

NAME	Cabalist	RACE	Abomination	SIZE	1	HEIGHT	7'3"	WEIGHT	200lbs	HL	1	EL	0
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CON	<u>2</u>	AGI	<u>2</u>	INT	<u>2</u>	STR	<u>1</u>	WILL	<u>2</u>	CHA	<u>1</u>
Hit Points	<u>30</u> / <u>30</u>	Initiative	<u>4</u>	C. Mastery	<u>4</u>	Armor	<u>2</u>	SP Armor	<u>4</u>	Song Effect	<u>2</u>
Vitality	<u>60</u> / <u>60</u>	Speed	<u>4</u>	H. Mastery	<u>4</u>	MAD	<u>2</u>	M. Mastery	<u>4</u>	M. Speed	<u>2</u>
		RAD	<u>4</u>	SP Mastery	<u>4</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Claw, Kick, or Punch

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 12 Crit DMG: 14 | SP-DMG: _____ Crit SP-DMG: _____

Other: _____

ATTACK # 2

Description: Bone Splinters

Type: N. Ranged Weapon Range: 4 Accuracy: 4/5/6DMG: 14 Crit DMG: 18 | SP-DMG: _____ Crit SP-DMG: _____

Other: _____

ABILITIES

Name: Black Laser	Description: Target creature within 10 spaces tests AGI 4	DPD: Blind	& 5 SP-DMG
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Name: Mind Spark	Description: Target creature within 5 spaces tests WILL 5	DPD: Stun	& 5 SP-DMG
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Name: Ancient Frost **Description:** Target creature within 5 spaces tests INT 5 **DPD:** Frost & 5 SP-DMG

Name:	Description:	DPD:	&
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Name:	Description:	DPD:	&
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IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Stun, Wounds

Vulnerabilities:

Traits: _____

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

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

Cabalists are cultists that have fallen victim to the very arts they study; *Flesh Magic*. Flesh Magic alters the body in ways it is not meant to be altered; It can reassign control of your voluntary and involuntary organs, reshape your flesh, and force your body to grow new appendages. Like a delicately coded system, improper use of flesh magic can quickly destroy your physical and mental stability, turning you into an abomination.

Before turning into abominations, cultists practice all sorts of magic, and carry that with them throughout their transformations. Not every cultist that studies flesh magic ends up turning into an abomination, just the ones that have a hard time controlling it. Furthermore, some cultists maintain their mental capacities after turning into abominations, and can read, write, and speak just fine... But only a few.

Because Cabalists can manipulate their bodies so easily, they can swiftly grow and replace their eyes if Blinded. The dark arts that they practice also have a small affinity with lightning, shielding them from any kind of Stun (*and their bodies are mostly controlled by a magical means anyways.*)

APPEARANCE

Cabalists are tall, gangly, and creepy to look at. They have distorted flesh, asymmetrical limbs, and random bones poking out of their bodies in all directions. At a whim, Cabalists can reshape themselves to appear smaller, taller, stronger, weaker, and can grow or lose body parts at a moment's notice. No matter the altercation, they always remain the same weight.

As for weapons, Cabalists normally use their claws. However, for flavor, Cabalists can manipulate their body into forming just about any weapon you can imagine; Arms that turn into blades of bone, legs that turn into bone spears, or even turning their skull into a spiked mace. When they need to make a ranged attack, they force their body to shoot darts of bone at their target, delivering a powerful blast of Bone Splinters.

Their Mind Spark is their signature move, and it delivers a telepathic shock to their victim's brain. Their Black Laser is another signature move of theirs, and they typically shoot this purplish black beam out of their fingertips, eyes, or mouths. Most Cabalists won't master the laser until later levels.

COMBAT BEHAVIOR

Cabalists are normal in combat, they prefer to attack once and then use an ability. They have a slight preference for ranged attacks, and a strong preference to use their Mind Spark ability before they try anything else.