

MIGHTY PROTECTORS®

PLAYER: Herculoids Villain



NAME: BEAKED PEOPLE TRUE I.D.: Beaked People
 SIDE: Evil BIRTHPLACE: Planet of Amzot
 SPECIES: Alien CULTURE: Primitive
 AGE: Adult GENDER: Varies
 WEIGHT: 160 lbs MASS: d4
 BACKGROUND: Nomadic jungle raider +3
 STORY: The Beaked People are nomadic jungle raiders who have a humanoid parrot appearance. They roam the forests of Amzot, destroying those who resist them and taking all others as slaves.
 MOTIVATION: Conquest WEALTH: d4
 ORIGIN TYPE: Mutated or Evolved LUCK: 10-
 LEGAL STATUS: Member of the Beaked People species

CPS:

ABILITIES

CPS	ABILITIES	IPs
	<u>INVENTING: 5 Unspent</u>	
	<u>ANIMAL/PLANT ABILITIES: Avian</u>	
<u>10</u>	<u>HEIGHTENED ENDURANCE: +10 (10)</u>	
<u>20</u>	<u>NATURAL WEAPONRY: Beak/Talons, +4 Hit Bonus (10), +6 Sharp Kinetic damage (10)</u>	
<u>-10</u>	<u>DISTINCTIVE: Humanoid parrot-like appearance, Impossible to Disguise (-10)</u>	
<u>25</u>	<u>EXPERIENCE LEVELS: +2 Hit Bonus, +3 Defense Bonus, +3 Task Bonus (25)</u>	
<u>10</u>	<u>FLIGHT: 8/128 (44 mph / Mach .06), PR 1 per hour of flight (15), Wings (-5)</u>	
<u>5</u>	<u>HEIGHTENED COOL: +5 (5)</u>	
<u>20</u>	<u>HEIGHTENED SENSES: +6 Acute Vision (+5), Amplified Vision: 2 Ranks (+10), Telescopic Vision: +4 Task Bonus vs Range Penalties, x16 Magnification (+5)</u>	
<u>10</u>	<u>HEIGHTENED STRENGTH: +10 (10)</u>	
<u>20</u>	<u>SPECIAL WEAPON: A) Melee Weapon: War Club, +3 Hit Bonus, 32" Range, +d6+1 Blunt Kinetic damage (12.5), Accuracy (+7.5), Throwable (+0)</u>	
<u>-15</u>	<u>COMPULSION: Enslave or exterminate all other races, Common (-10), CL Save (-5)</u>	
<u>-5</u>	<u>PREJUDICE: Known slavers, 7- Interaction Task Check (-5)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>8</u>		<u>16</u>		<u>302 lbs</u>	<u>d6+1</u>				
<u>14</u>		<u>EN 22</u>	<u>12-</u>	ATTACKS:	To Hit	Damage	Dmg Type KB	DEFENSES:	
<u>16</u>		<u>AG 20</u>	<u>12-</u>	<u>Beak/Talons</u>	<u>21-</u>	<u>d6+7</u>	<u>Sharp Kinetic</u> <u>N</u>	Physical Mental	
<u>10</u>		<u>IN 10</u>	<u>10-</u>	<u>Kick</u>	<u>15-</u>	<u>d6+3</u>	<u>Blunt Kinetic</u> <u>Y</u>	5 3	
<u>12</u>		<u>CL 17</u>	<u>11-</u>	<u>War Club</u>	<u>20-</u>	<u>2d6+2</u>	<u>Blunt Kinetic</u> <u>Y</u>		
V		EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>100</u>	EARNED						
V	SPENT	<u>50</u>	< <u>50</u>						
150	TOTAL	150							

INITIATIVE: d6+1 MOVE: Ground 19 Leaping 1.8875
 POWER (68): _____
 HIT PTS (22): _____ HEALING: 3.4
 CAPS: BCs: 40 Ability: 30 Dmg: 15 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 16