

Sea Scag



Level	3		AGL	14	Defense	Block	13	
Size	Medium		CHA	5	Bonus	Dodge	12	
Initiative Bonus	0		CON	17		Perry	N/A	
Grouping	2d6		END	15	High Pain Threshold			N/A
Aggressiveness	9		INT	3	Magic Resistance			
Movement	Water	45'	OBS	12	AGL	N/A	INT	N/A
	Ground	10'	STR	16	CHA	N/A	OBS	N/A
Treasure	1d6		WIS	8	CON	N/A	STR	N/A
					END	N/A	WIS	N/A

Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
Claw	+2	1d4+1	3	1	1
Bite		1d6+1			

Territory & Description:

These amphibious creatures lurk in salt water areas near reefs and other rocky shallows. Though they prefer warmer waters to cold, they can exist in virtually any climate. Their hands and feet are webbed and end in sharp claws allowing them to swim quite well and also to move around on solid ground fairly easily. One of their main tactics is to wait for passing ships and then climb aboard them attacking several members of the crew before pulling them overboard to be drowned and eaten.

These creatures are known as the scourge of the sea. There is a constant 100 V-bill bounty on them that can be claimed at almost any port. Additionally, it is said that they love shiny objects and will collect them in their underwater layers. For this reason precious metals and other similar objects can often be found where they live. Some sea scags have also been known to take up residence in the hulls of sunken ships. The merfolk particularly hate sea scags and will do battle with them whenever possible. Some say that a mereman's right of passage includes killing a sea scag.

Special Abilities (Regeneration):

This already nasty creature has an extra advantage that makes it truly difficult to kill. Every turn this creature is able to regenerate 1d4 HP of damage. This HP will heal the most damage place first but can be split up among multiple areas. The only way to stop this regeneration is to kill the creature outright by either destroying all of its' CON or reducing hits head or chest HP to zero. As soon as any of these objectives are met, the creature will die.

Special Weaknesses (Fire damage):

Sea scags are particularly vulnerable to fire. All fire damage applied to these creatures is doubled. If a torch is used as a weapon, a sea scag must make a WIS roll. Passing the roll will result in the scag fleeing from the torch while failure means that the scag will continue to attack.

Sea Scag 1		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 2		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 3		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 4		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 5		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 6		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 7		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 8		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 9		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 10		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 11		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 12		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 13		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag Continued

Sea Scag 14	Current CON	17					
	Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Body	10	31	25	15	15	17	17

Sea Scag 15	Current CON	17					
	Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Body	10	31	25	15	15	17	17

Sea Scag 16	Current CON	17					
	Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Body	10	31	25	15	15	17	17

Sea Scag 17	Current CON	17					
	Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Body	10	31	25	15	15	17	17

Sea Scag 18	Current CON	17					
	Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Body	10	31	25	15	15	17	17

Sea Scag 19	Current CON	17					
	Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Body	10	31	25	15	15	17	17

Sea Scag 20	Current CON	17					
	Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Body	10	31	25	15	15	17	17

Sea Scag 21	Current CON	17					
	Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)
Body	10	31	25	15	15	17	17

Sea Scag 22		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 23		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 24		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 25		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 26		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 27		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 28		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 29		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	

Sea Scag 30		Current CON	17					
		Current END	15					
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	RF Leg (6)	LF Leg (7)	RR Leg (8)	LR Leg (9)	
Body	10	31	25	15	15	17	17	