



LPJ9979



DEVIL'S WORKSHOP



archetypes: **Amphibian**

Description:

The Amphibian is a being capable of existing in two very different environments: underwater and on dry land. Some Amphibians are the result of experiments or accidents, while others are mutants or members of some long-forgotten semi-aquatic race. In any case, the Amphibian is generally capable of functioning normally in both environments, but is more comfortable underwater.

STRENGTH: 20

DEXTERITY: 16

CONSTITUTION: 16

INTELLIGENCE: 10

WISDOM: 14

CHARISMA: 10

DAMAGE: +6

FORTITUDE: +6

REFLEX: +2

WILL: +2

MELEE: +10

RANGED: +8

INITIATIVE: +3

DEFENSE: 21/18

SPEED: 30

HERO: 5

Skills: Concentration +8, Handle Animal +8, Survival +15, Swim +18.

Feats: Amphibious, Darkvision, Endurance, Underwater Combat.

Powers and Devices: Amazing Save (Fortitude) +3 [Extras: Damage, Cost: 2pp, Total: 6pp], Swimming +5 [Cost: 2pp, Total: 10pp], plus any number of the following, provided that the total number of power points does not exceed 30pp:

- Boost +10 [Cost: 2pp, Total: 20pp].
- Element Control (Water) +10 [Cost: 2pp, Total: 20pp].
- Environmental Specialty (Aquatic) +2 [Flaws: Limited Bonus, Cost: 10pp, Total: 20pp, see Power Corrupts 2 page 9].
- Mind Control +10 [Flaws: Limited (Aquatic Animals Only), Cost: 1pp, Total: 10pp].
- Natural Weapon +10 [Cost: 2pp, Total: 20pp].
- Sensory Link +10 [Flaws: Animal Sense, Cost: 1pp, Total: 10pp, see Power Corrupts page 25].
- Shapeshift +10 [Flaws: Limited (Aquatic Animals Only), Cost: 1pp, Total: 10pp].
- Super-Senses +10 [Flaws: Limited (Hearing or Sight Only), Cost: 1pp, Total: 10pp].
- Super-Strength +5 [Cost: 4pp, Total: 20pp].
- Telepathy +10 [Flaws: Limited (Aquatic Animals Only), Cost: 1pp, Total: 10pp].

customization:

Skills: The skills listed above are those skills that an Amphibian would likely need in an underwater environment. Concentration is useful for performing intricate actions while distracted (and being underwater can often be distracting). Handle

Animal and Survival are both useful for day-to-day life in a sea rife with danger and teeming with creatures, not all of them friendly. The utility of Swim should be obvious. However, an Amphibian does not necessarily focus only on those skills of use underwater; skills used on dry land may also be of interest. As such, you may feel free to swap the skills above for any other skills, though it is suggested that Swim retain at least a few ranks.

Feats: Feats are useful for Amphibians who enter into combat frequently. While only one of the feats above (Amphibious) is really necessary for an Amphibian, the other three are still relatively important. Darkvision is useful for those Amphibians who explore the deep seas, and Endurance can be invaluable to those who swim for long stretches of time. Underwater Combat is helpful for any Amphibian who plans on attacking or defending while underwater. However, any feat in the game is of potential use to an Amphibian. Because of the Amphibian's high Strength score, melee combat feats are of particular utility, as they capitalize on one of the Amphibian's aptitudes.

Powers and Devices: Most Amphibians have a decidedly water-centric theme, and as such the majority of their powers are either derived from or most useful in an underwater environment; this is reflected by the choices above. However, there are many other powers that could be useful to an Amphibian, depending on the concept surrounding him. In general, any power on the above list can be swapped out for any other power, provided that the total number of power points spent on powers does not exceed 30pp.

