

MIGHTY PROTECTORS®

PLAYER: NPC Animal



NAME: TRICERATOPS TRUE I.D.: n/a
 SIDE: Neutral BIRTHPLACE: Late Cretaceous period
 SPECIES: Monster CULTURE: Primitive
 AGE: Adult GENDER: Varies
 WEIGHT: 16,000 lbs MASS: 2d8
 BACKGROUND: Wild prehistoric herbivore +3
 STORY: The triceratops is a herbivorous ceratopsid dinosaur that first appeared during the late Maastrichtian stage of the late Cretaceous period, about 68 million years ago in what is now North America.
 MOTIVATION: Survival WEALTH: d2-1
 ORIGIN TYPE: Mutated or Evolved LUCK: 10-
 LEGAL STATUS: Wild prehistoric animal

CPS: **ABILITIES**

CPS	ABILITY	IPS
	INVENTING: 5 Unspent	
<u>25</u>	ARMOUR: Scaly hide, 17 Pts Total (32.5), Can't Hold Back (-7.5)	
<u>5</u>	DURABILITY: +5 (5)	
<u>10</u>	ENERGY: +20 (10)	
<u>15</u>	EXPERIENCE LEVELS: +1 Hit Bonus, +2 Defense Bonus, +2 Task Bonus (15)	
<u>5</u>	HEIGHTENED DEFENSE: +2 Physical Defense only (5)	
<u>10</u>	HEIGHTENED INITIATIVE: +4 (10)	
<u>20</u>	NATURAL WEAPONRY: Horns, +4 To Hit (10), +6 sharp Kinetic Damage (10)	
<u>35</u>	SIZE CHANGE: A) Larger: Ht. 9', Length 30', Profile x5, Wt. x128 (35)	
<u>-10</u>	DISTINCTIVE: Dinosaur, Impossible to Disguise (-10)	
<u>-10</u>	NON-SENTIENT (-10)	
<u>-10</u>	POVERTY (-10)	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>13</u>	<u>34</u>			<u>19,352 lbs</u>	<u>d8+d10</u>				
<u>20</u>	<u>41</u>	<u>15-</u>		ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:
<u>12</u>	<u>12</u>	<u>11-</u>		<u>Horns</u>	<u>19-</u>	<u>d8+d10+6</u>	<u>Sharp Kinetic</u>	<u>N</u>	Physical Mental
<u>10</u>	<u>10</u>	<u>10-</u>		<u>Bite</u>	<u>15-</u>	<u>d8+d10</u>	<u>Sharp Kinetic</u>	<u>N</u>	5 2
<u>15</u>	<u>15</u>	<u>11-</u>		<u>Stomp</u>	<u>15-</u>	<u>d8+d10</u>	<u>Blunt Kinetic</u>	<u>Y</u>	
V	EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other	
V	BASE <u>150</u>	<u>Armour</u>	<u>5</u>	<u>4</u>	<u>4</u>	<u>4</u>			
V	SPENT <u>15</u>								
165	TOTAL 165								

INITIATIVE: d6+4 MOVE: Ground 29 Leaping 1.2095
 POWER (117): _____
 HIT PTS (50): _____ HEALING: 6.9
 CAPS: BCs: 43 Ability: 33 Dmg: 16 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 17