

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 204 cm (6' 8")
 Weight 186 kg (410 lbs)



Gender Cis Male
 Sexuality Heterosexual

ATTRIBUTES

Agility	5	
Brawn	6	
Endurance	6	
Presence	4	
Reason	3	
Power Level	5	

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

Max Range: 100 m
 Max Area: 10 m radius
 Personal Immunity

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 can't breathe air. Out of the water, he will begin to suffocate after one minute (see Suffocation).

POWERS

Damage Resistance

Constant, Self-only

Environmental Immunity

Constant, Self-only
 Extreme cold, pressure, water breathing

Strike

Standard action, Hand-to-hand, Normal

Super-lifting

Constant, Self-only

Super-swimming

Move action, Self-only

Blast

Standard action, Ranged, Normal
 Water Blast; Trident of Critias

Command Animals

Standard action, Ranged, Mental
 Trident of Critias

Water Immunity

Constant, Self-only
 Trident of Critias

Water Wall

Standard action, Ranged, Area, Environmental
 Trident of Critias

Water Prison

Standard action, Ranged, Special
 Trident of Critias

Area Strike

Standard action, Hand-to-hand, Area, Normal
 Trident of Critias

EQUIPMENT

SKILLS

Athletics
 Hand-to-hand Combat
 Mental Combat
 Ranged Combat
 Science
 Survival

GIFTS

Animal Empathy
 Minions

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 11 + Modifiers 1 = 60 / 30

OPPOSED ROLLS

Attacker (Action Total)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Power Level) etc.

Defender (Target Number)

Dice	plus	Skill (Attribute)
1d6 Unskilled		Hand-to-hand Combat (Brawn)
2d6 Skilled		Ranged Combat (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Mental Combat (Presence) etc.

UNOPPOSED ROLLS

Action Total

Dice	plus	Skill (Attribute)
1d6 Unskilled		Culture (Reason)
2d6 Skilled		Finesse (Agility)
2d6 Has Expertise (Re-roll 1s and 2s)		Performance (Presence) etc.

Target Number

Dice	plus	Difficulty Value (DV)
1d6 Unskilled	3	Moderately difficult
2d6 Skilled	6	Remarkably difficult
2d6 Has Expertise (Re-roll 1s and 2s)	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

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

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.

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