Ability Scores: Strength is of paramount importance to an Amphibian, as it is physical strength that is used while swimming. Not only that, but ranged weapons are of limited utility underwater, so most Amphibians tend to focus more on melee combat. Dexterity, however, is still relatively important, as is Constitution, since both ability scores help to keep the Amphibian from harm. In general, Intelligence and Charisma are the least important ability scores to

an Amphibian, though it is not impossible to imagine a very intelligent, charming individual who happens to feel more at home underwater than on land.

Weaknesses: An Amphibian can have virtually any Weakness desired, but there are some that are more appropriate than others. Each Weakness taken provides a one-time bonus of 10pp, which can be spent on anything you desire. Ability score points can be bought for 1pp each, to a maximum score of 20. The Amphibian's default Base Attack Bonus is +5, and can be increased to a maximum of +10 for 3pp per rank. Similarly, default Base Defense Bonus is +8, and can be increased to a maximum of +10 for 2pp per rank. Skills can be bought for 1pp per rank, with a maximum rank of 13. Feats can be purchased for 2pp each. Some example Weaknesses are provided below:

Berserker: Some aquatic animals, such as sharks, enter into a violent feeding frenzy from time to time, and it is not difficult to imagine a shark-like Amphibian who does the same thing. Such characters tend to be violent and aggressive in general, and can be extremely dangerous to friend and foe alike in a combat situation.

Disturbing: Even if it is only because of gills on the side of one's neck, an Amphibian can have a somewhat unnerving appearance. Many are decidedly fish- or frog-like, and humans tend to feel uncomfortable around those who look extremely inhuman.

Naïve: Many Amphibians feel more at home underwater than on land, and these Amphibians are often quite out of touch with the workings of human society. Whether this is because they hail from some race of underwater beings, or simply because they prefer the company of fish to people, these Amphibians often have a kind of naiveté that can be a liability when interacting with others.

Susceptible (dehydration): Because of their semi-aquatic nature, many Amphibians must keep their skin damp while they are out of water. Normally this is not an issue during game play; however, certain

dehydrating substances (like salt) could prove extremely harmful to an Amphibian, despite the fact that they are normally relatively harmless to most people.

Unusual Metabolism: Similar to the Susceptible Weakness described above, this Weakness assumes that the Amphibian must keep his skin damp in order to survive. Such a character would likely have to remain completely submerged in water for four hours of every day, or suffer negative side effects of some sort. For a full description of the Unusual Metabolism Weakness, see Power Corrupts 2, page 26.

Example Amphibian: Old Man Ocean

Joseph Alger was a fisherman by trade, and lived his life on the sea. From the moment he learned to walk, he was walking on the deck of a ship; his passion for the sea seemed an innate thing, a part of his being that could not be separated from the rest. As he grew through his teens, he earned a living as a hand on a fishing vessel, the Brine Chaser, under the tutelage of Captain Farris Shaw.

Alger idolized Shaw. He saw in his mentor a kindred spirit, a man born to the sea with salt water running through his veins. Alger remained on the Chaser for fifteen years, working his way up the chain of command, until he was Shaw's most trusted employee, and his close friend. When Shaw died, he left the Brine Chaser to Alger, as well as the ownership of his fishing company. Though the death of his closest friend rocked Alger to his core, he continued to sail and to fish, because he knew no other way of doing things; it also seemed a fitting way to pay homage to his deceased mentor and friend.

Five years after Shaw's death, Alger was approached with an unusual offer. A man named Kenneth Laver, a local scientist and eccentric, wanted to book passage on the Chaser. He offered Alger a large sum of

money to take him out into the open seas so that he could conduct his research, though he would say no more about what that research entailed. Although it was not his normal policy to take on passengers, Laver was offering quite a lot of money, and Alger agreed. The decision changed his life forever.

