ADITURE TO A STREET

NAN	/IE: <u>ZO</u>	OK THE	LASER DRA	I <u>GON</u> TRUE I.D	.: <i>Zok, th</i>	e Laser D	ragon	1-1-1-1		1	A
SIE	DE: <u><i>Go</i></u>	ood		BIRTHPLACE	: The pla	anet of An	nzot	Hilliam			
SPECI	CIES: Alien CULTURE: Primitive							1			
A	GE: Ad	lult		GENDER	R: <i>Male</i>			M.E.A.	The		711
WEIGH	HT: 19	,600		IbsMASS	S: <i>2d8</i>			Allina a	- H		4
			ser-ray dra					(48)		TU	4/2
STOF				ragon, is a large win				May	41 43	7	1
		_	short forea. ted eyes.	rms and very power	rui nindi	egs. He ha	as very	04		6	
	201	3-, 3									
M	IOTIVA	ATION:	Duty Bound	d	WEA	ALTH:	d4	No. of the last		//	
C	RIGIN	TYPE:	Mutated or	* Evolved	L	.UCK:	10-				
LEC	GAL ST	ATUS:	Member of	f the Herculoids					1		
CPs:				ABILITIES				The same of	M	Logar I	
	IN	VENTIN	IG: 6 L	Jnspent							IPs:
12	AR	ARMOUR: Dragon scales, 12 Points Total (20), Can't Hold Back (-7.5)									
40	EX	EXPERIENCE LEVELS: +4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)									
8	FL	FLAME ABILITIES: A) Flame Blast: Fire Breath, 21" Range, d6+d8 Energy damage, PR 2 per use									
	(12	2.5), Re	duced Rang	ge (-5)							
40	FL	IGHT: 1	6/256 (87	56 (87 mph / Mach .11), PR 1 per hour of flight (20), Hyper-Flight: Warp 20							
	(.91 LY/hour), PR 1 per hour of hyper-flight (+20)										
<i>32</i>	//V	INVULNERABILITY: Full Kinetic dmg (20), Full Energy dmg (20), Can't Hold Back (-7.5)									
48 LIFE SUPPORT: 24 three and one-half day charges, 5 Pts Protection (45), Area Effect										" <i>(+10),</i>	
	Ca	Can't Hold Back (-7.5), Not Gear (+5)									
30	LIC	LIGHT CONTROL: A) Laser: Laser Eyes and Tail, 28" Range, 2d10 Energy damage, PR 1 per use									
	(20	0), Auto	ofire x2 (+7	7.5), Increased Range	e (+2.5)						
<i>15</i>	NA	NATURAL WEAPONRY: +2 Hit Bonus (5), +6 Sharp Kinetic damage (10)									
38	SIZ	SIZE CHANGE: A) Larger: Ht. 12', Length 35', Profile x5.7, Wt. x196 (37.5)									
-10	DIS	STINCT	IVE: Space	dragon with wings a	and cat-I	ike eyes, i	impossibi	le to Disguise	e (-10))	
-10	NC		TIENT (-1	0)							
CPs 16	ST	39	SAVE	CARRYING CAPAC	:ITY·		61,440 I	hs RASF	нтн г	MG· ⊿	10+d12
20	EN			ATTACKS:		Dama					ENSES:
			16-		To Hit		J	Dmg Type	KB	Physical	
18	AG		12-	Laser Eyes/Tail	19-	2d10		Energy	N	,51041	cirtai
12		12	11-	Fire Breath	19-	<u>d6+d8</u> d10+d12+6		Energy Chara Kinat	Y	6	<i>5</i>
16	CL	16	11-	Bite/Claws	19-	a10+d	12+6	Sharp Kineti	IG /V		
V	ĺ		RIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychi	ic	Other
V	BASE	200	EARNED	Invulerability	(1/4)	(1/4)					
V	SPENT	125	< <i>125</i>	Armour	3	3	3	3			
325	TOTAL	325									
	' 'AITIM	TIVE:	d6+1			MOVE:	Ground	33	,	.eapina	3.1347
	R (1:	-			_		2. 34.74				
	S (5									HEVIII	NG: <i>7.5</i>
			Λ b : ! : + · · ·	65 Dmg 29	CEAD: D	mook: 44	7 Tale-	. 10 D:			
. AP.	DU.S.	/ 7	ADIIIIV.	77 LITHE 19	TIPAK' H	анык' />	э гаке	· / 🛩	41 [[]	10	DL: //

PLAYER: *Herculoids Hero*