

NAME	Neon Preserves	RACE	Amorphous	SIZE	1	HEIGHT	4'0"	WEIGHT	150lbs	HL	5	EL	0
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CON	<u>10</u>	AGI	<u>2</u>	INT	<u>10</u>	STR	<u>2</u>	WILL	<u>10</u>	CHA	<u>2</u>
Hit Points	<u>150</u> / <u>150</u>	Initiative	<u>4</u>	C. Mastery	<u>20</u>	Armor	<u>4</u>	SP Armor	<u>20</u>	Song Effect	<u>4</u>
Vitality	<u>300</u> / <u>300</u>	Speed	<u>4</u>	H. Mastery	<u>20</u>	MAD	<u>4</u>	M. Mastery	<u>20</u>	M. Speed	<u>4</u>
		RAD	<u>4</u>	SP Mastery	<u>20</u>					M. Damage	<u>4</u>

ATTACK # 1

Description: Slime Slap

Type: S.N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: _____ Crit DMG: _____ | SP-DMG: 50 Crit SP-DMG: 70

Other: Dissolve 2, Poison 2

ATTACK # 2

Description: Slime Spit

Type: S.N. Ranged Weapon Range: 8 Accuracy: 4/5/6DMG: _____ Crit DMG: _____ | SP-DMG: 50 Crit SP-DMG: 70

Other: Dissolve 2, Poison 2

ABILITIES

Name: Discharge	Description: All adjacent targets test CON 13	DPD: Dissolve & Poison
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Name: Toxic Breath	Description: Target creature within 5 spaces tests CON 13	DPD: Dissolve & Poison
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Name: Toxic Grasp	Description: Target adjacent creature tests STR 14	DPD: Dissolve & Poison
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Name: _____ **Description:** _____ **DPD:** _____ **&** _____

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

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Dissolve, Poison, Slow, Wounds **Vulnerabilities:** _____

Traits: Elemental Attack (Dissolve), Elemental Attack (Poison), Elemental Aura (Dissolve), Elemental Aura (Poison)

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

Plutonium Shard (See backside)

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

Neon Preserves are slime creatures that have been farmed and raised by the god Neon herself. Used as guards, these creatures are packed with caustic liquids and radiation. Neon breeds these slimes to be smart and durable, and infuses them with plutonium shards.

These slimy creatures cling to cave ceilings, cliffs, and other environments they're instructed to protect. They feast on carrion, insects, and bats, and are known to ambush intruders by dropping down and surrounding them. They don't need to eat much to maintain and preserve their forms.

Neon Preserves are simple, smart, and effective creatures. Their gooey consistency helps protect them from normal blows and any slowing effects. Since they're made from acidic goo and don't have normal organs, they aren't affected by Blind, Dissolve, or Stun. Due to their radioactive nature, they are also not affected by Poison.

APPEARANCE

Neon Preserves are well-bred, powerful creatures. Their appearance is pretty simple; they're big blobs of neon green slime. The Plutonium Shard in this creature gives them a brilliant, neon green glow (*so they typically hide in areas that are already lit up by crystals and other toxic plants.*) On rare occasion (*determined by the GM*), the Plutonium Shard item inside of them might be salvaged. However, you won't have the lead holster for this item, and would need to make one. (*Plutonium Shard Unique Item #92, Basic Rulebook, pg. 29.*)

As for weapons, Neon Preserves use their gooey bodies to form a fist, hand, or any kind of appendage to strike their opponents with for melee attacks. As for ranged attacks, Neon Preserves spit chunks of their bodies at their targets. When Neon Preserves use their Discharge ability, they release a cloud of radioactivity around them.

COMBAT BEHAVIOR

Neon Preserves are normal when it comes to combat, though they prefer engaging their targets up close, so that they can punish them with their Elemental Auras.

The Elemental Aura trait allows them to punish adjacent creatures that end their turns in a space adjacent to them (*GM Book, pg. 20.*)

Neon Preserves like to ambush their prey, and are smart enough to do so. They don't land directly on top of their targets, but they do like to drop down around 1 target, boxing them in, and choking them in their radioactive aura.