

NAME Copper Paladin RACE Humanoid SIZE 1 HEIGHT 6'6" WEIGHT 280lbs HL 2 EL 0

CON	<u>4</u>	AGI	<u>2</u>	INT	<u>2</u>	STR	<u>5</u>	WILL	<u>5</u>	CHA	<u>3</u>
Hit Points	<u>60</u> / <u>60</u>	Initiative	<u>4</u>	C. Mastery	<u>4</u>	Armor	<u>10</u>	SP Armor	<u>10</u>	Song Effect	<u>6</u>
Vitality	<u>120</u> / <u>120</u>	Speed	<u>4</u>	H. Mastery	<u>4</u>	MAD	<u>10</u>	M. Mastery	<u>10</u>	M. Speed	<u>6</u>
		RAD	<u>4</u>	SP Mastery	<u>4</u>					M. Damage	<u>6</u>

ATTACK # 1

Description: Hammer, Sword
Type: N. Melee Attack Range: 1 Accuracy: 3/4/5/6
DMG: 25 Crit DMG: 35 | SP-DMG: Crit SP-DMG:
Other: +10 Almighty Damage

ATTACK # 2

Description: Holy Bolt
Type: S.N. Ranged Attack Range: 5 Accuracy: 4/5/6
DMG: Crit DMG: | SP-DMG: 19 Crit SP-DMG: 23
Other: +10 Almighty Damage

ABILITIES

Name: Angelic Visions Description: Target creature within 5 spaces tests WILL 7 DPD: Stun & 3 Almighty DMG
Name: Flash Description: Target adjacent creature tests CON 8 DPD: Blind & Stun
Name: Holy Firestrike Description: Target creature within 5 spaces tests AGI 7 DPD: Burning & 3 Almighty DMG
Name: Holy Lightning Description: Target creature within 5 spaces tests AGI 7 DPD: Stun & 3 Almighty DMG
Name: Thunderous Judgment Description: Target creature within 5 spaces tests CHA 7 DPD: Stun & 3 Almighty DMG

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Burning, Stun Vulnerabilities: Almighty Damage
Traits: Flesh Conjuring, Holy Attacks, Holy Power

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

1 M.U., 1 T.U. (Copper)

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

Copper Paladins are part of the holy order, known as the Church of the Copper Moon. Their goal is to hunt down and eradicate evil with brute force; particularly evil creatures that brood in the night.

Followers of the Copper Moon use copper-infused armors, making it easier to gather, conduct, and discharge holy lightning. They're even prepared to flash divine light off their metallic shields in order to blind and stun their foes. The Cathedral of the Copper Sun is their sister sect, that are less brutal and more spiritual. However, they have no problem working together and sharing their power, much like how the moon radiates with the sun's light.

Copper Paladins are strong and hard to take down. Their thick, insulated copper armor and divine protection allow them to be immune to Blind, Burning, and Stun. However, being a sensitive receptor of divine power does make them vulnerable to that same power (Almighty Damage, Holy or Unholy.)

APPEARANCE

Copper Paladins are large and friendly, although fierce towards evil creatures. They typically have a one-track mind, and that usually involves smiting evil. Their full plate, copper-armors cover their entire body. During combat, or tense moments, their eyes glow yellow, orange, or red, displaying their current health or emotion. Any Humanoid can be a Copper Paladin, although Dwarves, Humans, Titans, and Amuken are the most common.

As for weapons, Copper Paladins use hammers or swords for melee attacks. They're also able to shoot holy bolts from their fingertips as ranged attacks. Their Angelic Visions ability attempts to lock their opponent down in a mental storm of angelic retribution. Thunderous Judgment is a quick, indiscriminate clap of lightning around their target, that only strikes them if it deems their target unworthy, or if the target has terrible luck.

COMBAT BEHAVIOR

Copper Paladins are normal enemies when it comes to combat. They move towards hostile creatures, attack them with melee attacks, and use abilities when appropriate.

Flesh Conjuring Trait: At the beginning of this creature's turn, it may, at will, give any 1 creature 15 Temporary HP. Thematically, this is more of a golden, divine barrier than a fleshy shield.