

NAME	Auger	RACE	Beast	SIZE	4	HEIGHT	14'0"	WEIGHT	1,600lbs	HL	4	EL	0
------	-------	------	-------	------	---	--------	-------	--------	----------	----	---	----	---

CON	<u>10</u>	AGI	<u>5</u>	INT	<u>2</u>	STR	<u>10</u>	WILL	<u>3</u>	CHA	<u>1</u>
Hit Points	<u>150</u> / <u>150</u>	Initiative	<u>10</u>	C. Mastery	<u>4</u>	Armor	<u>0</u>	SP Armor	<u>0</u>	Song Effect	<u>2</u>
Vitality	<u>300</u> / <u>300</u>	Speed	<u>10</u>	H. Mastery	<u>4</u>	MAD	<u>30</u>	M. Mastery	<u>6</u>	M. Speed	<u>2</u>
		RAD	<u>10</u>	SP Mastery	<u>4</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: **Bite, Claws**

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 55 Crit DMG: 85 | SP-DMG: _____ Crit SP-DMG: _____

Other: **+4 Wounds**

ATTACK # 2

Description: **Drill Shot**

Type: N. Ranged Weapon Range: 7 Accuracy: 4/5/6DMG: 55 Crit DMG: 85 | SP-DMG: _____ Crit SP-DMG: _____Other: +4 Wounds

ABILITIES

Name: Bear Hug	Description: Target adjacent creature tests STR 12	DPD: 5 DMG & 3 Trauma DMG
-----------------------	---	----------------------------------

Name: Drillstorm **Description:** Target creature with 10 spaces tests AGI 10 **DPD:** 5 DMG **& 3 Trauma DMG**

Name: _____ Description: _____ DPD: _____ & _____

Name:	Description:	DPD:	&

Name: _____ Description: _____ DPD: _____ & _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: **Slow**

Vulnerabilities:

Traits: Crippling Blows x 2, Poise, Raging, Resilience, Size Change (2x2)

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

1 M.U., 1 T.U.

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

Augers are half-bear, half-machine monstrosities built for murder. Some might argue that their brute strength and drilling tools could be useful for mining and other construction services, but their animalistic rage and crude conception prevents this argument from ever becoming true.

Augers are highly aggressive creatures that are enraged by the world around them. Most of this rage comes from the fact that mechanical parts (*including drills and an engine*) have unnaturally been forced and installed into their bodies. The only bit of comfort these creatures can find is the joy of eating; and they aren't too picky about what they eat.

These creatures are the machinations of Techno-Druids. These technologically-oriented druids are known to mix both nature and technology together, often inviting scorn from the common folk. Other Druids and Engineers also despise Techno-Druids for what they do, seeing them as contentious pests.

Augers are exceptionally strong creatures. Their multitude of built-in drills and steam-powered engine allow them to blast through any effect that might try to Slow them.

APPEARANCE

Augers look like giant brown bears with drills sticking out of them. They're loud, violent, and always aggressive. These heavily built creatures have dark, angry eyes and drills that unsteadily poke out of their bodies.

As for weapons, Augers use their claws and teeth for melee attacks. Their claws and teeth are enhanced with jagged pieces of metal that often leave grievous wounds. They're also able to shoot drills from their bodies as ranged attacks. Their Bear Hug ability attempts to squeeze creatures into the drills that stick out from their bodies, while their Drillstorm ability shoots a wild spray of drills outward in a certain direction.

COMBAT BEHAVIOR

Augers are Fighters when it comes to combat. They move towards hostile creatures, attack them with melee attacks, and occasionally use abilities.

Crippling Blows (x2): Your attacks gain +2 Wounds (+4 total.)

Poise: Your attacks cannot be interrupted (*but they can still be negated.*)

Raging: You have 0 Armor and 0 SP-Armor, but are immune to Repel, and gain +10 MAD.

Resilience: When you're dealt any amount of status effect or wound stacks, you only receive half of them (*rounded down.*)