

Bear-Dog

Power Level 6, 36 PP; Abilities 4 + Powers 15 + Advantages 1 + Skills 4 (8 ranks) + Defenses 12

Abilities

Strength	6	Agility	1	Fighting	3	Awareness	1
Stamina	5	Dexterity	0	Intellect	-4	Presence	-2

Offense

Initiative: +1

Attack Name	Attack Bonus & Resistance DC	Notes
Throw	+0, DC 21	Bludgeon, Crit 20
Unarmed	+4, DC 21	Bludgeon, Crit 20

Powers

ü **Growth: Growth 4** (9) +4 STR, +4 STA, +2 Intimidate, -4 Stealth, -2 active defenses, +1 size rank, +4 mass ranks; Innate; Permanent

ü **Protection: Protection 2** (2) +2 Toughness

ü **Senses: Senses 4** (4) Acute: Vision, Acute (Type): Smell, Low-light Vision

Advantages

Close Attack +1 bonus to close attack checks per rank.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Routine Jump Distance - Running jump: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.

Throwing Distance - Throw 6 tons 6 feet; throw 3200 lbs. 30 feet; throw 800 lbs. 120 feet

Background Information

Languages: Native Language



Defenses

Dodge 4

Parry 5

Fortitude 6

Toughness 7

Will 3

Hero Points: 1

Skills

Athletics +10, Deception -2, Insight +1, Intimidation +0, Perception +5, Persuasion -2, Stealth -3

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted