

NAME Wriggle RACE Vermin SIZE 2 HEIGHT 13'0" WEIGHT 800lbs HL 3 EL 0

CON	<u>6</u>	AGI	<u>5</u>	INT	<u>1</u>	STR	<u>5</u>	WILL	<u>5</u>	CHA	<u>1</u>
Hit Points	<u>90</u> / <u>90</u>	Initiative	<u>10</u>	C. Mastery	<u>2</u>	Armor	<u>10</u>	SP Armor	<u>10</u>	Song Effect	<u>2</u>
Vitality	<u>180</u> / <u>180</u>	Speed	<u>10</u>	H. Mastery	<u>2</u>	MAD	<u>10</u>	M. Mastery	<u>10</u>	M. Speed	<u>2</u>
		RAD	<u>10</u>	SP Mastery	<u>2</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Bite, Claw
Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6
DMG: 30 Crit DMG: 40 | SP-DMG: Crit SP-DMG:
Other: +Lethal while Stealth

ATTACK # 2

Description: Rock Spit
Type: N. Ranged Weapon Range: 6 Accuracy: 4/5/6
DMG: 30 Crit DMG: 40 | SP-DMG: Crit SP-DMG:
Other: +Lethal while Stealth

ABILITIES

Name: Leech Vomit Description: Target adjacent creature tests AGI 10 DPD: Poison & Lose 3 HP
Name: Foulwater Vomit Description: Target adjacent creature tests CON 10 DPD: Knockback & Poison
Name: Description: DPD: &
Name: Description: DPD: &
Name: Description: DPD: &

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Dissolve, Knockback Vulnerabilities:
Traits: Nimble, Size Change (2x1), True Sight, Vanishing

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

LORE

Wiggles are terribly large vermin that plague the roadsides of Estaria, and most commonly reside in earthy areas, like swamps and deserts. Fiercely territorial, these creatures pop out of the ground to strike at those that wander too close.

In the early days of the Fusion, many creatures couldn't handle the dramatic effects of climate change or the spikey increases of radiation. During that time, underground creatures thrived, feasting on the weakened and decaying creatures of the surface. This eventually led to worms evolving into giant, carrion devouring machines; though in recent times, they've begun shifting their diets towards fresher meat.

Wiggles are strong, tough, and nimble. Their slimy skin allows them to be immune to Dissolve, and their ability to burrow or cling onto the ground allows them to be immune to effects that deal Knockback.

APPEARANCE

Wiggles are large, fat worms with big mouths. Their mouths are lined with layers of sharp teeth; some hooked for digging, and others sharpened for chewing. They sometimes have unpleasant pustules, and are known to house hundreds of leeches on both their insides and outsides.

As for weapons, Wiggles use their teeth melee attacks. Their teeth may be used to either bite, slash, or stab with. They're also able to spit chunks of earth and rock as ranged attacks. Their Leech Vomit ability is their attempt to puke out gallons of leeches onto an adjacent creature, while their Foulwater Vomit ability is a spray of poisonous water (or saliva.)

COMBAT BEHAVIOR

Wiggles are Fighters when it comes to combat. They move towards hostile creatures and prefer to attack them with melee attacks. Occasionally they will use one of their abilities, but not often. They like to move and reposition quite often, typically attacking lower armored targets.

Nimble: Moving doesn't provoke attacks of opportunity.

True Sight: Hostile creatures within 3 spaces of you lose Stealth.

Vanishing: At the beginning of your turn, you gain Stealth. Your attacks gain Lethal while Stealth. At the end of your turn, you lose Stealth if you haven't already.