The expedition was supposed to last for five days, after which Laver's research would be complete. However, three days into the expedition, a freak storm swallowed up the Chaser. As Alger struggled against the gale-force winds, trying to keep the Chaser from capsizing, Kenneth Laver put his real plan into motion. Activating a mysterious machine that he had brought with him, Laver ran below decks to wait until the experiment had completed its cycle. While Alger was battling the storm, the machine fired a bolt of energy at him, striking him from behind and hurling him from the ship. Weakened by the beam of force that had tossed him overboard, Alger could feel the sea consuming him as he sank beneath the waves.

Later, Alger woke up, but he was no longer himself. He was beneath the ocean, drifting, but he could breathe normally. He had been changed. He could hear the thoughts of the marine life around him, and with time he learned that he could control the creatures, too. He was now completely and wholly a creature of the sea.

Alger missed dry land, however. Before, he had longed for the sea. Now, however, he found that the sea was a cold and lonely place. His appearance had changed significantly, and people tended to run away when they saw him. Desperate, he began to approach more people, until finally he was attacked by a group of smugglers off the coast of a small, uncharted island. Furious, Alger fought back, and the sea fought back with him. Before long, the ship had been destroyed, and its crew had been killed by the marine life that Alger, himself, had summoned.

This act of violence changed Alger on a fundamental level. He was Joseph Alger no more; in Alger's place was Old Man Ocean, vengeful spirit of the seas.

Quote: "Do you hear the sea calling to you? It longs to swallow you up."

Personality: Old Man Ocean has little compassion or humanity left in him. He believes that the world of humanity has turned its back on him, and it has. He exacts his revenge by attacking various sea-faring vessels, though the darkest part of his hate is reserved for Kenneth Laver, who he (rightfully) blames for his new state of existence. Unfortunately, Ocean does not know whether or not Laver is even still alive. For all he knows, Laver drowned in the storm, though he does not think so.

Powers and Tactics: Old Man Ocean rarely gets physically involved in a battle. Instead, he uses the sea around him as a weapon, and calls upon the denizens of the ocean for aid. A person or group who angers Ocean soon finds themselves fighting the water, itself, and being attacked by all manner of marine life upon entering the ocean. If encountered outside of the ocean (which rarely, if ever, happens), Ocean does his best to escape, especially if he can escape to a large body of water.

Appearance: Old Man Ocean looks decidedly fish-like. His skin is an iridescent greenish color, and is covered with a multitude of fine scales. He has webbed hands and feet, as well as various small fins on his appendages. His eyes are large and totally black, and he has no body hair whatsoever. His mouth is large and fish-like. Ocean rarely wears clothes, as they only slow him down when he's swimming.

Campaign Use: It is most likely that the heroes will encounter Old Man Ocean as a villain or foil of some sort. If part of a mission or adventure requires some sea travel, it is possible that Ocean might simply attack them out of pure spite, with no apparent provocation whatsoever. However, if the PCs happen to know where Kenneth Laver is (perhaps they are pursuing him for some reason), they could find a fierce, if unpredictable, ally in Old Man Ocean, at least until Laver is killed (Ocean will not suffer him to live).

Old Man Ocean: PL 10; Init +3 (Dex); Defense 21 (18 flat-footed); Spd 30 ft; Atk +10 melee (5S, punch); SV Dmg +6, Fort +6, Ref +3, Will +2; Str 20, Dex 16, Con 16, Int 10, Wis 14, Cha 10.

Skills: Profession (sailor) +10, Handle Animal +8, Survival +15, Swim +18.

Feats: Amphibious, Darkvision, Endurance, Underwater Combat.

Powers: Amazing Save (Fortitude) +3 [Extras: Damage, Cost: 2pp, Total: 6pp], Element Control (Water) +10 [Cost: 2pp, Total: 20pp], Mind Control +10 [Flaws: Limited (Aquatic Animals Only), Cost: 1pp, Total: 10pp], Swimming +5 [Cost: 2pp, Total: 10pp], Telepathy +10 [Flaws: Limited (Aquatic Animals Only), Cost: 1pp, Total: 10pp].

Weakness: Disturbing.

Artwork: Sean Parnell

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