

MIGHTY PROTECTORS®

PLAYER: Herculoids Villain



NAME: KROKAR, WAR CHIEF TRUE I.D.: Krok
 SIDE: Evil BIRTHPLACE: Planet of Amzot
 SPECIES: Alien CULTURE: Primitive
 AGE: Adult GENDER: Varies
 WEIGHT: 160 lbs MASS: d4
 BACKGROUND: Nomadic jungle war chief +3
 STORY: Krok leads the Beaked People in war against all other species on Amzot. He plots his revenge against all on Amzot but especially the Herculoids.
 MOTIVATION: Conquest WEALTH: d4
 ORIGIN TYPE: Mutated or Evolved LUCK: 10-
 LEGAL STATUS: Leader of the Beaked People species

CPS:

ABILITIES

CPS	ABILITIES	IPs
	INVENTING: <u>7 Unspent</u>	
	ANIMAL/PLANT ABILITIES: <u>Avian</u>	
<u>10</u>	HEIGHTENED ENDURANCE: <u>+10 (10)</u>	
<u>20</u>	NATURAL WEAPONRY: <u>Beak/Talons, +4 Hit Bonus (10), +6 Sharp Kinetic damage (10)</u>	
<u>-10</u>	DISTINCTIVE: <u>Humanoid parrot-like appearance, Impossible to Disguise (-10)</u>	
<u>35</u>	EXPERIENCE LEVELS: <u>+3 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (35)</u>	
<u>10</u>	FLIGHT: <u>8/128 (44 mph / Mach .06), PR 1 per hour of flight (15), Wings (-5)</u>	
<u>8</u>	HEIGHTENED COOL: <u>+5 (5)</u> HEIGHTENED INTELLIGENCE: <u>+3 (3)</u>	
<u>20</u>	HEIGHTENED SENSES: <u>+6 Acute Vision (+5), Amplified Vision: 2 Ranks (+10), Telescopic Vision: +4 Task Bonus vs Range Penalties, x16 Magnification (+5)</u>	
<u>12</u>	HEIGHTENED STRENGTH: <u>+12 (12)</u>	
<u>20</u>	SPECIAL WEAPON: <u>A) Melee Weapon: War Club, +3 Hit Bonus, 32" Range, +d6+1 Blunt Kinetic damage (12.5), Accuracy (+7.5), Throwable (+0)</u>	
<u>-10</u>	COMPULSION: <u>Enslave or exterminate all other races, Uncommon (-5), CL Save (-5)</u>	
<u>-10</u>	COMPULSION: <u>Revenge against his enemies, Uncommon (-5), CL Save (-5)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>8</u>		<u>18</u>		<u>480 lbs</u>	<u>d8+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>22-</u>	<u>d8+7</u>	<u>Sharp Kinetic</u>	<u>N</u>	Physical Mental
<u>10</u>		<u>IN 13</u>	<u>11-</u>	<u>Kick</u>	<u>16-</u>	<u>d8+3</u>	<u>Blunt Kinetic</u>	<u>Y</u>	6 5
<u>12</u>		<u>CL 17</u>	<u>11-</u>	<u>War Club</u>	<u>21-</u>	<u>d6+d8+2</u>	<u>Blunt Kinetic</u>	<u>Y</u>	
V		EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>100</u>							
V	SPENT	<u>65</u>	< <u>65</u>						
165	TOTAL	165							

INITIATIVE: d6+1 MOVE: Ground 20 Leaping 3
 POWER (73): _____
 HIT PTS (23): _____ HEALING: 3.4
 CAPS: BCs: 43 Ability: 33 Dmg: 16 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 17