

Lizard Man (Standard 100 Point Warrior)

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6kg; 2 ½d6; [1]
11	DEX	3	11-	OCV 4 DCV 4
13	CON	6	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-/13-
8	EGO	-4	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	

4	PD	1		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 ED (4 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
26	END	0		
32	STUN	6		Total Characteristic Cost: 10

Movement:

Running:	3" / 6"
Swimming:	6" / 12"
Leaping:	4" / 8"

Cost Powers

4	Scaly Skin (and subdermal Osteoscutes): Damage Resistance (4 PD/4 ED)	
12	Fangs: Killing Attack - Hand-To-Hand ½d6 (1d6+1 w/STR), Reduced Endurance (0 END; +½) (15 Active Points); Reduced Penetration (-¼)	
6	Claws: Killing Attack - Hand-To-Hand 1 point (0 ½d6 w/STR), Reduced Endurance (0 END; +½) (7 Active Points); Reduced Penetration (-¼)	
1	Tail Bash: Hand-To-Hand Attack +½d6, Reduced Endurance (0 END; +½) (4 Active Points); Limited Arc (Rear 180 degrees) (-1), Hand-To-Hand Attack (-½), Only with Extra Limb (-½)	
4	Tail: Extra Limb (1) (5 Active Points); Limited Manipulation (-¼)	
2	Hold Breath (END per Minute): Life Support (Extended Breathing)	
5	Strong Swimmer: Swimming +4" (6" total), Reduced Endurance (½ END; +¼) (5 Active Points)	1
1	Lunge: Leaping +2" (4 ½" forward, 2" upward) (2 Active Points); Only from Water Only from Water (-1)	1
1	Burst of Speed: Running 3" (6 Active Points); Increased Endurance Cost (x8 END; -3 ½)	8
1	Life Support (Eating Character only has to eat once per week)	
1	Nictitating Membrane: Sight Group Flash Defense	
2	Highly Developed Inner Ear: +1 PER with Hearing Group	
2	Keen Sense of Smell: +1 PER with Smell/Taste Group	
6	Regenerate Lost Limbs: Healing 1 BODY, Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½) (30 Active Points); Extra Time (Regeneration-Only) 1 Month (-3 ¼), Self Only (-½)	
3	Crocodile Control (Empathic): Mind Control 3d6 (15 Active Points); Limited Power (Crocodiles Only) (-1 ½), Concentration (0 DCV; Character is totally unaware of nearby events; -¾), Extra Time (Full Phase, Character May Take No Other Actions, -¾), Empathic (-½)	1
3	Crocodile Empathy: Telepathy 3d6 (15 Active Points); Limited Power (Crocodiles Only) (-1 ½), Concentration (0 DCV; Character is totally unaware of nearby events; -¾), Extra Time (Full Phase, Character May Take No Other Actions, -¾), Empathic (-½)	1

Talents

- Environmental Movement (no penalties on)
- Ambidexterity (no Off Hand penalty) (9 Active Points); Limited Power Only Unarmed (-1)

Skills

- Language (completely fluent) (3 Active Points)
- Survival (Marine, Tropical, Temperate/Subtropical Coasts) 12-
- Concealment 12- (5 Active Points); Limited Power Only in Swamp (-1), Self Only (-½)
- Stealth 12- (5 Active Points); Limited Power Only in Swamp (-1)
- PS 11-
- WF: Off Hand
- Two-Weapon Fighting (HTH) (10 Active Points); Limited Power Only Unarmed (-1)
- Rapid Attack (HTH) (5 Active Points); Limited Power Only Unarmed (-1)
- WF: Common Melee Weapons, Common Missile Weapons
- +1 with HTH Combat

Total Powers & Skill Cost: 90

Total Cost: 100

25+ Disadvantages

- Cold-Blooded: (Frequently, Greatly Impairing)
- Dependence on Water (Need to cover body in water or mositening oils once per day): Drain: 1d6 STR, 1d6 DEX, and 1d6 CON (30 Active Points) (Very Common, 1 Day)
- Distinctive Features: Lizard Man (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- Normal Characteristic Maxima
- Psychological Limitation: Taboo to Kill Crocodiles (Uncommon, Moderate)
- Reputation: Craves Human Flesh, 8-
- Susceptibility to Cool Temperatures (below 50 degrees F or 10 degrees C): , Drain 1d6 (2d6 of END) per Minute (Uncommon)
- Vulnerability to Cold Attacks: 1 ½ x STUN (Uncommon)
- Vulnerability to Heat Attacks: 1 ½ x STUN (Uncommon)
- 0 Experience Points

Total Disadvantage Points: 100

Background/History: Lizard Men of the Dunwater Hoolmarsh tribe are sentient bipedal crocodilian humanoids.

Powers/Tactics: Unarmed claw/claw/bite, or Armed, like to wait for prey and attack by surprise.

Sources/Credits:

- xD&D MM(1e).62, U2 Danger at Dunwater, U3 The Final Enemy, I2 Tomb of the Lizard King, I7 Baltron's Beacon; MM(2e).227, CBH.40-42; MM(3e).128, 195, 198.
- MMM.64 (Lizard Folk); HSB.193 (Reptile Man), HSB.211 (Swamp Creature), HSB.149-150 (Crocodile).
- [Surbrook's Stuff - Crocodile.](#)
- [Killer Shrike's "Iss'toris".](#)
- [Wily Quixote's "Shor'aniss".](#)
- Titan: Fighting Fantasy World (hardcopy and some [online](#))
- Spiderman's Lizard, Star Trek's Gorn, Babylon 5's Drazi, Buffy's Swim Team.
- [PBS Nova - Crocs - Anatomy of a Croc.](#)
- [San Diego Natural History Museum "After the Dinosaurs: When Crocodiles Ruled the World".](#)
- [Crocodilian Biology Database.](#)
- <http://www.crocodilian.com/>

Appearance: Lizard Men are crocodilian humanoids with fangs, claws, and tails.