

Laser Suit Larry

An NPC for D&D Gamma World

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Formerly known as Larry the Lounge Lizard, Lawrence Lampropholis is a skinny Sleeth merchant whose luck turned around when he stumbled onto a piece of functioning Omega Technology – [a slick spandex suit studded with laser emitters.](#)

The powerful suit makes it so that Larry can hold his own in a fight, especially coupled with his natural mutant ability of psionic invisibility.

The only problem is that the laser suit fires in a burst radius around him, which means that Larry's lost a few caravan shipments by blowing them up himself while successfully vaporizing bandits.

For this reason, Larry's now willing to work with adventuring types as convoy guards for his long trips between Two Suns and Los Wages. He has a sizable cache of Ancient junk which he'll use as payment, offering some in advance and the rest upon successful arrival at the caravan's destination.



Adventure Hooks

A Simple Desert Run: Larry needs to get some cargo up to Los Wages, fast, and he's paying well for this run. Why's the normally stingy lounge lizard so free with his money? Rumor has it that a porker gang is looking for Larry and their leader wants revenge – when he ran into them before, Larry burned the boss hog's left eye out with his laser suit.

My Cousin Lenny: When Larry's accused of a murder he says he didn't commit, he lands in jail and will be hanged at high noon tomorrow! He's being represented in court by his inept cousin, who is an insurance salesman, not a lawyer. Will the players find the evidence needed to exonerate the laser-suited Sleeth?

That Doesn't Belong To You: While the players are talking to Larry about potential employment, a killer robot bursts into the bar and demands the lizard turn over the laser suit, claiming to be the rightful owner. Is the robot telling the truth, and if not, who programmed this robot to lie? The players could be hired by Larry to get to the bottom of this – if they survive the robot's initial attack, that is!

Laser Suit Larry	Level 3 Lurker	
Medium extradimensional humanoid (reptile)	XP 150	
HP 38; Bloodied 19	Initiative +9	
AC 17; Fortitude 15; Reflex 16; Will 15	Perception +5	
Speed 6		
Resist 5 psychic, 10 laser		
Traits		
Sneak Attack		
Larry's physical attacks do an additional 1d6 damage against targets granting combat advantage.		
Standard Actions		
⊕ Sparkly Cane Bop (physical, weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC		
<i>Hit:</i> 1d6 + 4 physical damage and Larry shifts one square.		
↘ Holdout Pistol (physical) • At-Will		
<i>Attack:</i> Ranged 5 (one creature); +8 vs. AC; firing the pistol does not provoke opportunity attacks.		
<i>Hit:</i> 3d4 + 3 physical damage.		
↵ Laser Light Show (laser) • Recharge ☼ ☼		
<i>Attack:</i> Close burst 5 (all creatures in burst); +6 vs. Reflex		
<i>Hit:</i> 3d10 + 3 laser damage and the target is blinded (save ends).		
<i>Effect:</i> Larry is blinded (save ends).		
Move Actions		
Chameleon Skulk (invisibility, psi) • Recharge ☼ ☼ ☼		
<i>Effect:</i> Larry becomes invisible until the end of his next turn or until he attacks, and shifts half his movement.		
Skills Insight +5, Interaction +8, Stealth +10		
Str 9 (+0)	Dex 19 (+5)	Wis 9 (+0)
Con 14 (+3)	Int 14 (+3)	Cha 15 (+3)
Equipment laser suit, sparkly cane, holdout pistol		

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