

NAME Siren RACE Abyssal SIZE 1 HEIGHT 5'0" WEIGHT 90lbs HL 4 EL 0

CON	<u>6</u>	AGI	<u>4</u>	INT	<u>3</u>	STR	<u>1</u>	WILL	<u>6</u>	CHA	<u>8</u>
Hit Points	<u>90</u> / <u>90</u>	Initiative	<u>8</u>	C. Mastery	<u>6</u>	Armor	<u>2</u>	SP Armor	<u>12</u>	Song Effect	<u>16</u>
Vitality	<u>180</u> / <u>180</u>	Speed	<u>8</u>	H. Mastery	<u>6</u>	MAD	<u>2</u>	M. Mastery	<u>12</u>	M. Speed	<u>16</u>
		RAD	<u>8</u>	SP Mastery	<u>6</u>					M. Damage	<u>16</u>

ATTACK # 1

Description: Claws, DaggerType: N. Melee Attack Range: 1 Accuracy: 3/4/5/6DMG: 27 Crit DMG: 29 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Sonic Dart

Type: S.N. Ranged Weapon Range: 7 Accuracy: 4/5/6DMG: ____ Crit DMG: ____ | SP-DMG: 31 Crit SP-DMG: 37

Other: _____

ABILITIES

Name: <u>Corrosive Fog</u>	Description: <u>Target creature within 5 spaces tests CON 11</u>	DPD: <u>Blind</u>	& <u>Dissolve</u>
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Name: Mind Gnaw	Description: Target creature within 10 spaces tests WILL 10	DPD: Stun	& Lose 3 HP
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Name: Muscle Drain	Description: Target creature within 10 spaces tests STR 10	DPD: Wound & Lose 3 HP
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Name: Paralyzing Stare	Description: Target creature within 5 spaces tests WILL 11	DPD: Slow	& Stun
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Name: Spirit Dance **Description:** All adjacent targets test CHA 11 **DPD:** Lose 3 HP & 3 Almighty DMG

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Dissolve, Slow

Vulnerabilities: _____

Traits: Minion Charming, Sonic Soldier, Spell Charming

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

Shackles

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

Sirens are mermaid/mermen type creatures that sing alluring songs to capture their prey by seducing them with music. While they can sustain a healthy diet on fish alone, their favorite meal is a charmed, submissive humanoid.

You can find Sirens on just about any coastline, or around islands. They linger on the outskirts of society, where travelers are most vulnerable. Their favorite targets are fishermen, as they also bring in a wealth of fish for them. Sirens enjoy drowning their prey in a watery grave by shackling them underwater (*typically in their own personal caverns or dwellings.*) There, they can preserve and feast on them as they please.

Sirens are charismatic and cunning. Their slimy, slippery bodies repel acid and other effects that might hinder movement, allowing them to be immune to Dissolve and Slow. Since they can sense their surroundings with acoustics, Blind has no effect on them.

APPEARANCE

Sirens are attractive half-fish, half-human creatures (*mermaids/mermen.*) Their lower halves are fish tails and their scales may change into whatever color they desire, often creating a diverse sense of fashion among them. Blue, green, purple, and splashes of gold or red are most common.

As for weapons, Sirens use their claws and bone daggers for melee attacks. They're also able to shoot darts of sound from mouths as ranged attacks. Their Spirit Dance ability provokes a spiritual ritual, petitioning the local wildlife, spirits, and earth around them to smite their nearby targets. A creature's defense against this ability is a combination of their likability and luck (thus a CHA test.)

COMBAT BEHAVIOR

Sirens are casters when it comes to combat. They prefer to use abilities most of the time, and will make good use of their traits.

Notable Traits

Minion Charming: Once per turn as an action, you may choose any minion summoned by a Hero and try to charm it. To charm it, you must test CHA vs the associated Hero's CHA. If you win, you gain control of the minion, and it becomes a monster to the Heroes. (*The Hero that owns the minion cannot attempt to resummon it, and their ability will be locked out and unable to use until combat ends. The Hero cannot attempt to charm it back either.*) If the Hero wins, you cannot reattempt to charm that same minion.

Sonic Soldier: Once during your turn, at will, you may either heal a creature for +SE HP, or gain +SE Trauma Damage on your attack.

Spell Charming: Once per turn as a quick action, you may test CHA vs any creature's WILL. If you win, you may have the target attack itself or any other creature within their range.