



## Advantages

- Animal Empathy** Use interaction skills normally with animals.
- Close Attack 2** +1 bonus to close attack checks per rank.
- Power Attack** Trade attack bonus for effect bonus.
- Tracking** Use Perception to follow tracks.
- Uncanny Dodge** Not vulnerable when surprised or caught off-guard.

## Movement

- Base Movement Speed** - 4 miles/hour, 60 feet/round (run 8 miles/hour, 120 feet/round; swim 1 mile/hour, 15 feet/round)
- Movement 1 - Environmental Adaptation: Dry Land**
- Routine Jump Distance** - Running jump: 21 ft.; standing: 10.5 ft.; vertical: 4.2 ft.; standing vert.: 2.1 ft.
- Runner: Speed 1** - Speed: 4 miles/hour, 60 feet/round
- Swimming 7** - Speed: 60 miles/hour, 900 feet/round
- Throwing Distance** - Throw 25 tons 6 feet; throw 6 tons 30 feet; throw 3200 lbs. 120 feet

## Complications

- Curious** Lobster Man is very curious about the world. After three years of living in the ocean, he has decided it's time to explore the dry land.
- Stranger in a Strange Land** Lobster Man was born an ordinary lobster; and in the past three years he's still coming to terms with his giant size, his new awareness, and his ability to transform into an approximation of the bipedal mammal's shape.

## Background Information

**Languages:** Lobster???

He was born approximately 63 lunar cycles ago, in what he now knows humanity calls the Gulf of Mexico, as an ordinary lobster. 34 lunar cycles ago, this ordinary lobster encountered a glowing rock from outer space that had been buried beneath the Earth's crust for millenia. His exposure to the omnisphere's energy caused this lobster to grow in size, awareness, and even intellect.

He also discovered that he could shrink down from his now 4 metre long normal size to a size of a little less than 2 metres, and an approximation of the humanoid shape. He has recently decided to come up on dry land and explore.

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	+5	1	4	
<b>Athletics</b>	+11	3	8	
<b>Close Combat: Grab</b>	+8	2	6	
<b>Close Combat: Unarmed</b>	+10	4	6	
<b>Deception</b>	+0	-	-2	+2
<b>Expertise: Sea Life</b>	+5	5		
<b>Insight</b>	+15	4	3	+8
<b>Intimidation</b>	+8	10	-2	
<b>Investigation</b>	-	-		
<b>Perception</b>	+10	7	3	
<b>Persuasion</b>	+0	-	-2	+2
<b>Sleight of Hand</b>	+4	2	2	
<b>Stealth</b>	+10	6	4	
<b>Technology</b>	-	-		
<b>Treatment</b>	-	-		
<b>Vehicles</b>	-	-	2	

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Supernatural Handbook: Supernatural Handbook  
Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power  
Name; Output Options: No Damage / Fatigue Trackers