warlocks at home or sent to the Wildehaven Masters Academy in Udraykeland or Varania Arcane Vor'Tarania College in Grrovia to deepen their understanding of the occult arts. There are enough bats at Wildhaven Academy, let alone The Vor'Tarania Arcane College, to build their own colony. All the chiropractors who earn respect there are offered to join the Scholars colony. Those who learn at the academy are usually recruited by the Conservation Club to learn as much as they can about the many ethereal scars across the continent and try to find a way to cure them. They mainly focus their efforts on the smallest scars that appear and disappear randomly across the continent. However, their primary goal is to eventually remove the massive scar created by their ancestors in the center of the endless desert in The Sahala. Language [editing] Chiropteran spoken language is extremely difficult to learn for those without sensitive hearing. Their language is a series of clicks, grits, and chirps with many consonant sounds and long vowels. It is written using a modified form of common alphabet. Each word is underlined, over-united, or highlighted in a way that indicates the exact pitch and frequency of the word, each in a different sense. For example, the common word for fire is written as keektk, but by adding a line above the e, the pitch rises to a cry, changing the meaning to fire. Add another line, and the pitch only rises to the edge of human perception and the meaning changes in the explosion. Instead having a toned vertical above the ktk, it becomes firey earth or lava. Combine the two lines and the tossed vertical and you have volcano eruption. Handcuff Names [editing] Handcuffs are named at birth by the biological mother and father in the chiroptera language. They usually name their young after friends and family they like, thus having many among themselves with similar names with a slightly different pitch, tone, or accent. To understand other races, they will adopt a short and simple vocal interpretation of their name or the name of a person or creature they admire. Man: Bouchtu, Dumu, Ifu, letkk, Fensuhn, Keith, Neean, Niccian, Noowahng, Rheek, Phantom, Phicksn, Zach, Zeek Woman: Banshee, Breenuh, Eckee, Joolee, Keekee, Leeluh, Neenah, Ooma, Pheebee, Reree, Shriek, Sairhen, Windy Chirop Chiterus Traics[editing] Anthropological Anthropomorphic From Raesokera Chiropterana bats are quick to learn and naturally experienced in the occult arts. Your intelligence score increases by 2Age. Handcuffs are abnormally long-lasting due to the in esoteric actions. They mature around the age of 8 years and can live up to 120 years. Alignment. Handcuffs do not have a particular alignment preference. Size. Fruit bats are medium. Insect-eating and vampire bats are small. Speed. Your base speed is 25 feet. Dark vision. You can see in dim light within 60 feet of you as if it were bright light, and in the dark as if it were dim light. You can't tell the color in the dark, just shades of gray. Lost wings. At birth, chiropraic feathers are often removed by performing a ritual to surgically remove the mesh and some foreign wing bones. The procedure permanently removes a chiropractor's ability to fly. Using held items or holding a gun is done at a disadvantage, unless you are wearing wingless gloves. Unnatural cunning. Choose a saving ability throw between intelligence, wisdom, and charisma. You have advantage of all storage throws from the selected capacity. (Note that this does not award adequacy to this save throw.) Still trained spells. Your early training in the occult arts has taught you how to cast spells without requiring the use of bodily ingredients. Spells cast in this way to reduce their DC save by 1. You have a disadvantage about concentration checks for cast spells in this way. Yet spells are cast in a spell slot higher than normal. Alternative trait - winged and clumsy. This feature replaces the Lost Wings feature. Your parents chose to keep your wings instead of performing the ritual to remove them. You can gain the ability to fly at a speed of 35 feet per lap. You can't carry more than double your power score while you're flying. You can glide at 35 feet per 5 feet below while carrying up your burdened weight. Still cast spells while flying are cast in two spell slots higher than normal and reduce their DC save by an extra 1. You can't acquire proficiency or handle weapons other than bows and ballistics, and you can't handle weapons while flying. The use or even possession of objects is clumsy and the use of any element that requires skill control is done at a disadvantage without assistance. You can later perform the ritual for trading the Wings and Clumsy feature on the Lost Wings feature. This ritual requires a week to perform and another week to recover and will permanently reduce your constitution score by 1.Languages. You can talk, read, and write common and handcuffsSubrace. Choose one between fruit bat/macrobot, insectore/microbiome, and vampire bat. Fruit Bat / [editing] Ability Rating Increase. Your charisma rating increases by 1Size. Your size is mediumTrue Master of Ether. You're starting to play knowing the Candip Tsamaturge. Rating your skill is Charisma for the purpose of casting this spell. Occult Theory. All chiro-fathered young people are taught the basics of the occult arts. You have proficiency in intelligence capability (Arcane). Insectivore/Microbat[editing] Increase capacity score. Your wisdom score increases by 1Size. Your size is a little rattle like a bat. You have darkvision up to 120 feet and you are sensitive to sunlight you must wear eye protectors in daylight and bright light or be blinded. The echo. As long as your hearing is not impaired, it is considered to have blindsight and not affected by the blind state. Loud noises and lightning damage cause damage and you are affected by the blind state during the impact of the damage from noise or lightning plus rounds 1d6. You're vulnerable to lightning damage. Insightful as a bat. You have proficiency in perception ability and double proficiency in perception tests that require hearing. You have a disadvantage in perception controls that require vision. Master of the Atheus. You start playing knowing the little bordryp of illusion. In level 3 you can learn the spell Dissonant Whispers, in addition to the damage caused is lightning instead of psychic, usable once per balance. At level 5 you learn the spell Darkness usable once per long rest. Your ability to cast these spells is wisdom. Vampire Bat [editing] Ability Rating Increase. The Constitution's score increases by 1Size. Your size is a microbial bite. You have a physical attack that causes 1d4 penetrating damage. In addition, once per balance you can heal yourself with your physical attack, restoring the affected points equal to the damage caused and restoring 1 damage to the regiment. Blind as a bat. You have darkvision up to 120 feet, but you also have sunlight sensitivity and need to wear eye protection in daylight and bright light or become dizzy. As long as your hearing is not impaired, you are unaffected by the blind state. Bat perception. You have proficiency in perception ability and double proficiency in perception tests that require hearing. You have a disadvantage in perception controls that require vision. Random height and weight[processing] Base HeightModifier\* Basic WeightMomorpher\*\* 3' 8 +1d4 40 lb. × (2d4) lb. Back to Main Page → 5th Games → Homebrew

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