

Largh the Lost [600pt]

Description: Largh is about five feet tall, weighs 250 pounds of solid muscle, and is a vaguely humanoid nightmare of poison-dripping ichor, sickly red-purple skin, and razor sharp tentacle claws. It wears a heavily-modified human-made TL8 tactical vest with plates at the absolute slightest excuse, including 'it's been too long since the last attack.' In fact, Largh only takes it off when it wants to hide.

Attributes: ST 20 [100], DX 14 [80], IQ 13 [60], HT 18 [80], Will 14 [5], Per 14 [5]

Basic Lift 80

Damage 2d-1/3d+2

Languages: English (Broken/Literate) [3].

Advantages: Brachiator [5], Catfall [10], Chameleon (4) [20], Claws (Long Talons) [11], Clinging [20], Combat Reflexes [15], Corrosion Attack (3) (Area Effect (2 yd)) [45], Damage Resistance (10) [50], Danger Sense [15], Hard to Kill (5) [10], Impaling Attack (3) [24], Mimicry [10],

Night Vision (5) [5], Regeneration (Regular: 1HP/Hr) [25], Regrowth [40], Silence (4) [20], Super Jump (2) [20]

Disadvantages: Appearance (Monstrous) [-20], Enemy (Monster Hunters) (medium-sized group, some formidable or super-human) (6 or less) [-15], Odious Personal Habit (Eats Sentients) (-3) [-15], Social Stigma (Monster) [-15], Vulnerability (Lead and Wood) (Common) (x4) [-60]

Skills: Brawling DX/E - DX+2 16 [4], Camouflage IQ/E - IQ+3 16 [8], Climbing DX/A - DX+1 15 [1], Electronics Operation/TL8 (Surveillance) IQ/A - IQ+2 15 [8], Forced Entry DX/E - DX+1 15 [2], Innate Attack (Breath) DX/E - DX+2 16 [4], Intimidation Will/A - Will+2 16 [1], Jumping DX/E - DX+2 16 [4], Running HT/A - HT-1 17 [1], Shadowing IQ/A - IQ+0 13 [2], Stealth DX/A - DX+2 16 [8], Urban Survival Per/A - Per+1 15 [4].

Largh *hates* this unprintable place.

It does not like anything about Earth, it does not want to be here, and the local meat does not even taste good. In fact, the local meat tastes **disgusting**. And everything is ugly, and instinctively tries to kill Largh on sight, and dangerous. The local plant life is made out of *wood*, and

the dominant species has guns that shoot *lead*. Largh has to be careful, lest a splinter of either gets into its system and starts to kill it from the inside; it is not aware about lead content in many urban areas' drinking water, which is probably for the best for the monster's psychological well-being.

Worst of all, some of the locals know that Largh is out there -- thanks to their interference in the botched planar summons that brought Largh to our world, very much against its will -- and they are hunting it. Fortunately, Largh is extremely good at hiding. It's also learned enough about local security systems to be able to get around them, which is one reason why the hunters haven't killed it yet.

Largh has one overriding goal: to get the hell out of this death universe and never, ever come back. The problem is that Largh has no more idea how to do that than any other randomly-summoned entity in the multiverse. It's just barely figured out how to read English fluently, and utter broken threats in it. Inter-dimensional magic or physics is a bit beyond its skill set, and probably will be for the rest of its life.

The entity is, in fact, probably doomed: while it didn't ask to be stuck in this place, Largh is not very nice by human standards. It, in fact, is a willing eater of sentient beings and has no interest in altruistic or gentle behavior. It's known to have killed at least six people already, including the police officer whose stolen body armor Largh now wears, fairly obsessively. It will likely kill more, messily, when it's taken down.

Combat tactics: when it comes to group fights, Largh is a strong believer in using its poison acid sacks to disfigure an opponent, then running away while the human's companions are temporarily distracted. Largh will not attack a solitary armed human if it can absolutely avoid it (note: a wooden walking stick qualifies as 'armed'). If facing an unarmed human, Largh will use impaling claws and breath to quickly kill its victim, then swiftly feed. Humans may taste foul, but they have plenty of nutrients and Largh can't be choosy.

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