

NAME Fusion Born RACE Mutant SIZE 1 HEIGHT 6'2" WEIGHT 250lbs HL 2 EL 0

CON	<u>4</u>	AGI	<u>3</u>	INT	<u>1</u>	STR	<u>3</u>	WILL	<u>3</u>	CHA	<u>1</u>
Hit Points	<u>60</u> / <u>60</u>	Initiative	<u>6</u>	C. Mastery	<u>2</u>	Armor	<u>6</u>	SP Armor	<u>6</u>	Song Effect	<u>2</u>
Vitality	<u>120</u> / <u>120</u>	Speed	<u>6</u>	H. Mastery	<u>2</u>	MAD	<u>6</u>	M. Mastery	<u>6</u>	M. Speed	<u>2</u>
		RAD	<u>6</u>	SP Mastery	<u>2</u>					M. Damage	<u>2</u>

## ATTACK # 1

**Description:** Claw, Punch, Kick, Scratch, or Bite

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 21 Crit DMG: 27 | SP-DMG: \_\_\_\_\_ Crit SP-DMG: \_\_\_\_\_

Other: \_\_\_\_\_

## ATTACK # 2

**Description:** Rock Throw

Type: N. Ranged Weapon Range: 5 Accuracy: 4/5/6DMG: 21 Crit DMG: 27 | SP-DMG: \_\_\_\_\_ Crit SP-DMG: \_\_\_\_\_

Other: \_\_\_\_\_

## ABILITIES

<b>Name:</b> Acid Spit	<b>Description:</b> Target creature within 5 spaces tests AGI 7	<b>DPD:</b> Poison & 5 SP-DMG
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<b>Name:</b> <b>Poison Breath</b>	<b>Description:</b> <b>Target creature within 5 spaces tests CON 7</b>	<b>DPD:</b> <b>Dissolve</b> & <b>5 SP-DMG</b>
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<b>Name:</b> <b>Toxic Grasp</b>	<b>Description:</b> <b>Target adjacent creature tests STR 8</b>	<b>DPD:</b> <b>Dissolve &amp; Poison</b>
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**Name:** \_\_\_\_\_ **Description:** \_\_\_\_\_ **DPD:** \_\_\_\_\_ **&** \_\_\_\_\_

**Name:** \_\_\_\_\_ **Description:** \_\_\_\_\_ **DPD:** \_\_\_\_\_ **&** \_\_\_\_\_

## IMMUNITIES, VULNERABILITIES, & TRAITS

**Immunities:** **Poison, Dissolve**

**Vulnerabilities:** \_\_\_\_\_

Traits: **Resilience**

## EQUIPMENT, ITEMS, GOLD, &amp; LOOT (If any)

## 2D6 Gold

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

Fusion Born are some of the most common enemies in Heroes of Estaria. These mutated humanoids have developed an overly savage sense of survival and continue to rampage through the civilized world. They have little time for words yet plenty for violence.

Similar to elves and dwarves, a Fusion Born's ancestry can be traced back to humans; Where exposure to intense radiation has altered the base human's DNA. Generation after Generation, the Fusion Born birthed into existence.

Fusion Born are super mutants, that have developed the ability to breath poison and spit acid. In stature, they're similar to that of Orcs in other fantasy worlds. Their skin varies in color, from black, gray, and green. They're typically tougher, stronger, and sometimes faster than humans, but they aren't terribly smart. Therefore Neon, Mother of the Wasteland Children, watches over them.

The Fusion Born have adapted so well to living in the wasteland, that radiation doesn't both them at all. In fact, most of their lairs are highly radioactive, and work as a natural defense against the civilized races. Because of this, they have developed immunities to both Poison and Dissolve. In addition, their constant exposure to the outside wastelands has caused them to develop a strong resistance to other elements and wounds.

## APPEARANCE

A Fusion Born adult has green, pale green, or grey skin. They have sharp teeth, toxic drool, and their eye colors range from green, brown, gold, yellow, and occasionally red.

As for weapons, the Fusion Born prefer to take matters into their own hands, using their teeth, claws, and fists. Occasionally, they'll pick up random junk and hit you with it. On rare occasions, they might militarize themselves with actual weapons. Young Fusion Born prefer their bare hands or random junk. *(They might pick up a chair and hit you with it. The DMG would be the same as their normal attacks, this part is just for flavor.)*

## COMBAT BEHAVIOR

Fusion Born are flexible in combat. They'll throw rocks at enemies that are out of range, or spit acid at them. Generally, they prefer to move in close to their targets and engage in a combination of melee attacks and poison breaths. When stressed, they might use their poison breath on multiple enemies at once.