

NAME Jolting Jelly RACE Amorphous SIZE 1 HEIGHT 4'0" WEIGHT 200lbs HL 3 EL 0

CON	<u>8</u>	AGI	<u>5</u>	INT	<u>1</u>	STR	<u>5</u>	WILL	<u>1</u>	CHA	<u>1</u>
Hit Points	<u>120</u> / <u>120</u>	Initiative	<u>10</u>	C. Mastery	<u>2</u>	Armor	<u>10</u>	SP Armor	<u>2</u>	Song Effect	<u>2</u>
Vitality	<u>240</u> / <u>240</u>	Speed	<u>10</u>	H. Mastery	<u>2</u>	MAD	<u>10</u>	M. Mastery	<u>2</u>	M. Speed	<u>2</u>
		RAD	<u>10</u>	SP Mastery	<u>2</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Makeshift Metal Sword, Spike, Mace, etc.

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6

DMG: 30 Crit DMG: 40 | SP-DMG: _____ Crit SP-DMG: _____

Other: Stun 2

ATTACK # 2

Description: Metal Dart

Type: N. Ranged Weapon Range: 6 Accuracy: 3/4/5/6

DMG: 30 Crit DMG: 40 | SP-DMG: _____ Crit SP-DMG: _____

Other: Stun 2

ABILITIES

Name: Discharge Description: All adjacent targets test CON 10 DPD: Stun & Dissolve

Name: Shocking Grasp Description: Target adjacent creature tests STR 11 DPD: Stun & 5 SP-DMG

Name: Lightning Bolt Description: Target creature within 5 spaces tests AGI 10 DPD: Stun & 5 SP-DMG

Name: _____ Description: _____ DPD: _____ & _____

Name: _____ Description: _____ DPD: _____ & _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Dissolve, Blind, Stun, Slow, Wounds

Vulnerabilities: _____

Traits: Elemental Attacks (Stun), Enhanced Ranged Accuracy, Enhanced Abilities

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

1D6 M.U. (Scrap Metal), 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

Jellies are flexible, formidable creatures of the wastelands. They originate from the gunk formed by the mixtures of caustic liquids and foreign elements. Due to their hazardous origins, they're typically durable and hard to put down.

Jolting Jellies are most commonly known for their affinity for metal. They're normally found around old factories and abandoned power plants. They prefer to absorb metals that conduct electricity well, such as silver, copper, and gold; Though when starving, they'll eat any metal.

Jolting Jellies are quick, hardy, and dangerous. Their gooey consistency and the metal they absorb help protect them from normal blows, as well as any slowing effects. Since they're made from acidic goo and don't have normal organs, they aren't affected by Dissolve, Blind, or Stun.

APPEARANCE

Although Jolting Jellies look like your typical slime creature, they're characterized by their yellow glow and the large amounts of metal in their bodies. You could almost imagine them as yellow, armored slimes and you wouldn't be far off; Although they're sloppier in appearance.

As for weapons, these Jellies use the acid in their bodies to break down and repurpose metal for various uses. For example, in the middle of a battle one might dissolve a bar of rebar into a spear, or a metal plate into a jagged club. They store plenty of metal pieces in their bodies to make spontaneous melee weapons. As for ranged weapons, they typically prefer to spit out metal spikes, or darts.

When Jolting Jellies use their Discharge ability, they shock their immediate surroundings with a corrosive static.

COMBAT BEHAVIOR

Jolting Jellies are mostly normal enemies when it comes to combat, but they prefer to use ranged attacks and abilities before using melee attacks. When effective, they prefer to use their Discharge ability quite often.

Jolting Jellies aren't smart enemies and might target a creature that's wearing a lot of metal or carrying a lot of gold. They might also focus on a character that is heavily adorned in metallic jewelry.