

Dog-Bear

Power Level 5, 30 PP; Abilities 4 + Powers 14 + Advantages 1 + Skills 3 (5 ranks) + Defenses 8

Abilities

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

Offense

Initiative: +2

Attack Name Attack Bonus & Resistance DC Notes

Throw +0, DC 20 Bludgeon, Crit 20

Unarmed +4, DC 20 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 3** (3) Acute: Smell, Acute: Vision, 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: 16 ft.; standing: 8 ft.; vertical: 3.2 ft.; standing vert.: 1.6 ft.

Throwing Distance - Throw 3 tons 6 feet; throw 1600 lbs. 30 feet; throw 400 lbs. 120 feet

Background Information

Languages: Native Language



Defenses

Dodge 3

Parry 3

Fortitude 6

Toughness 7

Will 3

Hero Points: 1

Skills

Athletics +6, Deception -2, Insight +1, Intimidation +0, Perception +5, Persuasion -2, Stealth -2

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted