

Ubu, the Medjay

Male; Age: 30; Height: 6'; Weight: 1600 lb.

Eyes: Green; Hair: Black

Power Level 10, 150 PP; Abilities 80 + Powers 33 + Advantages 15 + Skills 12 (24 ranks) + Defenses 10

Abilities

| | | | | | | | |
|----------|----|-----------|---|-----------|---|-----------|---|
| Strength | 12 | Agility | 2 | Fighting | 6 | Awareness | 0 |
| Stamina | 14 | Dexterity | 0 | Intellect | 0 | Presence | 6 |

Offense

Initiative: +2

Attack Name Attack Bonus & Resistance DC Notes

Groundstrike: Burst Area Damage 10 . DC 25 Crit 20

Throw +8, DC 27 Bludgeon, Crit 20

Unarmed +8, DC 27 Bludgeon, Crit 20

Powers

✓ Body of the Medjay (24 PP)

✓ Density (1,600 lbs.): Feature 3 (3 PP)

(Personal - Permanent)

✓ Immunity: Immunity 11 (11 PP)

Aging, Critical Hits, Disease, Environmental Conditions (All), Poison, Suffocation: All (Must hold breath, 30 minutes max.) (Personal - Permanent)

✓ Impervious Defense: Impervious Toughness 10 (10 PP)

(Free - Personal - Continuous)

Bodyguard Tactics (2 PP)

(Standard - Close - Instant)

Groundstrike: Burst Area Damage 10 (alternate)

DC 25; Burst Area: 30 feet radius sphere, DC 20; Limited: Rocky and targets must be in contact with the ground (Standard - Close - Instant)

Thunderstomp: Burst Area Affliction 10 (alternate)

1st degree: Vulnerable, 2nd degree: Prone, Resisted by: Fortitude, DC 20; Burst Area: 30 feet radius sphere, DC 20; Instant Recovery, Limited: Rocky and targets must be in contact with the ground, Limited Degree (Standard - Close - Instant)

✓ Powerful Legs (7 PP)

Leaping: Leaping 4 (4 PP)

Leap 120 feet at 30 miles/hour (Free - Personal - Instant)

✓ Speed: Speed 3 (3 PP)

Speed: 16 miles/hour, 250 feet/round (Free - Personal - Sustained)

Advantages

All-out Attack Trade active defense for attack bonus.

Benefit, Wealth (well-off) Gain a significant perk or fringe benefit.

Close Attack 2 +1 bonus to close attack checks per rank.

Connected Call in assistance or favors with a Persuasion check.

Diehard Automatically stabilize when dying.

Great Endurance +5 on checks involving endurance.

Improved Grab Make grab attacks with one arm. Not vulnerable while grabbing.

Improved Smash No penalty for the smash action.

Interpose Take an attack meant for an ally.

Languages 1 Speak and understand additional languages.

Power Attack Trade attack bonus for effect bonus.

Takedown Free extra attack when you incapacitate a minion.

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HERO LAB

Defenses

Dodge 6

Parry 6

Fortitude 14

Toughness 14

Impervious: +10

Will 6

Hero Points: 1

Damage

- ☐ Bruises
- ☐ Dazed
- ☐ Staggered
- ☐ Incapacitated

Fatigue

- ☐ Fatigued
- ☐ Exhausted



Advantages

Ultimate Effort: Fortitude checks Spend a hero point to get an effective 20 on a specific check.

Ultimate Effort: Toughness checks Spend a hero point to get an effective 20 on a specific check.

Movement

Base Movement Speed - 16 miles/hour, 250 feet/round (run 30 miles/hour, 500 feet/round; swim 4 miles/hour, 60 feet/round)

Leaping: Leaping 4 - Leap 120 feet at 30 miles/hour

Routine Jump Distance - Running jump: 24 ft.; standing: 12 ft.; vertical: 4.8 ft.; standing vert.: 2.4 ft.

Speed: Speed 3 - Speed: 16 miles/hour, 250 feet/round

Throwing Distance - Throw 400 tons 6 feet; throw 100 tons 30 feet; throw 25 tons 120 feet

Complications

Motivation: Responsibility Ubu is completely loyal to the Serpent Pharoah and will do anything to keep him safe..

Temper Ubu has a temper that can get the better of him.

Background Information

Languages: Arabic, English

Ubu was a skinny boy that was helping at a dig site to earn some money for food.

After the accident, Ubu was powerful and had a sense of purpose. He feels that he owes everything to the Serpent Pharoah and has dedicated his life to protecting him.

Skills

| | Total | Ranks | Ability | Other |
|--------------------------------|-------|-------|---------|-------|
| Acrobatics | - | - | 2 | |
| Athletics | +14 | 2 | 12 | |
| Deception | +6 | - | 6 | |
| Insight | +0 | - | | |
| Intimidation | +10 | 4 | 6 | |
| Investigation | - | - | | |
| Perception | +6 | 6 | | |
| Persuasion | +8 | 2 | 6 | |
| Ranged Combat: Throwing | +8 | 8 | | |
| Sleight of Hand | - | - | | |
| Stealth | +4 | 2 | 2 | |
| Technology | - | - | | |
| Treatment | - | - | | |
| Vehicles | - | - | | |

Validation Report

Validation Report (0 issues): Nothing identified

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