

Terry the Tiger

Male; Age: 13; Height: 3' 11"; Weight: 278 lb.

Hair: white and black

Power Level 6, 51 PP, **49 PP left to spend** ; Abilities 16 + Powers 10 +

Advantages 1 + Skills 11 (22 ranks) + Defenses 13

Abilities

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

Offense

Initiative: +2

Attack Name Attack Bonus & Resistance DC Notes

Throw +1, DC 18 Bludgeon, Crit 20

Unarmed +7, DC 18 Bludgeon, Crit 20

Powers

Ü **Growth: Growth 2** (4 PP)

+2 STR, +2 STA, +1 Intimidate, -2 Stealth, -1 active defenses, +2 mass ranks; Innate; Noticeable: a fully-grown freakin' tiger, Permanent (Free - Personal - Permanent)

Ü **Protection: Protection 4** (4 PP)

+4 Toughness (Personal - Permanent)

Ü **Senses: Senses 2** (2 PP)

Acute: smell, Low-light Vision (Personal - Permanent)

Advantages

Equipment 1 5 points of equipment 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: 13 ft.; standing: 6.5 ft.; vertical: 2.6 ft.; standing vert.: 1.3 ft.

Throwing Distance - Throw 1600 lbs. 6 feet; throw 400 lbs. 30 feet; throw 100 lbs. 120 feet



Defenses

Dodge **6**

Parry **6**

Fortitude **6**

Toughness **6**

Will **3**

Hero Points: 1

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted



Terry

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Equipment

CoJ Honorary Communicator Collar COJ-500 2

Complications

- Custom Complication -

Vulnerability Due to his strong sense of hearing, Terry is sensitive to loud noise. If he is attacked by sonics, attacks get +2 to the effect.

Background Information

Languages: Native Language

Terry was the animal companion of the heroine known as Animus. After her demise, he was taken in by Ronald Lexington and his new team, the DC Defenders. When Larry Carter took over, he relocated back to Chicago and, after establishing the Hawk, had Terry flown back to the Windy City. Terry stayed at the Airie even after the team was absorbed into the Champions of Justice.

Recently, he was relocated once again to Horton Valley to live on a special section of land at the Radio Ranch, acting as guard tiger and school mascot.

Skills

	Total	Ranks	Ability	Other
Acrobatics	-	-	2	
Athletics	+3	-	3	
Close Combat: Unarmed	+7	3	4	
Deception	+0	-		
Expertise: Trained Action	+3	5	-2	
Insight	+2	-	2	
Intimidation	+5	4		+1
Investigation	-	-	-2	
Perception	+4	2	2	
Persuasion	+0	-		
Sleight of Hand	-	-	1	
Stealth	+8	8	2	-2
Technology	-	-	-2	
Treatment	-	-	-2	
Vehicles	-	-	1	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Supernatural Handbook: Supernatural Handbook
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