

# CROCOLISK

## The Lizard King

"You're gonna be a 60-day homicide."



**Real Name** Anthony Fields  
**Player** NPC  
**Origin** Altered  
**Archetype** Tank

**Team Affiliation** Solo  
**Base of Operations** New Orleans, LA, USA  
**Range of Operations** Local  
**Nationality** American

**Hair** None  
**Eyes** Yellow  
**Height** 275 cm (9')  
**Weight** 363 kg (800 lbs)

**Gender** Cis Male  
**Sexuality** Asexual

## ATTRIBUTES

<b>Agility</b>	<b>4</b>	
<b>Brawn</b>	<b>8</b>	
<b>Endurance</b>	<b>6</b>	
<b>Presence</b>	<b>4</b>	
<b>Reason</b>	<b>1</b>	
<b>Power Level</b>	<b>5</b>	

Normal Lift: 17 t (Polaris missile)  
Max Lift: 55 t (loaded tanker truck)  
Throws (25 kg): 1,100 m

Max Range: 100 m  
Max Area: 10 m radius

## POWERS

- Alteration Resistance**  
Constant, Self-only
- Super-swimming**  
Move action, Self-only
- Bulletproof**  
Constant, Self-only
- Damage Resistance**  
Constant, Self-only
- Danger Sense**  
Free action, Self-only  
Animal cunning
- Environmental Immunity**  
Constant, Self-only
- Regeneration**  
Standard action, Self-only
- Strike**  
Standard action, Hand-to-hand, Normal

## MOTIVATIONS & COMPLICATIONS

**Audacity:** The character is an adrenaline junkie driven by a desire to experience thrills and risk.  
**Rebellion:** The character doesn't fit into the larger society.

**Gruesome:** Crocolisk is a monster, inside and out.  
**Uncontrolled Power:** Crocolisk's size and weight make it impossible for him to have a normal life.

## EQUIPMENT

Cell Phone (PL 1)

## SKILLS

- Athletics
- Culture (+)
- Deception
- Diplomacy
- Hand-to-hand Combat
- Manipulation
- Stealth
- Survival

## GIFTS

Hard Target

## MOVEMENT

	Base Move	Double Move	All-out Move
Run	13 m	26 m	78 m (47 km/h)
Swim	70 m	140 m	420 m (260 km/h)
Jump	350 m		

Base Character Points 60      Unspent Experience 0  
Total Experience Points 0      Spent Experience 0  
Character Points Spent 60      Total Character Points 60  
Attributes 42 + Skills 9 + Gifts 1 + Powers 8 + Modifiers 0 = 60 / 60

## OPPOSED ROLLS

### Attacker (Action Total)

Dice	plus	Skill (Attribute)
1d6		Unskilled
2d6		Skilled
2d6	Has Expertise (Re-roll 1s and 2s)	

  

Skill (Attribute)
Hand-to-hand Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Power Level)
etc.

### Defender (Target Number)

Dice	plus	Skill (Attribute)
1d6		Unskilled
2d6		Skilled
2d6	Has Expertise (Re-roll 1s and 2s)	

  

Skill (Attribute)
Hand-to-hand Combat (Brawn)
Ranged Combat (Agility)
Mental Combat (Presence)
etc.

## UNOPPOSED ROLLS

### Action Total

Dice	plus	Skill (Attribute)
1d6		Unskilled
2d6		Skilled
2d6	Has Expertise (Re-roll 1s and 2s)	

  

Skill (Attribute)
Culture (Reason)
Finesse (Agility)
Performance (Presence)
etc.

### Target Number

Dice	plus	Difficulty Value (DV)
1d6		Unskilled
2d6		Skilled
2d6	Has Expertise (Re-roll 1s and 2s)	

  

Difficulty Value (DV)
3 Moderately difficult
6 Remarkably difficult
9 Extremely difficult
12 Inconceivable!

## ATTACK BONUSES AND PENALTIES

Circumstance	Modifier
Attacker is making an all-out move (sprinting)	Attack fails
Attacker can't perceive defender in ranged combat	Attack fails
Attacker can't perceive defender in hand-to-hand combat	Penalty die
Attacker is attempting to disarm the defender	Penalty die
Attacker is distracted	Penalty die
Attacker is restrained	Penalty die
Attacker is making a double move (running)	Penalty die
Attacker is surprised	Penalty die
Attacker is using a sweep attack	Penalty die
Attacker is using a two-handed weapon with one hand	Penalty die
Target is beyond effective range of the weapon	Penalty die
Attacker is charging the defender	Bonus die

## DEFENSE BONUSES AND PENALTIES

Circumstance	Modifier
Defender is distracted	Penalty die
Defender is prone in hand-to-hand combat	Penalty die
Defender is restrained	Penalty die
Defender is surprised	Penalty die
Defender can't perceive attacker	Penalty die
Defender has cover	Bonus die
Defender is prone in ranged combat	Bonus die
Defender is making a double move (running)	Bonus die
Defender is making an all-out move (sprinting)	Bonus die

## SPENDING A PLOT POINT

<b>Bonus Die</b>	Spending a plot point grants the character a bonus die on the current roll. The player may spend the plot point before or after the dice are rolled.
<b>Escape</b>	Spending a plot point allows the character to immediately break free of a grapple or a lasting power such as Dazzle, Mind Control, or Telekinesis.
<b>Inspiration</b>	Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next.
<b>Power Stunt</b>	Spending a plot point permits the character to use a power they do not have.
<b>Rally</b>	Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost.
<b>Retcon</b>	Spending a plot point allows the player to change the past in some way that supports the current needs of the plot.
<b>Surge</b>	Spending a plot point increases one of the character's attributes by one for one round.

## ACTIONS

<b>On Your Turn</b>	One <b>move action</b> One <b>standard action</b> As many <b>quick actions</b> as the GM deems reasonable
<b>Any Time</b>	As many <b>free actions</b> as the GM deems reasonable

## DIFFICULTY VALUE

— <b>Routine</b>	Perform a familiar task under ordinary conditions
<b>3 Moderately difficult</b>	Perform a familiar task under hostile conditions, or an unfamiliar task under ordinary conditions
<b>6 Remarkably difficult</b>	Perform an unfamiliar task under hostile conditions
<b>9 Extremely difficult</b>	Perform an esoteric task under ordinary conditions
<b>12 Inconceivable!</b>	Perform an esoteric task under hostile conditions