

NAME Ro-Tund Thunderpriest RACE Giant SIZE 4 HEIGHT 12'5" WEIGHT 1,200lbs HL 2 EL 0

CON	<u>7</u>	AGI	<u>3</u>	INT	<u>3</u>	STR	<u>4</u>	WILL	<u>3</u>	CHA	<u>3</u>
Hit Points	<u>105</u> / <u>105</u>	Initiative	<u>6</u>	C. Mastery	<u>6</u>	Armor	<u>8</u>	SP Armor	<u>16</u>	Song Effect	<u>6</u>
Vitality	<u>180</u> / <u>180</u>	Speed	<u>6</u>	H. Mastery	<u>6</u>	MAD	<u>8</u>	M. Mastery	<u>6</u>	M. Speed	<u>6</u>
		RAD	<u>6</u>	SP Mastery	<u>6</u>					M. Damage	<u>6</u>

## ATTACK # 1

**Description:** Staff Strike

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 23 Crit DMG: 31 | SP-DMG: \_\_\_\_\_ Crit SP-DMG: \_\_\_\_\_

Other: \_\_\_\_\_

## ATTACK # 2

**Description:** Staff Shot

Type: S.N. Ranged Weapon Range: 5 Accuracy: 4/5/6DMG: \_\_\_\_ Crit DMG: \_\_\_\_ | SP-DMG: 21 Crit SP-DMG: 27

Other: \_\_\_\_\_

## ABILITIES

**Name:** Ancient Fire      **Description:** Target creature within 5 spaces tests INT 7      **DPD:** Burning & 5 SP-DMG

**Name:** Ancient Frost      **Description:** Target creature within 5 spaces tests INT 7      **DPD:** Frost      & 5 SP-DMG

**Name:** **Ancient Thunder**      **Description:** **Target creature within 5 spaces tests INT 7**      **DPD:** **Stun**      **& 5 SP-DMG**

<b>Name:</b> Holy Lightning	<b>Description:</b> Target creature within 5 spaces tests AGI 7	<b>DPD:</b> Stun	<b>&amp; 3 Almighty DMG</b>
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<b>Name:</b> Radiant Judgment	<b>Description:</b> Target creature within 5 spaces tests CHA 7	<b>DPD:</b> Blind	<b>&amp; 3 Almighty DMG</b>
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## IMMUNITIES, VULNERABILITIES, & TRAITS

**Immunities:** Frost, Stun, Wounds

**Vulnerabilities:** Almighty Damage

**Traits:** Enhanced SP Armor, Flesh Conjuring, Holy Power, Size Change

## EQUIPMENT, ITEMS, GOLD, &amp; LOOT (If any)

## Alarm Rune

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 Ro-Tunds, or “The Tunds”, are blubbery giants with a magnificent talent for magic. Their talents are mostly inherited through sorcerous bloodlines, although some take to studying the arcane, or even holy scriptures. Ro-Tunds originate from the abyssal realm, where they relied on their hardy blubber to protect them from the elements.

Your most basic Ro-Tund is a fun loving giant that likes to cook, make wine, and grow crops (*they're especially fond of starting vineyards and growing herbs.*) They actually make great wasteland traders and chefs. Unfortunately, their broad diet includes humanoid creatures, so they don't fare well in civilized areas for too long. Even though they're fully capable of controlling their appetites, few choose to do so.

Ro-Tunds are well-protected with a thick, rubbery layer of blubber, that keeps them warm, repulses electricity, and protects their vital organs. This layer of blubber protects them from Frost, Stun, and Wounds.

## APPEARANCE

Ro-Tunds are tall, strong, and obese creatures. They're almost always shirtless, and usually wear large, stretchy pants or skirts with sandals. The staffs they wield are usually small, carved trees that weigh around 100lbs (*they're too big for a normal sized creature to wield.*) They like to adorn themselves with jewelry that they've acquired from trading, although the quality of the jewelry does not matter (*rocks and seashell necklaces will do just fine.*) Similar to humans, they come in a variety of skin colors, but are usually pale, or darker toned if they're farmers.

As for weapons, Ro-Tunds use their staffs to strike their opponents as a melee weapon. They can also channel their sorcerous magic through their staffs, shooting bolts of energy at their targets as a ranged weapon. Ro-Tunds wield their staffs with strength, finesse, and wisdom. Their staff wielding skills are an incredible sight to witness.

## COMBAT BEHAVIOR

Ro-Tunds are primarily casters, and prefer to use their abilities more than anything. They're great at determining a creature's weakness, and will likely target low INT Heroes with their ancient magic abilities. Since they have high SP-Armor, they're least likely to target Mages.