

A04: GATOR /STORMER VARIANT 330

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'Food taste good, stop wriggling.'

INSIGHT:

We were born on Artery, the mother world of all of our breed. There we serve with strength and bravery and protect those who made us with our jaws and claws. Now some of us find we are far from the home world, far from those we serve. It is cold here but prey is plentiful in the deep sewers. When we kill we are rewarded and given nice things. We like killing. The new Stormer's call us primitive we do not know what that means but our jaws are strong and their legs are weak.

BACKGROUND:

The 330 Stormers were a special breed designed, originally, as an experiment and only for deployment on Artery to bolster the defences there. The 330's are simple, based on a crocodilian model and as crude and straightforward as their construction. Gators are unconcerned with their origins and are concerned only with loyalty and hunting down prey. In the last few years, perhaps as a lead up to Operation Sweep, a few Gators have been deployed on Mort as tests both within Operative teams and in groups in the sewers as a solution to the Pig and Carrien problem.

APPEARANCE:

The Gators are stocky and broad shoulders, about 1.5 metres tall. They are covered in thick, scaly green skin and have powerful crocodile-like jaws. Their bodies are rounded and they have short arms and legs, both of which end in hooked, black claws.

INTERACTION:

Humans: *The ones we serve are humans. Humans made us. We like humans.*
 Frothers: *They taste funny.*
 Ebons: *They also taste funny.*
 Brain Wasters: *They taste funnier than anything else.*
 Shaktars: *They look like us but they are smart. We try to learn.*
 Wraith Raiders: *Too fast. Sneak up on them first.*
 Vevaphons: *Chewy.*
 Stormers: *Like us, brothers and sisters. We love them.*

CREDITS

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Set in Helvetica and Gunship.

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GATOR STATS

Racial Package	
Unarmed Combat	2
Swim	2
Sneak	2
Hide	2

Statistics & Abilities

STR	7-12
DEX	4-8
DIA	3-5
CONC	3-5
CHA	1-5
COOL	5-15

Height: MIN 1.2m, AVE 1.5m, MAX 1.8m.

Weight: Min 100 kg, AVE 130 kg, MAX 160 kg.

Movement: 20+2/Str, HALF x2, NO x4.

Walk 1, Run 2, Sprint 4

The Gator lacks the advanced regenerative capability manifested by the 313 and most other Stormers.

The Gator does, however, have a very thick hide and enhanced senses. The Gator has good night vision and an excellent sense of smell both in and out of the water, granting it a special +1 bonus to any Detect rolls.

The thick hide is PV 6 and grants x2 hit points to every location.

The Gator's heavily muscled jaws allow it to bite and then to lock on to what it has bitten. Escaping from the jaws requires an opposed Strength roll and the Gator gains an additional +5 bonus in trying to keep its hold.

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