

GRUNTY

The murloc space marine!



Grunt the murloc space marine © Blizzard Entertainment 2009

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Alternity Game Information

2nd-level Combat Spec

STR: 11 (*Res. Mod:* +1)

DEX: 10 (*Res. Mod:* +0)

CON: 9

INT: 10 (*Res. Mod:* +0)

WIL: 9 (*Res. Mod:* +0)

PER: 12

Actions per round: 2.

Last Resort Points: 2.

Action Check: 13+/12/6/3

Durability: *Stun:* 9, *Wound:* 9, *Fatigue:* 5, *Mortal:* 5.

Movement: *Sprint* 20, *Run* 12, *Walk* 4, *Easy swim* 2, *Swim* 4.

Attacks

Unarmed (11/5/2; d4+1s/d4+2s/d4+3s; LI/O)

11mm charge rifle (13/5/2; d6+1w/d6+3w/d6+1m; En/O)

Plasma grenade (13/5/2; d4+2w/d6+2w/d4m; En/G)

Defenses

Body tank (2d4+1 LI ; 2d4+1 HI ; 2d4+1 En)

Skills

Armor op. (11)—powered armor 2 (13); Athletics (11)—throw 2 (13); Unarmed attack (11); Ranged weapons, mod. (10)—rifle 3 (13); Stealth (10); Vehicle op. (10); Stamina (9)—endurance 1 (10); Survival (9); Knowledge (10)—first aid 1 (11); Tactics (10)—infantry tactics 1 (11); Awareness (9)—perception 1 (10); Interaction (12).

Gear

11mm charge rifle, Body tank, Comm gear, Plasma grenades (4), Trauma pack II

Notes

- **Optional Rules:** 2A, 2B, and 2C are used.
- **Combat spec situation bonus:** Modern ranged weapons—rifle.

Murloc Game Information

• **Racial Broad Skills:** Athletics, Awareness, Interaction, Knowledge, Stamina, Survival.

• **Amphibious:** Murlocs are amphibious creatures equally suited to living in both land and aquatic environments. Murlocs possess swim speeds and are able to breathe underwater. They are also treated as having the Movement-swim skill at rank 1 even if untrained, plus having a -2 step situation die bonus, making the base situation die -d4 instead of +d0.

Big Eyes Small Mouth 3rd Edition Information

Size: Medium

Total Character Points: 200 Points

Body 3 (3 Pts)

Mind 4 (40Pts)

Soul 6 (60 Pts)

Attack Combat Value 4, 5 unarmed, 6 rifles

Defence Combat Value 4, 5 against unarmed attacks, 5 against ranged attacks

Damage Multiplier 5, +7 w/ rifles

Health Points 45

Shock Value 9

Energy Points 50

Armor: Power armor (24 armor rating)

Attributes (41 pts total)

1 Features (1 pt) (gills)

2 Massive damage (8 pts) (focused: rifles; +2 damage multiplier w/ rifles)

1 Melee attack (3 pts) (+1 ACV with unarmed attacks)

1 Melee defense (personal) (3 pts) (+1 DCV against unarmed attacks)

2 Ranged attack (6 pts) (+2 ACV with rifles)

1 Ranged defense (personal) (3 pts) (+1 DCV against ranged attacks)

1 Skill: Military sciences (2 pts)

1 Skill: Stealth (3 pts)

3 Skill: Swimming (3 pts)

1 Skill: Wilderness survival (1 pt)

2 Water speed (8 pts) (10 kph)

Defects (-5 pts total)

1 Impaired speech (-3 pts) (" Mrguggugguggle! ")

1 Ism (-2 pts) (Murloc-ism)

Gear (34 pts total)

Power armor (19-point Item (38 pts total))

12 Armor (24 pts) (24 armor rating)

2 Features (2 pts) (commlink, nightvision)

6 Special defense (12 pts) (freezing cold 1, lack of air 2, low pressure 2, overheating 1)

Assault rifle (6-point Item (12 pts total))

4 Weapon attack (12 pts) (+4 base damage; autofire 3, range 3; ammo -1 (6 bursts), hands -1)

Grenades (9-point Item (17 pts total))

10 Weapon attack (17 pts) (+10 base damage; area 2, range 1; activation -1, ammo -4 (1 shot), innaccurate -1)

Murloc Game Information

+2 Soul (+20 pts)

+1 Features (1 pt) (gills)

+1 Skill: Stealth (3 pts)

+1 Skill: Swimming (3 pts)

+1 Skill: Wilderness survival (1 pt)

+2 Water speed (8 pts) (10 kph)

-1 Body (-10 pts)

-1 Impaired speech (-3 pts) (" Mrguggugguggle! ")

-1 Ism (-2 pts) (Murloc-ism)

Total Character Points: 21 points.

True20 Game Information

2nd-level Murloc Warrior

Size: Small.

Speed: 20 ft., swim 30 ft.

Abilities: Str +0, Dex +2, Con +1, Int +0, Wis +0, Cha +4

Skills: Notice 6 (+6), Stealth 6 (+8, +12 w/o armor), Survival 6 (+6), Swim 6 (+10).

Feats: Armor training (heavy), Armor training (light), Attack focus (blaster rifle), Firearms training, Lucky, Run*. * Bonus feat.

Traits: Determination, Murloc traits.

Combat: (Base: +2)

- *Attack:* +6 assault rifle (+2 Dex, +1 feat, +1 size), +5 grenade (+2 Dex, +1 size)
 - *Damage:* +5 assault rifle, +5 grenade
 - *Defense Dodge/Parry:* +5/+3 (+2 Dex, +1 size)
 - *Initiative:* +2 (+2 Dex)
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Saving Throws:

- *Toughness:* +4 (+1 Con, +4 armor, -1 size)
- *Fortitude:* +5 (+3 base, +1 Con, +1 feat)
- *Reflex:* +3 (+0 base, +2 Dex, +1 feat)
- *Will:* +1 (+0 base, +0 Wis, +1 feat)

— *Murlocs gain a +4 bonus to all stealth and swim checks.*

— *The Lucky feat provides a +1 bonus to all saving throws, excluding Toughness.*

• **Murloc Traits:** Small size, Amphibious trait, +4 bonus on swim checks, swim speed 30 ft., Run as a bonus feat.

— *Small size:* Small size grants: a +1 to Combat bonus, a +4 bonus on Stealth checks, suffer a –1 penalty on Toughness saves, and carrying capacity is three-quarters of that of a normal (medium-sized) character and base speed is 20 feet.

• **Power armor:** The standard space marine power armor has the following benefits: +4 Toughness bonus, -4 armor check penalty, gives a +2 bonus to save against environmental hazards, and grants night vision (as the feat) and a +2 bonus to Notice checks.

• **Assault rifle:** The assault rifle does +5 ballistic damage, has a Critical of 20/+3, and a range increment of 50 ft. It is also capable of single-shots and autofire.

• **Grenades:** Grenades do +5 explosive damage, a blast radius of 50 ft., and a reflex save of 15.