

# BEAST

**Identity:** Henry ("Hank") McCoy  
**Group Affiliation:** X-Men  
**Base of Operations:** Xavier's School for Gifted Youngsters, New York  
**Side:** Good  
**Sex:** Male  
**Height:** 5' 11"  
**Hair:** Brown  
**Eyes:** Blue  
**Level:** 14th  
**Experience:** 104,000  
**Training:** +1 Accuracy in Unarmed  
HTH Combat



## Powers:

- 1. Body Power (*Banked Shot*):** To gain extra advantage in combat, the Beast can try to perform a Banked Shot. On a successful attempt (Agl x3 on d100; 78% chance of success), he can bounce off several walls before hitting an opponent for increased damage/knockback (x2 Knockback, x2 Damage, PR 2/attempt).
- 2. Body Power (*Bestial Physiology*):** The Beast has the agility and general physiology of a great ape. His feet and hands are larger than normal (his feet are fully prehensile and may be used as an extra set of hands). His body is durable enough to allow the Beast to take a three story fall without any damage, providing he lands on his feet (Agl x3 on d100; 78% chance of success). He also gains the following powers from his simian-like physiology:
  - a. **Heightened Agility B +10** (also does not suffer an Agility Modifier for his weight)
  - b. **Heightened Defense: -5** to be hit (includes Training Bonus).
  - c. **Heightened Endurance B +12**
  - d. **Heightened Strength B +14**
  - e. **Speed Bonus (*Bipedal Running*): +40"** ground movement.
- 3. Body Power (*Bestial Grip*):** His enlarged extremities allow the Beast increased grappling ability. +4 to hit, +2 Damage and his vice-like grip allows the Beast to scale accessible surfaces (i.e. brick walls) with little difficulty (Agl x3 on d100; 78% chance of success).
- 4. Heightened Intelligence B +14**
- 5. Natural Weaponry (*Danger Room Training*):** +6 to hit (includes Training Bonuses), +8 damage (includes Training Bonus).
- 6. Weakness (*Prejudice*):** Hank McCoy is a mutant and as such, he is feared and hated by the world around him.

**Weight:** 350 lbs.

**Strength:** 28

**Agility:** 26

**Charisma:** 25

**Hit Mod.** (2.2) (3.0) (2.5) (1.6) = 26.4

**Damage Mod.:** +6

**Accuracy:** +4

**Carrying Capacity:** 3830 lbs.

**Movement Rates:** 77" ground, 117" bipedal.

**Det. Hidden:** 20%

**Inventing Points:** 39.2

**Basic Hits:** 7

**Endurance:** 24

**Intelligence:** 28

**Reactions from:** Good: +4 (-4) Evil: -4

**Hit Points:** 185

**Healing Rate:** 4.2

**Power:** 105

**Basic HTH Damage:** 1d12

**Det. Danger:** 24%

**Inventing (84%):**

**Agility Mod:** Nil

**Knowledge Areas:** Research/Technology, Scholar (Literature), Scientist (Biochemistry) & Sports

**Origin and Background:** (American) Hank McCoy is a reserved member of the X-Men. This is Hank McCoy before his transformation into the blue and furry Beast (*Amazing Adventures* #11, March 1972), or perhaps an alternate version who never became blue & furry in the first place (or perhaps was able to reverse the transformation if it did occur).

**Training Bonuses:** (2) +1 Accuracy in Unarmed HTH Combat, (3) +1 Damage in Unarmed HTH Combat, (4) +1 Strength, (5) Scientist (Biochemistry), (6) +1 Accuracy in Unarmed HTH Combat, (7) +1 Damage in Unarmed HTH Combat, (8) +1 Endurance, (9) +1 Accuracy in Unarmed HTH Combat, (10) +1 Damage in Unarmed HTH Combat, (11) +1 Modifier to Heightened Defense, (12) +1 Accuracy in Unarmed HTH Combat, (13) +1 Damage in Unarmed HTH Combat, (14) +1 Agility.

**To Hit (Unarmed HTH):** +10

**To Hit (Grappling/Unarmed HTH):** +14

**To Hit (Banked Shot/Unarmed HTH):** +10

**Damage (Unarmed HTH):** 1d12 + 14

**Damage (Grappling/Unarmed HTH):** 1d12 + 16

**Damage (Banked Shot/Unarmed HTH):** (1d12 + 14) x 2

