

NAME Garbage Gladiator RACE Animated SIZE 1 HEIGHT 8'0" WEIGHT 500lbs HL 2 EL 0

CON	<u>5</u>	AGI	<u>2</u>	INT	<u>5</u>	STR	<u>1</u>	WILL	<u>1</u>	CHA	<u>1</u>
Hit Points	<u>75</u> / <u>75</u>	Initiative	<u>4</u>	C. Mastery	<u>10</u>	Armor	<u>12</u>	SP Armor	<u>2</u>	Song Effect	<u>2</u>
Vitality	<u>150</u> / <u>150</u>	Speed	<u>4</u>	H. Mastery	<u>10</u>	MAD	<u>2</u>	M. Mastery	<u>2</u>	M. Speed	<u>2</u>
		RAD	<u>4</u>	SP Mastery	<u>10</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Glass Shard, Metal Blade, etc.

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 20 Crit DMG: 30 | SP-DMG: _____ Crit SP-DMG: _____

Other: _____

ATTACK # 2

Description: Nails, Saw Blades, etc.

Type: N. Ranged Weapon Range: 5 Accuracy: 4/5/6DMG: 20 Crit DMG: 30 | SP-DMG: Crit SP-DMG:

Other: _____

ABILITIES

Name: Arcane Whip	Description: Target creature within 10 spaces tests AGI 7	DPD: Slow	& 5 SP-DMG
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Name: Nail Bomb	Description: All adjacent targets test AGI 7	DPD: 5 DMG	& Lose 3 HP
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Name: Smother	Description: Target adjacent creature tests STR 8	DPD: 5 DMG	& Wound
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Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Burning, Frost, Poison, Wounds

Vulnerabilities:

Traits: Crafty, Enhanced Armor

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

LORE

Few make better use of trash than the infamous Garbage Gladiators. These creatures consist of a random assortment of junk; such as nails, broken glass, saw blades, food waste, pottery, scrap metal, garbage cans, shredded armor and broken weapons.

Technomancers, wizards, and cultists alike can find use for these creatures. You'll likely find them in industrial environments, although it's not uncommon to see them protecting trading caravans and other wasteland travelers.

Like most Animated creatures, this creature is an assortment of basic materials tethered together by magic. At the core of every Animated creature is a shard of Animus; An evolved form of the crystal Arcanium. The stronger the Animus, the stronger the creature.

Since most Animated creatures are an assortment of basic materials held together by magic, they're usually immune to Blind, Burning, Frost, Poison, and Wounds. The magic that binds them together also creates a buffer from physical harm, although spell damage can disrupt the creature's arcane balance.

APPEARANCE

Garbage Gladiators are large heaps of trash, that may take a few different forms; Some look like a simple tower of garbage, while others look like tall soldiers made from organized junk. The soldiers typically hold trash can lids for shields, although it's hardly effective.

As for weapons, Garbage Gladiators use improvised weapons for both melee and ranged attacks. You might find them swinging a sharp metal blade or broken glass bottle at you, while throwing heavy jars of pottery or hurling nails at your friends.

As for abilities, the Garbage Gladiator is known to discharge nails at surrounding enemies and attempt to violently smother them in garbage. At times, the Animus will extend a purplish-pink tether to whip and slow their opponents as an Arcane Whip.

COMBAT BEHAVIOR

Garbage Gladiators are normal enemies when it comes to combat. They move towards hostile creatures, attack them with melee attacks, and use abilities when appropriate.