

BEAST

Identity: Henry ("Hank") McCoy
Group Affiliation: X-Men, the Avengers
Base of Operations: Xavier's School for Gifted Youngsters, New York
Side: Good
Sex: Male
Height: 5' 11"
Hair: Brown
Eyes: Blue
Level: 15th
Experience: 119,000
Training: +1 Damage 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; XX% 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 & 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; XX% chance of success). His bestial physiology has been enhanced even further by his transformation into the furry Beast. He also gains the following powers:

- Heightened Agility B +14** (also does not suffer an Agility Modifier for his weight)
- Heightened Defense: -5** to be hit (includes Training Bonus)
- Heightened Endurance B +15**
- Heightened Strength B +16**
- Speed Bonus (*Bipedal Running*): +50"** 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*): +7 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: 30

Agility: 30

Charisma: 26

Hit Mod. (2.4) (3.4) (3.1) (1.6) = 70.4736

Damage Mod.: +4

Accuracy: +5

Carrying Capacity: 5198 lbs.

Movement Rates: 87" ground, 137" bipedal.

Det. Hidden: 20%

Inventing Points: 44.8

Basic Hits: 7

Endurance: 27

Intelligence: 28

Reactions from: Good: +5 Evil: -5

Hit Points: 284

Healing Rate: 5.6

Power: 115

Basic HTH Damage: 2d8

Det. Danger: 24%

Inventing (84%):

Agility Mod: Nil

Knowledge Areas: Make-Up/Disguise, Research/Technology, Scholar (Literature), Scientist (Biochemistry) & Sports

Origin and Background: (American) Hank McCoy is both a member of the X-Men and the Avengers. He spends a lot of his time going back and forth from team to team.

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, (15) +1 Accuracy in Unarmed HTH Combat.

To Hit (Unarmed HTH): +12

To Hit (Grappling/Unarmed HTH): +16

To Hit (Banked Shot/Unarmed HTH): +12

Damage (Unarmed HTH): 2d8 + 14

Damage (Grappling/Unarmed HTH): 2d8 + 16

Damage (Banked Shot/Unarmed HTH): (2d8 + 14) x 2

