

NAME Birdkin RACE Avian SIZE 1 HEIGHT 5'2" WEIGHT 90lbs HL 1 EL 0

CON	<u>2</u>	AGI	<u>2</u>	INT	<u>2</u>	STR	<u>1</u>	WILL	<u>1</u>	CHA	<u>2</u>
Hit Points	<u>30</u> / <u>30</u>	Initiative	<u>4</u>	C. Mastery	<u>4</u>	Armor	<u>2</u>	SP Armor	<u>2</u>	Song Effect	<u>4</u>
Vitality	<u>60</u> / <u>60</u>	Speed	<u>4</u>	H. Mastery	<u>4</u>	MAD	<u>2</u>	M. Mastery	<u>2</u>	M. Speed	<u>4</u>
		RAD	<u>4</u>	SP Mastery	<u>4</u>					M. Damage	<u>4</u>

ATTACK # 1

Description: Cane, Club, Scepter, Staff

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6

DMG: 12 Crit DMG: 14 | SP-DMG: _____ Crit SP-DMG: _____

Other: _____

ATTACK # 2

Description: Arcane Bolt

Type: S.N. Ranged Weapon Range: 4 Accuracy: 4/5/6

DMG: _____ Crit DMG: _____ | SP-DMG: 14 Crit SP-DMG: 18

Other: _____

ABILITIES

Name: Frost Shards Description: Target creature within 5 spaces tests AGI 5 DPD: Frost & 5 SP-DMG

Name: Wind Cutter Description: Target creature within 5 spaces tests AGI 5 DPD: Knockback & 5 DMG

Name: Ancient Lightning Description: Target creature within 5 spaces tests INT 5 DPD: Stun & 5 SP-DMG

Name: _____ Description: _____ DPD: _____ & _____

Name: _____ Description: _____ DPD: _____ & _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Dissolve, Frost, Knockback, Slow

Vulnerabilities: _____

Traits: _____

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

1 M.U. (Feathers)

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG |
MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

LORE

Birdkin originate from a mad wizard's fixation with birds. She collected a variety of different species of birds, keeping them in the hundreds of cages that lined the inside of her tower. In due time, she decided to experiment with these birds, attempting to polymorph them into humans so that she may converse with them. She failed, but her failure turned into her biggest success, as she managed to turn them into half-birds, half-humans. While her original name is unknown, she eventually became known as "Birdette."

The Birdkin are brilliant, cultured creatures. Due to their arcane origins, they have a strong attunement to magic and possess the brainpower to use it. They're also great at hunting creatures with magical traps, typically snaring rodents in arcane seals and flash freezing insects into cold treats. Their favorite delicacy is seafood, and you'll typically see them fighting the Terrafin for it.

After a few years, Birdkin eventually learn how to fly. At this coming of age, they typically take on a role, or ambition, such as a witch, wizard, cleric, oracle or scholar (*basic Birdkin without titles, like this creature, are relatively young, or occasional outcasts.*) Someday the Birdkin might make a major ally to the civilized races, but because they were constantly praised by the wizard that created them, they have an unrealistic sense of superiority.

Birdkin are incredibly smart and charismatic, moderately agile, yet weak in strength. Their skinny, slick legs and sharp, glittering feathers can cut through and redirect acid, ice, wind, and water with ease. Therefore, Birdkin are immune to the status effects Dissolve, Frost, Knockback, and Slow.

APPEARANCE

Birdkin are well-groomed, attractive race to look at. Whether they look like crows, pigeons, or peacocks, their feathers share a unifying shine. These creatures are typically dressed in nice, academic attire. They have a birdlike head, a birdlike lower body, wings, and a humanlike upper body.

As for weapons, Birdkin use decorated or nicely carved clubs, scepters, canes, or staffs for melee attacks. They're also able to shoot an elementary bolt or arcane energy as their ranged attack.

COMBAT BEHAVIOR

Birdkin are casters when it comes to combat. They prefer using their abilities above all else, but have no problem using their ranged attack if it feels more appropriate. Their Wind Cutter ability is best used on targets that try to engage them at close range.