

Triceratops

Origin & Background: Burton Kreiger is a mutant whose social skills are as prehistoric as his superpowered form. Sable only barely tolerates him. He's a star offensive lineman on Winthrop Academy's football team, and his arrest is liable to cause uproar. He was recruited for his football skills, but Crime Teacher was ecstatic to discover he was also a mutant easily corrupted to criminal activity.

Tactics & M.O.:
Roar, charge, smash.

Living Legends – Triceratops [121 CP]

PHYS 26, REFL 4, DEFT 7, INTL 7, COOL 11, VITL 11

Ambidexterity: Tail (2) [2 CP]

Armor: 3 vs. All Physical (15) [15 CP]

Extra Limbs: Tail, basic striker (1) [1 CP]

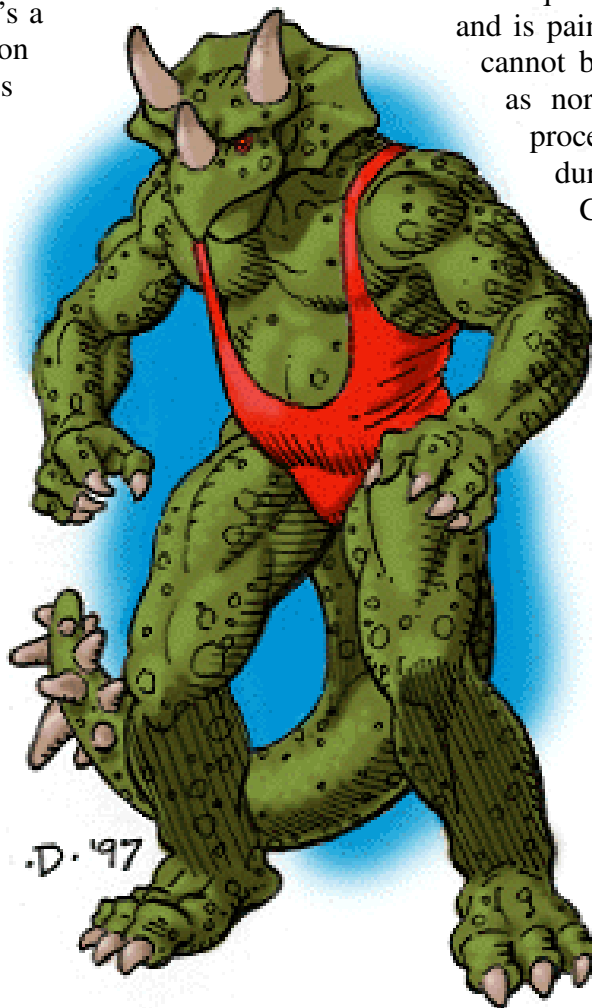
Natural Weaponry: +2 damage (9) [9 CP]

Skill Bonus: +1 Unarmed (strike) (3) [3 CP]

Speed Bonus: x1.33 (1), top speed 11" and acceleration 11" (+3) [1 CP]

Transformation: To non-powered form of Burton Kreiger. [14 CP]

Skill (Unarmed): (DEFT/G), +2 levels (5), all maneuvers (+5). He is the star football player because no one can stop him. [10 CP]



Weakness (Distinctive): Unattractive dinosaur man (Notice INTL 2+, Disguise 8+) [+25 CP]

Weakness (Physical Disability): His transformation to either dinoman form or normal form requires 2 minutes of concentration and is painful. Once started, the process cannot be stopped nor reversed. Treat as normal human during the entire process and he can only move 4" during the transformation. [+15 CP]

Living Legends – Burton Kreiger [67 CP]

PHYS 16, REFL 4, DEFT 7, INTL 7, COOL 11, VITL 11

Speed Bonus: x1.33 (1), top speed 11" and acceleration 11" (+3) [1 CP]

Skill (Unarmed): (DEFT/G), +2 levels (5), all maneuvers (+5). He is the star football player because no one can stop him. [10 CP]

Villains & Vigilantes – Triceratops

Str 24, End 21, Int 9, Agl 6, Cha 15, 215 lbs., level 1

Basic Hits 5; Hit Modifier (2.5) (2.6) (1.0) (0.8) = 5.2000; Hit Points 26; Power 60; Damage Modifier +0; Accuracy -2; Heal Rate 3.0; Carrying Capacity 1,712 lbs.; Basic HTH 1d10; Move 51" ground; Detect Hidden 8%; Detect Danger 12%

Body Power: Tail, allows an extra HTH attack per Action, no additional Power cost, multiple attack penalties do not apply.

Heightened Expertise: +4 to hit with all unarmed combat.

Invulnerability: Ignore 9 points of damage per turn.

Natural Weaponry: Claws, horns and spikes, +2 to hit, +4 damage.

Transformation (Power Activation): Long, painful transformation, takes 2 full minutes.

Villains & Vigilantes – Burton Kreiger

Str 16, End 16, Int 9, Agl 6, Cha 15, 215 lbs., level 1

Basic Hits 5; Hit Modifier (1.6) (1.8) (1.0) (0.8) = 2.3040; Hit Points 12; Power 47; Damage Modifier +0; Accuracy -2; Heal Rate 2.0; Carrying Capacity 612 lbs.; Basic HTH 1d6; Move 38" ground; Detect Hidden 8%; Detect Danger 12%

Heightened Expertise: +4 to hit with all unarmed combat.

Designer's Notes: I wrote some of the background section and all of the tactics section, so do not blame Jack if it sucks.

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Jeff Dee's V&V and Living Legends pages – <http://www.io.com/unigames>

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