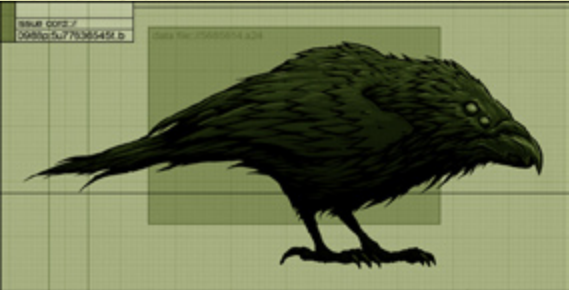


A02: CROAK

ref code;; //6769r76456476578763321224ra.7098-ac..09

The Croak is a species of bird found throughout most regions of Mort. They are avian scavengers feeding on Carrion and refuse. It derives its name from the deep throaty call it makes when disturbed or hungry. They are often referred to as 'flying rats' as over the years they've become as numerous and bothersome as the urban rodent.



The Common Croak averages 26 inches in length, and 2.8 pounds. In Downtown regions they typically have jet-black plumage but in the deeper areas of Lower Downtown they are mostly albinos.

Croaks have large serrated beaks, which they use to pry away flesh and tear off chunks of meat. They gather in large numbers around the messiest areas of Downtown where they can find the greatest abundance of food. Even in great flocks of 30 or more the Croaks pose little threat to Operatives, they are skittish creatures and will quickly disperse when alarmed. While they are not hostile Croaks are nonetheless opportunistic as the next scavenger and may attack the wounded, unconscious and inebriated (many a Downtown drunk has woken to find his eyes pecked out and a few fingers snapped off).

Downtown Shivers are often able to track and locate murder victims by the massed assembly of Croaks drawn in by the decomposing matter. Some Shivers even go as far as to rear Croaks from chicks as domesticated pets and trackers.

Croaks in Downtown have only limited flight capabilities having spent their entire existence in cramped confined spaces. They can usually only flap for a few yards either to reach their perch or to evade capture.

'Cannibal Croaks' can be found in CS2, they are twice the size of a Common Croak and are very hostile. They congregate in 'murders' of 80 or more birds and are aggressive enough to mob Shiver Stingrays, devouring those inside.

COMMON CROAK - STATS

STR:	1
DEX:	7
DIA:	1
CONC:	1
CHA:	1
COOL:	3
PHYS:	4
KNOW:	1

Move:

Hop:	1
Fly:	5

Armour:	None
---------	------

Hit Points:	5
Head:	2
Torso:	5
Right Wing:	2
Left Wing:	2
Right Leg:	2
Left Leg:	2

WEAPONS

Beak:
DMG: 1, PEN: 1, AD: 1

15% chance of 'Locktight' Infection
(for disease stats see Cannibal Sector One Sourcebook)

SKILLS

Unarmed Combat: 1, Tracking: 6, Survival: 3,
Detect: 3

CREDITS

A02://croak,,,nightfallgames

Writing: Dave Allsop
Art: Dave Allsop
Layout: Jared Earle

Nightfall Games are: Dave Allsop, Jared Earle, Merci Reed, Angus Abranson
Forum: <http://nightfall.me>
Website: <http://nightfall.co>
Store: <http://store.nightfall.co>

Set in Helvetica and Gunship.

©2011, Nightfall Games