

NAME Undead Champion RACE Undead SIZE 1 HEIGHT 7'2" WEIGHT 400lbs HL 4 EL 0

CON	8	AGI	6	INT	6	STR	6	WILL	6	CHA	2
Hit Points	120 / 120	Initiative	12	C. Mastery	12	Armor	12	SP Armor	12	Song Effect	4
Vitality	240 / 240	Speed	12	H. Mastery	12	MAD	12	M. Mastery	12	M. Speed	4
		RAD	12	SP Mastery	12					M. Damage	4

ATTACK # 1

Description: Axe, Sword

Type: **N. Melee Weapon** Range: **1** Accuracy: **3/4/5/6**DMG: 37 Crit DMG: 49 | SP-DMG: _____ Crit SP-DMG: _____

Other: _____

ATTACK # 2

Description: Arcane Bolt

Type: S.N. Ranged Weapon Range: 7 Accuracy: 4/5/6DMG: ____ Crit DMG: ____ | SP-DMG: 37 Crit SP-DMG: 49

Other: _____

ABILITIES

Name: **Dark Grasp** **Description:** **Target adjacent creature tests STR 13** **DPD:** **Blind** **& 5 SP-DMG**

Name: Firebolt **Description:** Target creature within 10 spaces tests AGI 11 **DPD:** Burning & 5 SP-DMG

Name: Frost Breath **Description:** Target creature within 5 spaces tests CON 12 **DPD:** Frost & 5 SP-DMG

Name: Netherfire Ray	Description: Target creature within 10 spaces tests AGI 11	DPD: Blind	& Burning
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Name: Poison Nova	Description: All adjacent targets test CON 12	DPD: Poison & 5 SP-DMG
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IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Poison

Vulnerabilities: Almighty Damage

Traits: Battle-Master, Enhanced Abilities, Undying, Unholy Power

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Undead Champions are well-rounded troops for any grave necromancer. In their past lives, Undead Champions were fierce fighters to some degree, or potent battle-mages of another degree. Now they find themselves reborn and amplified with a vast amount of unholy power.

When it comes to undead armies, Undead Champions lead the smaller, simpler-minded masses. Only stronger necromancers are able to both raise and control Undead Champions, while others die trying. Successful necromancers show them off as trophies, or use them as tools for intimidation.

Undead Champions are powerful and well-rounded. Since they're undead, they're naturally immune to Blind and Poison.

APPEARANCE

Undead Champions are tall, strong, and typically wear heavy armor or plate mail that's in poor condition. Sometimes they adorn themselves in red, purple, green, or dark blue cloth to differentiate themselves from other undead creatures. While they're smart enough to take care of their gear, they hardly feel the need to and will usually let it get rusty or jagged as a boast of their confidence.

As for weapons, Undead Champions use either swords or axes of any size for melee attacks. They're also able to shoot arcane bolts from their hands as ranged attacks.

COMBAT BEHAVIOR

Undead Champions are normal enemies when it comes to combat. They move towards hostile creatures, attack them with melee attacks, and use abilities when appropriate. Undead Champions typically don't cycle through their abilities often, and will stick with one or two per combat (*like only using the Poison Nova ability, or only shooting a Firebolt between attacks.*)

Notable Traits

Battle-Master: Roll 2 accuracy D6 when attacking, and use the higher of the 2.

Undying: Once per combat, when you're defeated, you may be reduced to 1 HP instead. You also gain Almighty Damage Vulnerability.