

Plasma Dragon

Character created with [Hero Designer](#), version 2006122902

Alternate Identities :

Player Name : NPC Creature

Genre :

Campaign :

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
70	STR	10	60	23-	HTH Damage 14d6 END [7]
15	DEX	10	15	12-	OCV 5 DCV 5
23	CON	10	26	14-	
23	BODY	10	26	14-	
10	INT	10	0	11-	PER Roll 11-/13-
13	EGO	10	6	12-	ECV: 4
30	PRE	10	20	15-	PRE Attack: 6d6
10	COM	10	0	11-	
15/25	PD	14	1		15/25 PD (0/10 rPD)
15/25	ED	5	10		15/25 ED (0/10 rED)
2	SPD	2.5	0		Phases: 6, 12
20	REC	19	2		
50	END	46	2		
71	STUN	70	1		
18"	Running	6	0		
20"	Swimming	2	0		
14"	Leaping	14	0		

169 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **230**

Spent: **230**

Unspent: **0**

Base Points: **250**

Disad Points: **250**

Total Points: **730**

POWERS

Cost	Name	END
30	Thick Hide: Armor (10 PD/10 ED)	0

Cost	Name	END
15	Very Tough: Energy Damage Reduction, Resistant, 50% (30 Active Points); Limited Power Only Against Non-Magical Attacks (-1)	0
15	Very Tough: Physical Damage Reduction, Resistant, 50% (30 Active Points); Limited Power Only Against Non-Magical Attacks (-1)	0
35	Natural Weaponry: Elemental Control, 70-point powers	
70	1) Tail Whip: HKA 2d6+1 (3 1/2d6 w/STR), Reduced Endurance (0 END; +1/2), Double Knockback (+3/4), Area Of Effect (8" Any Area; +1), Selective (+1/4) (122 Active Points); Limited Power AE Must Be A 2-Dimentional 7" Cone (-1/4)	0
35	2) Claws: HKA 2d6+1 (4 1/2d6 w/STR), Autofire (2 shots; Two Clawed Rake; +1/4), Reduced Endurance (0 END; +1) (79 Active Points); Reduced Penetration (-1/4)	0
35	3) Bite: HKA 2d6+1 (4 1/2d6 w/STR), Reduced Endurance (0 END; +1/2), Penetrating (+1/2) (70 Active Points)	0
17	Breath Weapon: Endurance Reserve (63 END, 11 REC) (17 Active Points)	0
4	+2 PER with Hearing Group	0
90	Lightning Breath: RKA 4d6, Area Of Effect (48" Line; +1 1/4) (135 Active Points); No Range (-1/2) [Notes: Due to its mystical nature the breath weapon of the dragons are one of the attacks that are effective against Mazoku.]	13
48	Lightning Breath: RKA 1d6+1, NND (Not Wearing Metallic or Conductive Armor; +1), Does BODY (+1), Area Of Effect (48" Line; +1 1/4) (85 Active Points); Linked (Lightning Breath; Lesser Power can only be used when character uses greater Power at full value; -3/4) [Notes: Due to its mystical nature the breath weapon of the dragons are one of the attacks that are effective against Mazoku.]	8
12	Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees), Telescopic: +8 (24 Active Points); Limited Power Only Work In Water (-1)	0
10	LS (Longevity: Immortal; Water Breathing)	0
24	Heavy: Knockback Resistance -12"	0
24	Long Legs: Running +12" (18" total) [Notes: Though it is a huge creature its legs are proportionally short and it spends most of its time in the water.]	2
34	Inreceased Reach: Stretching 8", Reduced Endurance (0 END; +1/2) (60 Active Points); Always Direct (-1/4), No Velocity Damage (-1/4), no Noncombat Stretching (-1/4)	0
22	Water Is Its Home: Swimming +18" (20" total), Reduced Endurance (1/2 END; +1/4) (22 Active Points)	1

520 Total Powers Cost

SKILLS

Cost	Name
5	AK: The Oceans 14-
2	Graceful In Water: +1 with Swimming
3	Stealth 12-
3	Language: Common (completely fluent) [Notes: Dragon is Native]
3	Persuasion 15-
5	+1 with HTH Combat
16	+2 with All Combat
4	+2 with Tail Whip

41 Total Skills Cost

DISADVANTAGES

Cost	Name
15	Physical Limitation: Gigantic (Frequently, Greatly Impairing)
25	Distinctive Features: Gigantic Dragon (Not Concealable; Extreme Reaction)
15	Psychological Limitation: Reclusive (Common, Strong)
10	Hunted: Mazoku 8- (As Pow, Harshly Punish)
185	Immortal Dragon Bonus

250 Total Disadvantages Cost

APPEARANCE

Hair Colour: Brown

Eye Colour: Brown

Height: 2.00 m

Weight: 100.00 kg

Description:

BACKGROUND

PERSONALITY

QUOTE

POWERS/TACTICS

CAMPAIGN USE

Character created by Eddie Sells

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