

MIGHTY PROTECTORS®

PLAYER: HERCULOIDS HERO



NAME: ZANDOR TRUE I.D.: Zander
 SIDE: Good BIRTHPLACE: The planet of Amzot
 SPECIES: Human CULTURE: High Tech
 AGE: 35 GENDER: Male
 WEIGHT: 200 lbs MASS: d4
 BACKGROUND: Former space patrol officer, warrior protector of Amzot
 STORY: Alongside his wife Tara, and his son Dorno, Zander is one of the human leaders of the Herculoids. He is the sworn pro-ector of the far away planet, Amzot. It is believed that Zander was once a space patrol officer before he met and married Tara.
 MOTIVATION: Duty Bound WEALTH: d4
 ORIGIN TYPE: Physical Training LUCK: 10-
 LEGAL STATUS: Leader of the Herculoids

CPS:

ABILITIES

CPS	ABILITIES	IPs:
	INVENTING: <u>8 Unspent</u>	
<u>40</u>	EXPERIENCE LEVELS: <u>+4 Hit Bonus, +4 Defense Bonus, and +4 Task Bonus (40)</u>	
<u>26</u>	HEIGHTENED AGILITY: <u>+11 (11)</u> HEIGHTENED COOL: <u>+15 (15)</u>	
<u>11</u>	HEIGHTENED ENDURANCE: <u>+9 (9)</u> HEIGHTENED INTELLIGENCE: <u>+2 (2)</u>	
<u>5</u>	HEIGHTENED STRENGTH: <u>+5 (5)</u>	
<u>15</u>	KNOWLEDGE: <u>B) Cultural Background: Modern (5), Mixed (5), Primitive (5)</u>	
<u>5</u>	MENTAL ABILITY: <u>C) Translation: Comprehend all major languages on Amzot, Accented level (10), Comprehend only (-5)</u>	
<u>15</u>	NATURAL WEAPONRY: <u>Unarmed combat training, +2 Hit Bonus (5), +4 blunt Kinetic dmg (10)</u>	
<u>10</u>	SHIELD: <u>Round shield, +4 Physical Defense, +6 Shield Breakpoint (10), Multi-Function Gear (-2)</u>	
<u>23</u>	SPECIAL WEAPON: <u>A) Round Shield: +d6 blunt Kinetic damage (10), Multi-Function Gear (+2.5) Throwable: 42" Range (0), Throws like a boomerang, returns at start of next turn (+10)</u>	
<u>25</u>	<u>B) Slingshot & Energy Rocks: 21" Range, d8+d10 Energy dmg, 12 charges (20), 3" Area Effect (+5), 2 Pts Armour Piercing (+2.5), Different Dmg Type: Energy (0), Reduced Range (-2.5)</u>	
<u>-10</u>	COMPULSION: <u>Anti-technology lifestyle, Common (-10), Character Hook (-2.5)</u>	
<u>-10</u>	PUBLIC IDENTITY (-10)	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:				
<u>16</u>	<u>21</u>			<u>960 lbs</u>	<u>d10+1</u>	Physical	Mental			
<u>17</u>	<u>26</u>	<u>13-</u>		ATTACKS:	To Hit	Damage	Dmg Type	KB		
<u>13</u>	<u>24</u>	<u>13-</u>		<u>Punch</u>	<u>22-</u>	<u>d10+5</u>	<u>Blunt Kinetic</u>	<u>Y</u>		
<u>14</u>	<u>16</u>	<u>11-</u>		<u>Thrown Shield</u>	<u>20-</u>	<u>d10+d6</u>	<u>Blunt Kinetic</u>	<u>Y</u>		
<u>10</u>	<u>25</u>	<u>13-</u>		<u>Slingshot</u>	<u>20-</u>	<u>d8+d10</u>	<u>Energy</u>	<u>Y</u>		
V				PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>								
V	SPENT	<u>75</u>	<	EARNED	<u>75</u>					
225	TOTAL	225								

INITIATIVE: 2d6

MOVE: Ground 24

Leaping 4.8

POWER (87):

HIT PTS (32):

HEALING: 3.9

CAPS: BCs: 55 Ability: 45 Dmg: 21 GEAR: Break: 14 Take: 15 Disarm: 12 GBC: 21