



Mad Dog

CHARACTER NAME:

HTH DAMAGE:

1d10

INITIATIVE:

18
+1d10

HIT POINTS:

36

POWER:

71

IDENTITY: Mason Douglas

SIDE: Evil AGE: 22

LEVEL: 4 EXP: 11,325

TRAINING: +1 Agility

CARRYING CAPACITY: 1,079 lbs.

Unarmed HTH Combat (5)

To Hit:

+8

Damage:

1d10+9

To Hit:

Damage:

To Hit:

Damage:

To Hit:

Damage:

SECURITY CLEARANCE:

HIT MOD.:

STR: 21 1.8

END: 21 2.6

AGL: 18 1.9

INT: 11 1.0

CHA: 16 (14) = 8.892

WEIGHT: 190 lbs.

BASIC HITS: 4

AGILITY MOD.: -

HEAL: 2.4

ACCURACY: +3

DAMAGE: +2

CHA BONUS: +2

REACTION FROM: GOOD: -2 (-1) EVIL: +2 (+1)

MOVEMENT: 60" ground

DET HIDDEN: 24% INVENTING POINTS: 4.4

DET DANGER: 36% INVENTING: (33%)

POWERS: **1. Animal/Plant Powers:** Mammal (Canine).

a. Heightened Endurance A: +8

b. Heightened Senses: *Heightened Sense of Smell.* He can recognize up to 11 individual scents and his Detect Danger are increased by a factor of 3. He can also track by smell. Int save on d20 to track. -1 to the roll per hour of trail.

c. Heightened Strength A: +6

d. Natural Weaponry: *Teeth & Claws.* +4 to hit, +6 Damage with unarmed HTH Combat.

2. Speed Bonus: +60" tog round movement.

3. Willpower: Type B. Heightened Agility +6.

Weakness - Phobia/Psychosis: Mad Dog's hatred for Law Enforcement has become an full-blown *obsession* for him. His Charisma modifiers are doubled when dealing with law enforcement. He must make a Charisma saving throw on d20 or else attack law enforcement immediately (even when it is disadvantageous to do so).

ORIGIN AND BACKGROUND: (American) "Mason Douglas" was born in Buffalo, New York. His mutation was obvious at birth with his dog-like features. His parents were so horrified by what they saw that they abandoned their child in the woods (in an effort to hide their shame of producing a mutant for a child).

Mason survived and was adopted by a kind homeless man, Preston Douglas, who saw past Mason's obvious mutation. Preston was the one who actually named him Mason (after his deceased brother) and welcomed him to the family.

Growing up, Mason was happy even though he lived rough on the streets. Mason saw Preston as his father who he greatly loved. His true family may have abandoned him, but his real family was Preston Douglas.

That all came to an end when the authorities sent in the riot police to break up the makeshift homeless camp. Violence ensued (initiated by the riot squad) and Preston was killed in an altercation. This caused Mason to see red and go "mad".

He attacked the riot police harming half a dozen and seriously wounding three of them before he was arrested and detained. That was his start of in and out of prison as he takes his revenge out on society.

Mad Dog has since joined Head trip's Mutation Inc. They have accepted him as one of them. He has found a new family to guard and protect. He hates law enforcement who bring out the animal in him in a blind rage.



CHARACTER PORTRAIT

LEGAL STATUS: Citizen of the United States of America with a criminal record

KNOWLEDGE AREAS: Crime and Outdoor Survival

TRAINING BONUSES: (2) +1 to Hit with HTH Combat, (3) +1 Strength, (4) +1 Damage with HTH Combat.

NOTES: **Group Affiliation:** Mutation Inc.
Base of Operations: Mobile

Height: 5' 9" (1.85 m)

Hair: Dark brown with tan patches

Eyes: Yellow

CASH:

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