

NAME Croconaut RACE Reptilian SIZE 1 HEIGHT 6'6" WEIGHT 300lbs HL 3 EL 0

CON	<u>6</u>	AGI	<u>3</u>	INT	<u>2</u>	STR	<u>6</u>	WILL	<u>1</u>	CHA	<u>3</u>
Hit Points	<u>90</u> / <u>90</u>	Initiative	<u>6</u>	C. Mastery	<u>4</u>	Armor	<u>12</u>	SP Armor	<u>12</u>	Song Effect	<u>6</u>
Vitality	<u>180</u> / <u>180</u>	Speed	<u>6</u>	H. Mastery	<u>4</u>	MAD	<u>12</u>	M. Mastery	<u>2</u>	M. Speed	<u>6</u>
		RAD	<u>6</u>	SP Mastery	<u>4</u>					M. Damage	<u>6</u>

ATTACK # 1

Description: Bite, Claw, Punch
Type: N. Melee Attack Range: 1 Accuracy: 3/4/5/6
DMG: 32 Crit DMG: 44 | SP-DMG: Crit SP-DMG:
Other: +2 Wounds

ATTACK # 2

Description: Crossbow, Javelin
Type: N. Ranged Attack Range: 6 Accuracy: 4/5/6
DMG: 26 Crit DMG: 32 | SP-DMG: Crit SP-DMG:
Other: +2 Wounds

ABILITIES

Name: Fire Lance Description: Target creature within 5 spaces tests AGI 9 DPD: Burning & 5 DMG
Name: Gush Description: Target creature within 5 spaces tests AGI 9 DPD: Knockback & 5 SP-DMG
Name: Description: DPD: &
Name: Description: DPD: &
Name: Description: DPD: &

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Vulnerabilities:
Traits: Crippling Blows, Enhanced SP-Armor, Resilience, Tripping/Shoving

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Croconauts are intimidating and brutish creatures that resemble burly, crocodilian humanoids. Originally crocodiles, Croconauts experienced swift evolutions due to their exposure to magical radiation, allowing them to think clearly, organize, build, and learn the common language. Now, they take to the seas or swamps as pirates or gang members.

As Croconauts evolved, they started to form basic hunting packs. After some time, these hunting packs turned into violent gangs, and after learning the common language, these gangs incorporated creatures of all types; most notably goblins, humans, and titans. Eventually, Croconauts began toying with technology, learning how to use crossbows, boats, and gun powder. Overall, they've become a renown race known for their progression, teamwork, and ability to gather allies via intimidation or coalition.

Croconauts are tough and brawny. Their thick, crocodilian hide gives them strong and versatile protection, similar to that of high-quality armor.

APPEARANCE

Croconauts are thick, muscular humanoids. They have crocodilian skin, scales, and claws. Their head even looks exactly like a normal crocodile's head. However, their bodies are shaped like an exceptionally strong and stout human, and they even dress like one. *(Croconauts are typically clean and well-groomed, but they usually can't find nice clothes that fit them properly, so they're typically are seen wearing armor and shredded cloth.)* Their skin tone can vary from green, gray, and brown.

As for weapons, Croconauts use their claws, teeth, and fists for melee attacks. They're also able to use crossbows or throw javelins as ranged attacks. Their Fire Lance ability makes use of primitive, eastern technology, launching gunpowder from a stick or a spear. They're also able to spit a large Gush of stored water from their mouths, blasting their targets back *(or off boat sides.)*

COMBAT BEHAVIOR

Croconauts are normal enemies when it comes to combat. They move towards hostile creatures, attack them with melee attacks, and use abilities when appropriate.

Because Croconauts have the Tripping/Shoving trait, they're able to use an action to test their STR vs an adjacent creature's STR. If the Croconaut wins, all allied creatures adjacent to their target *(except themselves)* may make an attack of opportunity against that target.