

NAME	Nivian, the Slick	RACE	Amphibian	SIZE	1	HEIGHT	5'0"	WEIGHT	100lbs	HL	2	EL	0
------	-------------------	------	-----------	------	---	--------	------	--------	--------	----	---	----	---

CON	<u>4</u>	AGI	<u>3</u>	INT	<u>2</u>	STR	<u>2</u>	WILL	<u>5</u>	CHA	<u>5</u>
Hit Points	<u>120</u> / <u>120</u>	Initiative	<u>6</u>	C. Mastery	<u>4</u>	Armor	<u>4</u>	SP Armor	<u>10</u>	Song Effect	<u>10</u>
Vitality	<u>240</u> / <u>240</u>	Speed	<u>6</u>	H. Mastery	<u>4</u>	MAD	<u>10</u>	M. Mastery	<u>10</u>	M. Speed	<u>10</u>
		RAD	<u>10</u>	SP Mastery	<u>10</u>					M. Damage	<u>10</u>

ATTACK # 1

Description: Claws

Type: N. Melee Weapon Range: 1 Accuracy: 2/3/4/5/6

DMG: 25 Crit DMG: 35 | SP-DMG: Crit SP-DMG:

Other: **Poison 2**

ATTACK # 2

Description: Poison Darts

Type: S.N. Ranged Weapon Range: 5 Accuracy: 3/4/5/6DMG: _____ Crit DMG: _____ | SP-DMG: 25 Crit SP-DMG: 35

Other: **Poison 2**

ABILITIES

Name: Coldwater Grasp **Description:** Target adjacent creature tests STR 8 **DPD:** Frost & Knockback

Name: Foulwater Bolt	Description: Target creature within 5 spaces tests AGI 7	DPD: Knockback & Poison
------------------------------------	--	---

Name: Foulwater Breath	Description: Target creature within 5 spaces tests CON 7	DPD: Knockback & Poison
--------------------------------------	--	---

Name: Hydro Jet	Description: Target creature within 5 spaces tests STR 7	DPD: Knockback & 5 SP-DMG
------------------------	---	----------------------------------

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Dissolve, Knockback, Slow

Vulnerabilities: Stun

Traits: Boss, Elemental Attacks (Poison), Minion Charming, Nimble, Overlord

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

+2 Ring of Minion Damage

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

Nivian the Slick is a beautiful, slick and sly merfolk. While merfolk in Estaria are traditionally rare, their beauty and uniqueness oftentimes make them alphas in smaller aquatic environments; like swamps, jungle ponds, and even the shorelines of lakes and oceans. Merfolk consume a diet that mostly consists of seaweed and smaller fish, and they have the unique ability to change the color of their eyes at will.

Nivian is called the “Slick”, not only because of her slimy smooth body, but because of the difficulty many have had catching her. She’ll plague a local pond for a week or so, only to take up residence on a shoreline 100 miles away once she senses danger. The real threat isn’t her herself, but the terrafin, merfolk, and other dangerous creatures that she brings with her.

Nivian, the Slick is a wise, instinctive opponent. Her slimy, aerodynamic skin repels harmful acids and allows her to maneuver and swim through almost any situation, allowing her to be immune to Dissolve, Knockback, and Slow. However, her slime makes her vulnerable to Stun.

APPEARANCE

In short, Nivian is a beautiful, petite merfolk woman. She sports a variety of colors like a peacock, but her hair and skin are teal with red highlights.

As for weapons, Nivian uses her claws for melee attacks. She’s also able to shoot magical poison darts from her fingertips as a ranged attack. Her Hydro Jet ability is a magically consistent stream of water that attempts to shove an opponent back. Coldwater Grasp attempts to grab and overload an opponent’s body with frigid water, blasting them back if successful.

COMBAT BEHAVIOR

Nivian, the Slick is an intelligent Ranger in combat. She’s always accompanied by numerous allies and will run away if she feels like she’s going to die.

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.

Nimble: Moving doesn’t provoke attacks of opportunity.

Overlord: Your MAD, RAD, or SP Mastery may equal your Minion Damage. Allied pawns gain +10 DMG on their attacks (or +10 SP-DMG on their attacks that deal SP-DMG.)