



BEAST

Dr. Henry "Hank" Philip McCoy

FIGHTING <i>melee</i>	INCREDIBLE (40)	HEALTH <i>F+A+S+E</i>	150
AGILITY <i>ranged · dodge</i>	INCREDIBLE (40)	KARMA <i>R+I+P</i>	60
STRENGTH <i>damage · grapple</i>	INCREDIBLE (40)	RESOURCES <i>afford by rank</i>	REMARKABLE (30)
ENDURANCE <i>stamina · resist</i>	REMARKABLE (30)	POPULARITY <i>fame</i>	EXCELLENT (20)
REASON <i>knowledge · invent</i>	REMARKABLE (30)		
INTUITION <i>senses · initiative</i>	GOOD (10)		
PSYCHE <i>willpower · magic</i>	EXCELLENT (20)		

MOVEMENT	
GROUND 1 AREA	LEAP 8 AREAS AMAZING · 120 MPH
TALENTS	
BIOCHEMISTRY GENETICS ELECTRONICS	
ACROBATICS/TUMBLING MARTIAL ARTS C AND D	
RESIST DOMINATION MULTI-LINGUAL TRIVIA	
MEDICINE	

POWERS	
SENSE	the number = how sharp this sense is (intensity it detects through)
MOVEMENT	see Movement block above for areas/turn + mph
GP	grapple — roll Strength on the Universal Table
CH	charge — roll Endurance on the Universal Table

FEET AND HANDS	GP	Hank can use his feet as a second set of hands; they are capable of doing everything his hands can do, giving him a +1CS when wrestling. He can walk on his hands for hours, using his feet like hands to pick things up or feed himself. He can write or tie and untie knots equally well with his hands or feet.
CLIMBING	GOOD (10) MOVEMENT	Hank's dexterity is so good and the muscles in his feet and hands are so developed that he can climb any wall or hang from any ceiling that can give him purchase (such as brick or concrete, but not smooth steel or glass) with Remarkable skill.
BALANCE		The Beast's balance is so exceptional that he can walk a tightrope automatically, and a slack rope with an Agility FEAT roll. His sense of balance helps him to fall up to three stories (30 feet) without receiving damage, provided he lands on his feet (Agility FEAT roll required). He can prevent damage from a longer fall by grabbing and swinging off protrusions in the fall's path (flag poles, lamp posts, etc.), as long as he does not fall more than 30 feet between each object and keeps making successful AgilityFEAT rolls.
LEAPING	AMAZING (50) MOVEMENT	The Beast's Strength is considered to be Amazing for purposes of leaping.
SPEED	EXCELLENT (20)	Hank's Ground Speed should be considered as Excellent when sprinting on all fours (much like a chimpanzee). He must make a successful Endurance FEAT roll (modified by -1CS for every round of continuous sprinting) or suffer -1CS in all actions taken during the round in which he stops.
→ BANKED SHOT	INCREDIBLE (40) CH	Beast is a master of the 'banked shot,' that is, leaping from wall to wall or obstacle to obstacle in a single round and ending the round striking his opponent (by using the opponent to stop his momentum). When Beast performs this maneuver he can do nothing else that round, his movement is restricted to no more than 2 areas, he is considered to be Dodging with Incredible Agility, and strikes on the Charging column with Incredible Endurance.
REGENERATIVE FACTOR		Hank has a minor regenerative factor that allows him to recover from illness and broken bones quicker than normal. He can't recover lost limbs or organs, but recovers health faster than a normal mutant would. He recovers 4 health a round when at full rest.
PHEROMONES	GOOD (10)	Hank secretes pheromones at Good ability, they influence men and women alike.
ENHANCED SENSES	REMARKABLE (30) SENSE	Hank has enhanced senses (Smell, Sight and hearing) at Remarkable ability, allowing him to preceive things as far away as 30 areas away. Along with his enhanced senses Hank has developed these power stunts.
→ INFRAVISION	REMARKABLE (30) SENSE	The ability to see in nearly total dark conditions at Remarkable ability over 5 areas.
→ TRACKING	REMARKABLE (30) SENSE	Hank can track at by scent and recognizes scents that he has encountered before at Remarkable ability.

LIMITATIONS	
APPEARANCE	— Hank is a big blue ape, there really is no hiding it.

EQUIPMENT	
X-MEN UNIFORM	The Uniforms are constructed out of Unstable molecule fabric of Remarkable Material. The suits come with a standard Comlink that has a 250 mile range and a GPS tracking device built into it. The suits are insulated providing Good Protection vs. Heat and Cold as well as being designed to hide the wearer from mutant scanning equipment, with the exception of the Cerebro. Consider this to be Amazing protection vs. Electronic Mutant Detection. The Suits are also lined with a material designed by both Forge and Hank McCoy that provides body armor, The suits originally provided Gd vs. Physical (due to only a Kevlar lining) but have now been upgraded to Excellent Vs. Physical and Energy. The armor is extremely light and is no thicker or heavier then a standard tee-shirt.

CONTACTS

ALL THE X-MEN HAVE CONTACTS WITH THEIR TEAMMATES

PAST X-MEN

THE NEW MUTANTS AS WELL AS OTHER X-RELATED TEAMS

PROFESSOR XAVIER

LILANDRA

THE STARJAMMERS. ALSO HANK HAS BEEN A MEMBER OF THE AVENGERS

HAS CONTACTS WITH ALL OF THEM (AVENGERS USUALLY STAY VERY CLOSE

EVEN AFTER LEAVING THE TEAM). HANK ALSO WAS A MEMBER OF THE NEW DEFENDERS

CAN CALL UPON NON-X-MEN RELATED MEMBERS INCLUDING VALKYRIE

GARGOYLE

MOONDRAGON

THE ALIEN CALLED CLOUD