

NOBLE GLAUCUS

Warlord of Lemuria

"The race of man is as the race of leaves."

Real Name Glaucus
 Player NPC
 Origin Alien
 Archetype Dolphin

Team Affiliation Lemuria
 Base of Operations Lemuria
 Range of Operations Global
 Nationality Lemurian

Hair None
 Eyes Yellow
 Height 6' 8"
 Weight 410 lbs.



Gender Cis Male
 Sexuality Heterosexual

ATTRIBUTES

| | | |
|--------------------|----------|--|
| Agility | 5 | |
| Brawn | 6 | |
| Endurance | 6 | |
| Presence | 4 | |
| Reason | 3 | |
| Power Level | 5 | |
| Plot Points | 1 | |

Normal Lift: 550 t (747 passenger plane)
 Max Lift: 1,700 t (Space Shuttle)
 Throws (25 kg): 35 km

POWERS

- Damage Resistance**
Constant
- Environmental Immunity**
Constant Extreme cold, pressure, water breathing
- Strike**
Standard
- Super-lifting**
Constant
- Super-swimming**
Move
- Water Blast**
Standard Trident of Critias
- Command Animals**
Standard Trident of Critias; Sea creatures only
- Water Immunity**
Constant Trident of Critias
- Water Wall**
Standard Trident of Critias
- Water Prison**
Standard Trident of Critias
- Personal Immunity**
Constant Trident of Critias
- Explosive Strike**
Standard Trident of Critias

MOTIVATIONS & COMPLICATIONS

Idealism: The character would die to protect or uphold some cause or ideology.
Nobility: The character was born to rule and command the respect of their lessers.
Vulnerability: Noble Glaucus is not amphibious. He will suffocate in open air.

SKILLS

- Athletics
- Close Combat
- Mental Combat
- Ranged Combat
- Science
- Survival

GIFTS

- Animal Empathy
- Minions

NOTES

EQUIPMENT

MOVEMENT

| | Base Move | Double Move | All-out Move |
|------|-----------|-------------|------------------|
| Run | 40 m | 80 m | 240 m (140 km/h) |
| Swim | 130 m | 260 m | 780 m (470 km/h) |
| Jump | 35 m | | |

Base Character Points 60 Unspent Experience 0
 Total Experience Points 0 Spent Experience 0
 Character Points Spent 60 Total Character Points 60

Attributes 40 + Skills 6 + Gifts 2 + Powers 12 = 60 / 60

OPPOSED ROLLS

Attacker (Action Total)

| Dice |
|--|
| 1d6 Unskilled |
| 2d6 Skilled |
| 2d6 Has Expertise (Re-roll 1s and 2s) |

plus

| Skill (Attribute) |
|-----------------------------|
| Close Combat (Brawn) |
| Ranged Combat (Agility) |
| Mental Combat (Power Level) |
| etc. |

vs

Defender (Target Number)

| Dice |
|--|
| 1d6 Unskilled |
| 2d6 Skilled |
| 2d6 Has Expertise (Re-roll 1s and 2s) |

plus

| Skill (Attribute) |
|--------------------------|
| Close Combat (Brawn) |
| Ranged Combat (Agility) |
| Mental Combat (Presence) |
| etc. |

UNOPPOSED ROLLS

Action Total

| Dice |
|--|
| 1d6 Unskilled |
| 2d6 Skilled |
| 2d6 Has Expertise (Re-roll 1s and 2s) |

plus

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

vs

Target Number

| Dice |
|--|
| 1d6 Unskilled |
| 2d6 Skilled |
| 2d6 Has Expertise (Re-roll 1s and 2s) |

plus

| 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 close 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 close 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

| | |
|--------------------|--|
| Bonus Die | 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. |
| Escape | 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. |
| Inspiration | Spending a plot point grants the character an intuitive leap: the player receives a hint from the GM on what to do next. |
| Power Stunt | Spending a plot point permits the character to use a power they do not have. |
| Rally | Spending a plot point allows a character to rally and immediately recover half of the Endurance they have lost. |
| Retcon | Spending a plot point allows the player to change the past in some way that supports the current needs of the plot. |
| Surge | Spending a plot point increases one of the character's attributes by one for one round. |

ACTIONS

| | |
|---------------------|---|
| On Your Turn | One move action One standard action As many quick actions as the GM deems reasonable |
| Any Time | As many free actions as the GM deems reasonable As many reactions as the GM deems reasonable |

DIFFICULTY VALUE

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