

Lupine

Male; Age: 13; Height: 5'; Weight: 124 lb.

Eyes: Brown; Hair: Black

Power Level 6, 90 PP; Abilities 16 + Powers 58 + Advantages 4 + Skills 9 (17 ranks) + Defenses 3

Abilities

Strength	5	Agility	5	Fighting	3	Awareness	6
Stamina	3	Dexterity	2	Intellect	1	Presence	2

Offense

Initiative: +5

Attack Name

Attack Bonus & Resistance DC

Notes

Claws: Strength-based +4, DC 23 Slashing, Crit 20

Throw +2, DC 20 Bludgeon, Crit 20

Unarmed +4, DC 20 Bludgeon, Crit 20

Powers

ü Speed: Speed 1 (1 PP)

Speed: 4 miles/hour, 60 feet/round (Move - Personal - Sustained)

ü Wolf Form (57 PP)

Activation: Move Action

Claws: Strength-based Strike 3 (3 PP)

Slashing, DC 23 (Standard - Close - Instant)

ü Enhanced Ability: Enhanced Agility 4 (8 PP)

+4 AGL (Free - Personal - Sustained)

ü Enhanced Ability: Enhanced Awareness 4 (8 PP)

+4 AWE (Free - Personal - Sustained)

ü Enhanced Ability: Enhanced Dexterity 2 (4 PP)

+2 DEX (Free - Personal - Sustained)

ü Enhanced Ability: Enhanced Fighting 3 (6 PP)

+3 FGT (Free - Personal - Sustained)

ü Enhanced Ability: Enhanced Stamina 2 (4 PP)

+2 STA (Free - Personal - Sustained)

ü Enhanced Ability: Enhanced Strength 4 (8 PP)

+4 STR (Free - Personal - Sustained)

ü Enhanced Trait: Enhanced Trait 12 (12 PP)

Traits: Perception +6 (+16), Dodge +2 (+7), Parry +4 (+7), Advantages: Benefit, Ambidexterity, Close Attack, Fast Grab (Personal - Sustained)

ü Fur Pelt: Protection 2 (2 PP)

+2 Toughness (Personal - Permanent)

ü Senses: Senses 3 (3 PP)

Accurate: Scent, Acute: Scent (Personal - Permanent)

Advantages

All-out Attack Trade active defense for attack bonus.

Benefit, Ambidexterity Gain a significant perquisite or fringe benefit.

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

Fast Grab Make a free grab check after an unarmed attack.

Languages 1 Speak and understand additional languages.

Teamwork +5 bonus to support team checks.

Uncanny Dodge Not vulnerable when surprised or caught off-guard.

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: 20 ft.; standing: 10 ft.; vertical: 4 ft.; standing vert.: 2 ft.

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Defenses

Dodge 7/5

Parry 7/3

Fortitude 4

Toughness 5

Will 8

Hero Points: 1

Damage

☐

Bruises

☐

Dazed

☐

Staggered

☐

Incapacitated

Movement

Speed: Speed 1 - Speed: 4 miles/hour, 60 feet/round

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

Complications

Impulsive Lupine is young and eager. This makes him always ready to act first and think later. He bristles sometimes under the calculated plans of Mr. Summers, or even the quick planning of his older teammates.

Background Information

Languages: English, Native Language

Jacob Wood is a teenager of the Mashantucket tribe in Connecticut. At age 12, he found he was the victim of an ancient family curse that manifests every few generations. He kept his curse hidden for months before in an argument with a classmate he shifted to his wolf form. Horrified at what his friends and family would think of him, he fled the reservation and made his way to New York City. In New York, he was noticed by some of the superhuman community, he pointed Duncan Summers to him.

Duncan assured Jacob that he could help him control his powers and offered him a scholarship to the Claremont Academy. Jacob has proven extremely gifted and after only a few months was welcomed as a junior member of the Next Gen. Simple meditation exercises have been enough to ensure that Jacob has suffered no more involuntary transformations.

Lupine has been a useful addition to a team feeling the loss of several of its senior members. He is a skilled combatant, able to hold his own against many of the Next Gen's foes, but his tendency to rush into battle has left him in over his head on many occasions.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+7	2	5	
Athletics	+10	5	5	
Deception	+2	-	2	
Insight	+10	4	6	
Intimidation	+2	-	2	
Investigation	-	-	1	
Perception	+16	4	6	+6
Persuasion	+2	-	2	
Sleight of Hand	-	-	2	
Stealth	+5	-	5	
Technology	+3	2	1	
Treatment	-	-	1	
Vehicles	-	-	2	

Validation Report

Validation Report (1 issues): Complications: At least 2 Complications are required

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