

## Crocodile

Grade E

Beast

**Defense** 11, **AR** 2

**Immunities** Drowning

**Health** 35, **Speed** 9, **Swim** 11

**Senses** Night Vision

-2 Communication

+3 Constitution (Swimming)

-2 Cunning

+1 Dexterity (Brawling, Stealth)

+0 Magic

+1 Perception

+4 Strength

+0 Willpower

**Melee** Bite +1 (1d6+7), Tail +3 (1d6+7)

**Favored Stunts:** Death Roll and Knock Prone.

**Powers**

**Death Roll:** 3 SP, A Crocodile can roll with a victim it has grappled with its bite while in water. The victim takes 1d6+7 damage and suffers a -2 penalty to all actions until the end of the Crocodile's next turn, especially contested Strength ( Might) to escape the grapple.

**Stillness:** Crocodiles in water can be perfectly still, with only their nostrils and eyes visible. They gain a +3 bonus to **Dexterity (Stealth)** checks in such circumstances.

Crocodiles are quadrupedal, reptilian predators that are found in tropics near fresh water areas, and wetlands. They can even be found near desert areas as long as there is a river or other large source of water. Crocodiles have great jaw strength which accounts for vicious biting power, but their mouths can be wrestled closed removing their greatest combat asset. This is usually not an issue because most crocodiles attack prey from stealth, springing to action after being discounted as a floating log in the water. That said, while they will leave the water and travel on land, and have been known to run after prey, crocodiles are still opportunistic creatures and prefer their prey come to them. The average crocodile is approximately six feet long, but they can easily grow to 15 feet in length if they are very old, and well fed.

