

NAME Warp Jackal RACE Vermin SIZE 1 HEIGHT 1" WEIGHT 25lbs HL 4 EL 0

CON	5	AGI	10	INT	4	STR	2	WILL	4	CHA	5
Hit Points	75 / 75	Initiative	20	C. Mastery	8	Armor	0	SP Armor	0	Song Effect	10
Vitality	150 / 150	Speed	20	H. Mastery	8	MAD	4	M. Mastery	8	M. Speed	10
		RAD	20	SP Mastery	8					M. Damage	10

ATTACK # 1

Description: Bite, Claw

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 29 Crit DMG: 33 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Netherfire DartType: S.N. Ranged Weapon Range: 7 Accuracy: 4/5/6DMG: ____ Crit DMG: ____ | SP-DMG: 33 Crit SP-DMG: 41

Other: _____

ABILITIES

Name: Ember Dance	Description: Target adjacent creature tests WILL 12	DPD: Burning & 5 SP-DMG
---------------------------------	---	--

Name: Fire Blast	Description: Target creature within 5 spaces tests AGI 11	DPD: Burning & 5 SP-DMG
--------------------------------	---	--

Name: Heart Melting Gaze	Description: Target creature within 5 spaces tests WILL 11	DPD: Burning & Lose 3 HP
---------------------------------	---	---------------------------------

Name: Netherfire Nova	Description: All adjacent targets test CON 11	DPD: Blind	& Burning
------------------------------	--	-------------------	----------------------

Name: Purple Poison Cloud	Description: Target creature within 5 spaces tests CON 11	DPD: Blind	& Poison
----------------------------------	--	-------------------	---------------------

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Burning, Poison

Vulnerabilities: _____

Traits: Elemental Aura (Blind), Elemental Aura (Burning), Nimble, Vanishing, Weak Defense

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

Warpsteedium

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

Warp Jackals are a fox/jackal hybrid and are fairly reserved creatures. They're omnivores but prefer to live in climates that offer a variety of vegetation for them to feed off of. While they do eat meat, they prefer to graze on vegetables and have a dangerously strong sweet tooth. Strong smelling fruits and desserts drive them wild, to the point where these otherwise peaceful creatures will bite and burn their way through anything that stands between them and their sugary prey.

These creatures are considered vermin because they regularly try to raid bakeries for treats and farms for fruit (*but will settle for fresh vegetables too.*) To make things worse, their fur always burns with a gentle flame that can passively light things around them on fire (*like wood and dry plants.*) If that wasn't enough, these little charmers are good at begging travelers for treats (*although they'll politely back off after a small donation.*)

Warp Jackals are cunning and incredibly agile. Their affinity to Warpsteedium allows them to be immune to Blind, Burning, and Poison.

APPEARANCE

Warp Jackals are pleasant looking creatures that resemble cute little pink furred foxes. Their fur burns with a gentle pink flame, that grows in intensity when they're excited or threatened. Despite being a fox, their claws are retracted and more cat-like, allowing them to conceal their sharp weapons when trying to beg people for sweet treats. When they move, they dart with such speed it's hard to keep track of them, as if they warped through a portal.

As for weapons, Warp Jackals use their claws and teeth for melee weapons. They're also able to spit darts of netherfire from their mouths as ranged attacks. Their Ember Dance ability creates a mind-blowing splash of embers, that distract their opponents from being slapped by a large tail of flame.

COMBAT BEHAVIOR

Warp Jackals are casters when it comes to combat. They prioritize using abilities and are great at analyzing their opponent's weaknesses.

Notable Traits:

Elemental Aura (Blind/Burning): Hostile creatures that end their turn in a space adjacent to you are dealt Blind 2 and Burning 2.

Nimble: Moving doesn't provoke attacks of opportunity.

Vanishing: At the beginning of your turn, you gain Stealth. Your attacks gain Lethal while Stealth. At the end of your turn, you lose Stealth if you haven't already.