

NAME Animated Armor RACE Animated SIZE 1 HEIGHT 6'0" WEIGHT 110lbs HL 2 EL 0

CON	<u>5</u>	AGI	<u>2</u>	INT	<u>1</u>	STR	<u>5</u>	WILL	<u>1</u>	CHA	<u>1</u>
Hit Points	<u>75</u> / <u>75</u>	Initiative	<u>4</u>	C. Mastery	<u>2</u>	Armor	<u>20</u>	SP Armor	<u>2</u>	Song Effect	<u>2</u>
Vitality	<u>150</u> / <u>150</u>	Speed	<u>4</u>	H. Mastery	<u>2</u>	MAD	<u>10</u>	M. Mastery	<u>2</u>	M. Speed	<u>2</u>
		RAD	<u>4</u>	SP Mastery	<u>2</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Gauntlet Punch

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 25 Crit DMG: 35 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Flying Gauntlet Punch

Type: S.N. Ranged Weapon Range: 5 Accuracy: 4/5/6DMG: 19 Crit DMG: 23 | SP-DMG: Crit SP-DMG:

Other: _____

ABILITIES

Name: Arcane Whip **Description:** Target creature within 5 spaces tests AGI 7 **DPD:** Slow **&** 5 SP-DMG

Name: Probability Bolts	Description: Target creature within 10 spaces tests CHA 6	DPD: Knockback & 5 SP-DMG
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Name: _____ Description: _____ DPD: _____ & _____

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IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Burning, Frost, Poison, Wounds

Vulnerabilities:

Traits: Enhanced Armor, Poise, True Focus, True Sight

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

1 M.U. (Scrap Metal), 1 A.U. (Scrap Arcanium)

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

Animated Armor can usually be found in dark castles and wizard towers. Wizards and sorcerers alike use Animus to create bodyguards out of basic metal armors. Most are made out of used armors from fallen soldiers, while others are made out of polished museum armor for both presentation and dramatic effect.

Like most Animated creatures, this creature is an assortment of basic materials tethered together by magic. At the core of every Animated creature is a shard of Animus; An evolved form of the crystal Arcanium. The stronger the Animus, the stronger the creature.

Since most Animated creatures are an assortment of basic materials held together by magic, they're usually immune to Blind, Burning, Frost, Poison, and Wounds. The magic that binds them together also creates a buffer from physical harm, although spell damage can disrupt the creature's arcane balance.

APPEARANCE

Animated Armors are full suits of metal armor that are held together by purplish-pink tethers. These tethers extend forth from the small shard of Animus inside, allowing the Animus full control over its armory carapace.

As for weapons, the Animated Armor uses its gauntlets to punch as both a melee and a ranged weapon. (*Alternatively, it may use its boots to kick.*) When used as a ranged weapon, the Animus uses its tethers to launch a gauntlet like a spring powered fist, and then pulls it back in.

At times, the Animus will extend a purplish-pink tether to whip and slow their opponents as an Arcane Whip. Their Probability Bolts are a reality-manipulating shower of white energy, that have a set probability of hitting their target. Since luck is the only chance to evade this ability, CHA is tested.

COMBAT BEHAVIOR

Animated Armors are strong melee fighters when it comes to combat. They will simply move towards the closest target and attack them with melee attacks, or ranged attacks if they must.

Animated Armors forego using their abilities unless they must to remain effective in combat.

Because they have True Sight, Stealth Heroes won't be able to hide from them. Since they have True Focus, Taunt/Repel cannot be used to pull them off their targets. Finally, their Poise trait prevents them from having their attacks and abilities interrupted (*but not negated.*)