

STATISTICS:

F IN(40)
A RM(30)
S RM(30)
E IN(40)
R GD(10)
I EX(20)
P EX(20)

Health: 140 **Str:** 27

Karma: 50

Resources: MN

Popularity: 0

Height: Unrevealed

Weight: Unrevealed

Eyes: Unrevealed

Hair: Black

BACKGROUND

Real Name: Unknown

Occupation: Hunter/Warrior

Legal Status: Inapplicable

Identity: Unknown to the general public of Earth

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: The Predator Tribe

Base of Operations: Mobile throughout the Universe

Present Group Affiliation: Predators have no known allegiance besides each other

KNOWN POWERS:

Body Armor: Typical Resistance to Physical and Poor Resistance Energy attacks

Claws: Remarkable damage

Talents:

Martial Arts A,B, Weaponry

Equipment:

Wrist Claw: Two-pronged retractable blade that causes Remarkable Edged damage, and is composed of Incredible material. The Wrist-Claw also

contains a timed self-destruct mechanism that causes a blast of Monstrous intensity and range

Discus Razor: Remarkable Edged Damage, Incredible material; once thrown, it guides itself with Incredible accuracy.

Shoulder Laser: A Predator carries a shoulder-mounted cannon that fires Amazing intensity energy blasts, and targets with Incredible accuracy.

Retractable Spear: A Hunter's Spear is made of Incredible material and causes Incredible

Edged damage. It may retract to half its length.

Razor-Net: Victim is held as if with an Incredible Grappling attack while the constricting blades cause Remarkable edged damage.

Cloaking Device: The Predator's Cloaking Device is a light-bending mechanism which gives it Typical invisibility.

Life-Support Helmut: Provides a Predator Incredible Life Support, along with Excellent Infra-Vision



DC STAT BOX

DEX: 8	STR: 8	BODY: 7
INT: 4	WILL: 6	MIND: 6
INFL: 5	AURA: 6	SPIRIT: 6
INITIATIVE: 21	HP: 55	

Powers:

Claws: (EV: 06), Teeth: (EV: 01), Skin Armor: 01

Skills:

Martial Arts: 09, Martial Arts (Natural Weapons): 10, Military Science (Demolition): 05, Military Science (Camouflage, Danger Recognition): 07, Military Science (Tracking): 10, Weaponry: 08

Bonuses and Limitations:

**Martial Arts* skill includes *Natural Weapons*

Advantages: Iron Nerves, Languages (Universal Translator: see Equipment), Lightning Reflexes, Sharp Eye

Disadvantages: Strange Appearance, SIA (to Hunting Dangerous Prey)

Equipment:

Cloaking Device: (Invisibility: 05)
 Discus Razor: (BODY 06, EV 04), (Self-Guiding)
 Razor-Net: (BODY: 09, EV: 4), (Grappling: 09)
 Retractable Spear (BODY 09, EV 04 [10 w/STR])
 Shoulder Laser: (EV: 14)
 Wrist Claw: (BODY 06, EV 03 [08 w/STR]), (Bomb: 16)

Blending 6, Enhanced Senses 6 (Infra-Vision), Life Support 10)

Shoulder Laser 15

Spear +4

Retractable

Wrist Claw +3

Retractable, Self-Destruct 17

CALLING: Thrill-Seeker, Glory Hound

HINDRANCE: Monstrous

MARVEL UNIVERSE:

ABILITIES:

Intelligence: 3

Strength: 5

Agility: 3

Speed: 3

Durability: 5

5

15

SAGA STAT BOX

12 Strength Intellect 4

2 Edge * Hand Size 4

8 Agility Willpower 6

SKILLS:

Brawling, Natural Weapons, Spears, Flinging, Marksmanship, Pilot (Spacecraft), Astronomy, Intimidation, Survival, Tracking

POWERS:

Body Armor +1
 Claws +2
 Teeth +1

EQUIPMENT:

Helmet

ACTIONS:

