

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 perquisite 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.

Defenses

| | |
|-----------|----|
| Dodge | 6 |
| Parry | 6 |
| Fortitude | 14 |
| Toughness | 14 |
| Will | 6 |

Impervious: +10

Hero Points: 1

Damage

| | |
|--------------------------|---------------|
| <input type="checkbox"/> | Bruises |
| <input type="checkbox"/> | Dazed |
| <input type="checkbox"/> | Staggered |
| <input type="checkbox"/> | Incapacitated |

Fatigue

| | |
|--------------------------|-----------|
| <input type="checkbox"/> | Fatigued |
| <input type="checkbox"/> | Exhausted |



| Advantages | | Skills | | | |
|---|--|--------------------------------|------------|---------|-------|
| | | Total | Ranks | Ability | Other |
| Ultimate Effort: Fortitude checks | Spend a hero point to get an effective 20 on a specific check. | Acrobatics | - | - | 2 |
| Ultimate Effort: Toughness checks | Spend a hero point to get an effective 20 on a specific check. | Athletics | +14 | 2 | 12 |
| Movement | | Deception | +6 | - | 6 |
| Base Movement Speed - 16 miles/hour, 250 feet/round (run 30 miles/hour, 500 feet/round; swim 4 miles/hour, 60 feet/round) | | Insight | +0 | - | |
| Leaping: Leaping 4 - Leap 120 feet at 30 miles/hour | | Intimidation | +10 | 4 | 6 |
| Routine Jump Distance - Running jump: 24 ft.; standing: 12 ft.; vertical: 4.8 ft.; standing vert.: 2.4 ft. | | Investigation | - | - | |
| Speed: Speed 3 - Speed: 16 miles/hour, 250 feet/round | | Perception | +6 | 6 | |
| Throwing Distance - Throw 400 tons 6 feet; throw 100 tons 30 feet; throw 25 tons 120 feet | | Persuasion | +8 | 2 | 6 |
| Complications | | Ranged Combat: Throwing | +8 | 8 | |
| Motivation: Responsibility Ubu is completely loyal to the Serpent Pharaoh and will do anything to keep him safe.. | | Sleight of Hand | - | - | |
| Temper Ubu has a temper that can get the better of him. | | Stealth | +4 | 2 | 2 |
| Background Information | | Technology | - | - | |
| Languages: Arabic, English | | Treatment | - | - | |
| Ubu was a skinny boy that was helping at a dig site to earn some money for food. | | Vehicles | - | - | |

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

Validation Report

Validation Report (0 issues): Nothing identified

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