

# MIGHTY PROTECTORS®

PLAYER: Herculoids Hero



NAME: TUNDRO TRUE I.D.: Tundro  
 SIDE: Good BIRTHPLACE: The planet of Amzot  
 SPECIES: Alien CULTURE: Primitive  
 AGE: Adult GENDER: Male  
 WEIGHT: 4620 lbs MASS: 2d6  
 BACKGROUND: Rhinocerotops +3  
 STORY: Tundro is a ten-legged, four-horned rhino/triceratops hybrid. He can shoot explosive energy rocks from his cannon-horn. His natural armor-plating is exceptionally strong.  
 MOTIVATION: Duty Bound WEALTH: d4  
 ORIGIN TYPE: Mutated or Evolved LUCK: 10-  
 LEGAL STATUS: Member of the Herculoids

CPS:

## ABILITIES

CPS:	ABILITIES	IPs:
	<b>INVENTING:</b> <u>6 Unspent</u>	
<u>18</u>	<b>ARMOUR:</b> <u>Rock-like skin, 14 Points Total (25), Can't Hold Back (-7.5)</u>	
<u>40</u>	<b>EXPERIENCE LEVELS:</b> <u>+4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)</u>	
<u>33</u>	<b>INVULNERABILITY:</b> <u>Full Kinetic dmg (20) and full Energy dmg (20), Can't Hold Back (-7.5)</u>	
<u>15</u>	<b>NATURAL WEAPONRY:</b> <u>Horns, +4 Ht. Bon. (10), +5 Sharp Kin. Dmg (7.5), Can't Hold Back (-2.5)</u>	
<u>20</u>	<b>PHYSICAL ABILITY:</b> <u>F) Super Leap: x4 leaping distance (5), J) Tunneling: Spinning head, Max SR 5 (12.5), Max Speed 4 (2.5)</u>	
<u>8</u>	<b>SIZE CHANGE:</b> <u>A) Larger: Height: 7', Length: 12', Profile: x2, Wt.: x16 (15), Can't Hold Back (-7.5)</u>	
<u>33</u>	<b>SPECIAL WEAPON:</b> <u>B) Cannon-like horn, 28" Range, d8+d10 Energy Damage, PR 2 per use (20), 3" Area Effect (5), 2 Pts Armour Piercing (2.5), Different Dmg Type: Energy (0), Not Gear (5)</u>	
<u>10</u>	<b>SPEED:</b> <u>32/128 (44 mph / mach .06), PR 1 per hour of running (10)</u>	
<u>3</u>	<b>STRETCHING ABILITIES:</b> <u>A) Elongation: Legs can extend 9" (12.5), Body Part (-5), Can extend upwards only (-5)</u>	
<u>-10</u>	<b>DISTINCTIVE:</b> <u>Ten-legged, four-horned rhinoceros/Triceratops hybrid appearance, impossible to disguise as human (-10)</u>	
<u>-10</u>	<b>NON-SENTIENT</b> <u>(-10)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:				
<u>18</u>	<u>30</u>			<u>7,680 lbs</u>	<u>2d8</u>	Physical	Mental			
<u>20</u>	<u>32</u>	<u>14-</u>		<b>ATTACKS:</b>	To Hit	Damage	Dmg Type	KB		
<u>14</u>	<u>14</u>	<u>11-</u>		<u>Horn Charge</u>	<u>22-</u>	<u>2d8+5</u>	<u>Sharp Kinetic</u>	<u>N</u>		
<u>11</u>	<u>11</u>	<u>10-</u>		<u>Horn Cannon</u>	<u>18-</u>	<u>d8+d10</u>	<u>Energy</u>	<u>Y</u>		
<u>17</u>	<u>17</u>	<u>11-</u>								
V										
V	BASE	<u>200</u>		<b>PROTECTION:</b>	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	SPENT	<u>40</u>	< <u>40</u>	<u>Invulnerability</u>	<u>(1/4)</u>	<u>(1/4)</u>				
<b>240</b>	TOTAL	<b>240</b>		<u>Armour</u>	<u>4</u>	<u>4</u>	<u>3</u>	<u>3</u>		

INITIATIVE: d6+1

MOVE: Ground 25

Leaping 6.6492

POWER ( 87 ):

HIT PTS ( 35 ):

HEALING: 5.1

CAPS: BCs: 58 Ability: 48 Dmg: 22 GEAR: Break: 14 Take: 15 Disarm: 12 GBC: 22