

NAME	Tome of Absolute Power	RACE	Animated	SIZE	1	HEIGHT	0'6"	WEIGHT	1lb	HL	3	EL	0
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CON	6	AGI	2	INT	10	STR	2	WILL	6	CHA	2
Hit Points	180 / 180	Initiative	4	C. Mastery	20	Armor	4	SP Armor	12	Song Effect	4
Vitality	360 / 360	Speed	4	H. Mastery	20	MAD	4	M. Mastery	12	M. Speed	4
		RAD	4	SP Mastery	20					M. Damage	4

ATTACK # 1

Description: Spell Sword

Type: S.N. Melee Weapon Range: 1 Accuracy: 2/3/4/5/6DMG: _____ Crit DMG: _____ | SP-DMG: 40 Crit SP-DMG: 60

Other: _____

ATTACK # 2

Description: Arcane Bolt

Type: S.N. Ranged Weapon Range: 6 Accuracy: 3/4/5/6DMG: _____ Crit DMG: _____ | SP-DMG: 40 Crit SP-DMG: 60

Other: _____

ABILITIES

Name: <u>Absolute Zero</u>	Description: <u>Target creature within 10 spaces tests CON 9</u>	DPD: <u>Frost</u>	& <u>Frost</u>
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Name: Hyper Beam	Description: Target creature within 20 spaces tests AGI 8	DPD: 5 SP-DMG & 5 SP-DMG
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Name: Hyper Nova	Description: All targets within 2 spaces test AGI 9	DPD: 5 SP-DMG & 5 SP-DMG
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Name: Hyper Runes	Description: Target creature within 10 spaces tests WILL 9	DPD: 5 SP-DMG & 5 SP-DMG
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Name: Neural Backfire	Description: Target creature within 20 spaces tests WILL 8	DPD: Stun	& Stun
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IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Frost, Poison, Wounds

Vulnerabilities: Burning, Knockback

Traits: Boss, Caster, Overpowered

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

+5 Tome of SP-Mastery

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

The Tome of Absolute Power is an arcane wonder that's packed to the brim with spell power. A small orb of Arcanium is tightly packed into the middle of the book, causing it to seep and ooze purplish-blue glowing liquid. No one is sure who wrote or animated this book, but they're surely dead by now, as the book is ages old.

The Tome of Absolute Power is an overwhelmingly powerful spellcasting device. Its anatomy and magical aptitude allow it to be immune to Blind, Frost, Poison, and Wounds. However, since it's a book, it's vulnerable to Burning and Knockback.

APPEARANCE

The Tome of Absolute Power is an ancient book from the Abyssal Realm. It's surprisingly durable, but that's likely due to the magical seal placed upon each individual page, like a trademark. The cover of the book is purple, it has bluish magic script, and the pages are a vintage alabaster color. It floats above the ground and can make other lightweight objects levitate.

As for weapons, the Tome of Absolute Power can conjure and swing swords made out of magic, or shoot arcane bolts. Its Absolute Zero ability momentarily changes the air temperature around a specific creature, and its Hyper Runes ability projects glowing blue words that deal an immense impact of arcane energy to those that read them. All Hyper magic is displayed as bright blue-white energy.

COMBAT BEHAVIOR

The Tome of Absolute Power is a Caster when it comes to combat, and will focus primarily on using abilities for every action it can. When stressed, its abilities will target multiple opponents.