

THUNDERBIRD

Identity: John Proudstar
Group Affiliation: X-Men
Base of Operations: Xavier's School for Gifted Youngsters, New York
Side: Good
Sex: Male
Height: 6' 1"
Hair: Black
Eyes: Brown
Level: 12th
Experience: 77,000
Training: +1 Accuracy with Unarmed HTH Combat



Powers:

1. Body Power (*Superhuman Physiology*): Thunderbird's musculature structure is three times the thickness of an average man (use full weight for determining Carrying Capacity and Basic HTH Damage). Thunderbird also has the following abilities:

a. Heightened Endurance B +16

b. Heightened Senses (*Tracking*): Thunderbird's enhanced senses allow him to track a trail. Make an Int roll per hour (on d20, -1 per hour of trail) or else lose the trail. +3 Tracking Bonus (includes Training Bonuses).

c. Heightened Strength B +21

d. Invulnerability (*Dense Skin*): 16 Points of Invulnerability.

Thunderbird also has an extensive respiratory system that allows him to hold his breath for 52 Phases (End x2). Since he can gain maximum wind with the least amount of exertion, he gains a +40" ground movement bonus.

2. Natural Weaponry (*Wilderness Training*): +3 to Hit, +6 Damage in Unarmed HTH Combat.

3. Weakness (*Prejudice*): Thunderbird is a mutant and as such, he is feared and hated by the world around him.

Weight: 225 lbs.

Strength: 28

Agility: 17

Charisma: 22

Hit Mod. (2.2) (3.0) (1.6) (1.1) = 11.616

Damage Mod.: +1

Accuracy: +2

Carrying Capacity: 5524 lbs.

Movement Rates: 111" ground.

Det. Hidden: 10%

Inventing Points: 16.8

Knowledge Areas: Government/Bureaucracy (Japan) & Scholar (Apache Tribal History)

Origin and Background: (American) John Proudstar has left his beloved Reservation to be a member of the X-Men.

Training Bonuses: (2) +1 Agility, (3) +1 Tracking, (4) +1 Damage with Unarmed HTH Combat, (5) +1 Accuracy with Unarmed HTH Combat, (6) +1 Agility, (7) +1 Tracking, (8) +1 Damage with Unarmed HTH Combat, (9) +1 Accuracy with Unarmed HTH Combat, (10) +1 Agility, (11) +1 Tracking, (12) +1 Damage with Unarmed HTH Combat.

Legal Status: Citizen of the United States with no criminal record.

To Hit (Unarmed HTH): +7

Damage (Unarmed HTH): 2d8 + 10

Basic Hits: 5

Endurance: 26

Intelligence: 13

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

Hit Points: 59

Healing Rate: 3.5

Power: 84

Basic HTH Damage: 2d8

Det. Danger: 14%

Inventing (42%):

Agility Mod: Nil