						PLAYER: NPC Hero				1	
	NAM	1E: <u>Z</u>	ZANDOR			TRUE I.D.:			Zandor		
	SIE	E : <u>G</u>	Good			BIRTHPLACE: T			The planet of Amzot		
;	SPECIE	ES : <u>H</u>	Human			CULTURE: High Tech					
	AG	BE : <u>35</u>	35			GENDER: Straight Cis Male					
WEIGHT		HT 20	00	lbs			MASS:	d4			
BACKGROUND:			ormer space	e patrol officer, warr	rior proted	ctor of Amzot					
MOT	TIV/ATIC	MI. D.	.t. Davad /	Drataat Amerat fram		m, (a da 4a)		14	/F A	I T II. 44	
			Duty Bound (Protect Amzot from sinister invaders) WEALTH: d4								
			Physical Training LUCK: 10- Leader of the Herculoids								
LEGAL	SIAIC)3. <u>Le</u>	auei oi trie	Herculoius							
CPs:		ABILITIES									
		ENTIN		Unspent							IPs:
35	EXF	PERIE	NCE LEVE	_S: +3 Hit Bonus, +	4 Defens	e Bonus, and	d +4 Task	Bonus	(35)	
10	HEI	HEIGHTENED AGILITY: +10 (10)									
15		HEIGHTENED COOL: +15 (15)									
10		HEIGHTENED ENDURANCE: +10 (10)									
2		HEIGHTENED INTELLIGENCE: +2 (2)									
5	HEI	HEIGHTENED STRENGTH: +5 (5)									
20		KNOWLEDGE: B) Cultural Background: High Tech (5), Modern (5), Mixed (5), Primitive (5)									
5		MENTAL ABILITY: C) Translation: Comprehend all major languages on Amzot, Accented									
		level (10), Comprehend only (-5)									
10	NAT	NATURAL WEAPONRY: Unarmed combat training, +2 Hit Bonus (5), +2 blunt Kinetic									
		age (5									
10	SHII	SHIELD: Round shield, +4 Physical Defense, +6 Shield Breakpoint (10), Multi-Function									
		r (-2.5									
			IAL WEAPON: A) Round Shield, +d6 blunt Kinetic damage (10), Multi-Function Gear								
18		2.5), Throwable: 42" Range (0), Throws like a boomerang and returns in the between-									
		ound phase before the next turn (10)									
20				osive Rocks, 27" Ra							
		3" Area Effect (5), 2 Pts Armour Piercing (2.5), Different Damage Type: Energy (0),									
		Gear (-5), Reduced Range (-2.5)									
<u>-8</u>		COMPULSION: Anti-technology lifestyle, Uncommon (-5), Character Hook (-2.5)									
10	PUE	PUBLIC IDENTITY (-10)									
CPs		SCORE									
16	ST	21	SAVE	CARRYING CAP	ACITY:	960	lbs	BASE	HT	H DMG: d	110+1
17	EN	27	13-	ATTACKS:	To Hit	Damage	Dmg ⁻		KB	DEFEN	
	AG	23	12-	Punch	20-	d10+3	Blunt Ki		Υ	Physical	Mental
14	. IN	16	11-	Slingshot	19-	d8+d10	Energy		Υ		
10	CL	25	13-	Shield	19-	d10+d6+1	Blunt Ki	natic	v	6 / 10	5
			IENCE:						<u></u>	Davebie	Other
	Г		7	PROTECTION:	Kinetic	Energy	Bio	Entro	Эу	Psychic	Other
V	Base	150	EARNED								
V	Spent	62	< 62								
212	Total	212]								
	INITIA	TIVE:	2d6	-		MOVE:	Ground: 2	24		Leaping: 4	1.8
POWER (<u>87</u>):											
HIT PTS (<u>33</u>): HEALING: _								4.5			
CAPS:	BCs:	_52	_ Ability: _	<u>42</u> Dmg: <u>19</u> GE	EAR: Brea	ak: <u>13</u> Take	e: <u>14</u> D	isarm: _	11	_ BGC: _	20

STORY: Alongside his wife Tara, and his son Dorno, Zandor is one of the human leaders of the Herculoids.
He is the sworn protector of the farway planet, Amzot (also known as Quasar in some locations).
It is believed that Zandor was once a space patrol officer before he met and married Tara. Zandor has
demonstrated considerable knowledge about galactic politics and technology, and he had both contacts in the
galactic space agencies as well as criminal star-travelling enemies.
galactic space agencies as well as chiminal stall travelling chemics.