

"Red Claw" - Veteran Gremlin Hero



-Red Claw has been active for more than thirty years and has become legendary in the Lazlo Society.

-Like all Gremlins, he's a wicked prankster with a cruel streak a mile wide. Stands two feet tall, has a pot belly, hairy legs and arms, large pointed ears, red eyes, large clawed feet, and an oversized mouth with jagged teeth.

-Earned his name via a flair for maiming, crippling and murdering people with the clawed end of a hammer.

-Leaves claw hammers with the claw covered in red paint or blood as his calling card at crime scenes. The FBI believes him to be a (human) serial killer and terrorist dubbed "The Hammer Man".

-Has embraced technology; uses Drones, rigs vehicles with remote control capabilities, explodes

bombs via cellphones, etc.

-Has become infamous amongst gremlins and they seek him out. As a result, his group has swelled to impressive numbers; more than forty at times. With his higher than average I.Q., vast experience and talent for leading large numbers of gremlins, Red Claw is a surprisingly resourceful, resilient and dangerous Gremlin.

Threat Level:x4; Prankster and Lesser Demon.

Horror Factor:13 for those who know who he is, but will usually be 15 as he's always got a group of gremlins with him (8+1D6 at any given time).

Size:2 feet tall.

Weight:30 lbs.

Commonly Known for:

Good Nightvision, doesn't need to breathe air, machine based psionics, leap 6 feet high and 10 feet across, ambidexterity, bio-regeneration, possesses an uncanny natural aptitude for building mechanical and electrical devices usually with the intent of causing trouble, destruction and death, ideally en-masse), and operating in groups of more than 8.

Red Claw's Combat Info (See Gremlin info, page 254)

I.Q.:14/ **M.E.:**16/ **M.A.:**10/ **P.S.:**8/ **P.P.:**16/ **P.E.:**6/ **P.B.:**7/ **SPD:**10.

Alignment: Diabolic.

Threat Level:x4(x6 when more than four Gremlins are present).

Horror Factor:13(15 if encountering more than four).

Armor Rating:6, any attack less than 7 does no damage even if it hits. When expecting trouble, he wears a half suit of armor (made it himself) with an A.R. of 11 and S.D.C. of 50 as needed.

S.D.C.: 40.

Hit Points: 42.

Vulnerability: Copper. Weapons made of or plated in copper inflict double damage. If bound in copper wire, he cannot escape.

Level of Experience: 10th!

P.P.E.:12. **I.S.P.:**80.

Skill bonus due to experience: +15% to all skills, W.P. Blunt.

Psionics: Levitation, Electrokinetics, Telemechanics(10), Open Lock(6), telemechanic paralysis(20), Machine Activation(5), Thoughtography(5), and Telemechanic Mental Operation(12).

Attacks per Melee: 6 physical or psionic attacks per melee.

Note: Will use claw hammers, guns and psionics before physical attacks if able. Assaults with a claw hammer when he has the advantage.

Can also hide or work in smoke with no penalties.

Roll 1D4 for random attack:

1- Claw Hammer(1D6+5); restrained punch or kick if no hammer:1D6+3.

2- Claw attacks: 1D6+7, (blood loss rules apply).

3- Bite: 1D6+3 (blood loss rules apply).

4- Power Claw or hammer attack (2 actions, does x2 damage).

Bonuses: +6 to Perception Rolls involving machines, mechanics, traps & sabotage, +4 Initiative, +3 to strike & parry(+7 with a hammer), +5 to dodge, +9 save vs. Horror Factor & possession, and is impervious to drugs, poisons, gases, and electricity (it tickles).

Needs a 9 or higher to save vs, psionic attack.

Sample Quotes:

"It's always better to be the hammer than the nail!"

"Feel like gettin' hammered?"

"All humans look like nails to me."

"There's a horrid cracking sound when a hammer breaks a knee cap... you're about to hear it for yourself."

"It's Hammer Time!"