

NAME: ZANDOR
SIDE: Good
SPECIES: Human
AGE: 35
WEIGHT: 200 lbs

PLAYER: NPC Hero
TRUE I.D.: Zandor
BIRTHPLACE: The planet of Amzot
CULTURE: High Tech
GENDER: Straight Cis Male
MASS: d4

BACKGROUND: Former space patrol officer, warrior protector of Amzot
MOTIVATION: Duty Bound (Protect Amzot from sinister invaders) **WEALTH:** d4
ORIGIN TYPE: Physical Training **LUCK:** 10-
LEGAL STATUS: Leader of the Herculoids

CPs:	ABILITIES	IPs:
	INVENTING: 8 <i>Unspent</i>	
35	EXPERIENCE LEVELS: +3 Hit Bonus, +4 Defense Bonus, and +4 Task Bonus (35)	
10	HEIGHTENED AGILITY: +10 (10)	
15	HEIGHTENED COOL: +15 (15)	
10	HEIGHTENED ENDURANCE: +10 (10)	
2	HEIGHTENED INTELLIGENCE: +2 (2)	
5	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	NATURAL WEAPONRY: Unarmed combat training, +2 Hit Bonus (5), +2 blunt Kinetic damage (5)	
10	SHIELD: Round shield, +4 Physical Defense, +6 Shield Breakpoint (10), Multi-Function Gear (-2.5)	
	SPECIAL WEAPON: A) Round Shield, +d6 blunt Kinetic damage (10), Multi-Function Gear (-2.5), Throwable: 42" Range (0), Throws like a boomerang and returns in the between-round phase before the next turn (10)	
18		
20	B) Slingshot & Explosive Rocks, 27" Range, d8+d10 Energy damage, 12 charges (20), 3" Area Effect (5), 2 Pts Armour Piercing (2.5), Different Damage Type: Energy (0), Gear (-5), Reduced Range (-2.5)	
-8	COMPULSION: Anti-technology lifestyle, Uncommon (-5), Character Hook (-2.5)	
-10	PUBLIC IDENTITY (-10)	

CPs	SCORE	SAVE	CARRYING CAPACITY:	lbs	BASE HTH DMG:	DEFENSES:			
16	ST 21	13-	960		d10+1				
17	EN 27	13-	ATTACKS:	To Hit	Damage	Dmg Type	KB		
13	AG 23	12-	Punch	20-	d10+3	Blunt Kinetic	Y	Physical	Mental
14	IN 16	11-	Slingshot	19-	d8+d10	Energy	Y	6 / 10	5
10	CL 25	13-	Shield	19-	d10+d6+1	Blunt Kinetic	Y		
V	EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other	
V	Base	150							
V	Spent	62 < 62							
212	Total	212							

INITIATIVE: 2d6 **MOVE:** Ground: 24 Leaping: 4.8
POWER (87): _____
HIT PTS (33): _____ **HEALING:** 4.5
CAPS: **BCs:** 52 **Ability:** 42 **Dmg:** 19 **GEAR:** **Break:** 13 **Take:** 14 **Disarm:** 11 **BGC:** 20