Close Combat: 6
 (Strength Bonus or Weapon Modifier)
 -Hand-to-Hand
 Ranged Combat: 6
 (Strength Bonus or Weapon Modifier)
 Hunting/Tracking: 7
 -Stalking
 -Outdoor Survival
 -Spot/Set Ambush
 -Spot/Set Traps
 Black Ops: 6
 -Covert Operations
 -Surveillance
 -Infiltration
 -Assassination
 Vehicle Operations: 5
 -Spacecraft
 Social Skills: 3
 -Predator Culture



MODIFIERS:

Toughness: (+2)
 Reflexive Dodge: +2
 Claws: (+2)

EQUIPMENT:

Helmet (+2) Infravision, Life-Support
 Shoulder Laser (+7)
 Spear (+3) Retractable
 Wrist Claw (+3) Retractable, (Contains Self-Destruct +8)

DISADVANTAGES:

Fanatic (Hunting/Ritual Combat) +3D,
Obsessive Tendencies +3D,
Sworn Enemy (Alien Hive) +4D,
Unattractive Appearance +2D (one ugly mother****er))

SPEED: 30

PDV: 6

P/L BONUS: +3

UNARMED BODY BDV: 5D

HERO POINTS: 1

BODY POINTS: 65

VILLAIN POINTS: 7

CHARACTER POINTS: 79

NATURAL ABILITIES:

Natural Armor 1D, Natural Weapons (claws) +3D

EQUIPMENT:

Helmet (Light Manipulation 4D
 [Limitation: Invisibility

DC UNIVERSE:

REFLEXES 4D: Brawling 10D, climbing 8D, dodge 8D, martial arts 10D, Melee Weapons 8D, piloting 8D, sneak 10D

COORDINATION 4D Catch 7D, marksmanship 10D, missile weapons 10D, thievery 9D

PHYSIQUE 7D: Leap 8D, lifting 11D, resistance 8D, running 8D

KNOWLEDGE 2D Computer Ops 10D, demolitions 8D, languages 10D, medicine (first-aid) 6D, navigation 6D (Space +3D)

PERCEPTION 2D Hide 10D (18D with Cloaking Device), repair 6D, search 8D, shadowing 10D, streetwise 8D, surveillance 8D, survival 10D, tracking 11D

PRESENCE 2D Intimidation 8D, willpower 6D

ADVANTAGES: Acute Balance -2D, Courage -2D, Fast Reactions -4D, Hardiness -4D, Preparedness -4D, Speed Draw (Wrist-Claw) -2D Technologically Advanced -30

POWER GRID	1	2	3	4	5	6	7	8	9	10	11	12
INTELLIGENCE												
STRENGTH												
SPEED												
DURABILITY												
ENERGY PROJECTION												
FIGHTING SKILLS												

only], Infra-Vision, Life Support), Shoulder Laser (BDV 7D), Spear (BDV 3D, Retractable), Wrist Claw (BDV 3D; Retractable; Contains Self-Destruct Device Bomb 17)



PREDATOR

PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
8	10	5	5	11	1	2	2

POWERS

Discus Razor: Strength based Ranged Damage 2 - 2 *points*

Helmet: Concealment 4 (All Visual), Blending, Senses 4 (Analytical Vision, Extended, Infrared Vision), Removable (-1): - 7 *points*

Shoulder Laser: Ranged Damage 11, Easily Removable (-6) - 18 *points*

Wrist Claw: Strength based Damage 3 - 3 *points*

EQUIPMENT

Retractable Spear: Strength-based Damage 3 – 3 *points*

ADVANTAGES

Assessment, Close Attack, Defensive Roll 2, Diehard, Equipment 4, Fearless, Improved Aim, Improved Initiative, Quick Draw, Ranged Attack 2, Tracking

SKILLS

Athletics 4 (+11), Expertise: Hunting 12(+13), Insight 1 (+5), Intimidation 8 (+10), Perception 7 (+11), Stealth 8 (+12), Technology 8 (+10), Treatment 5 (+7), Vehicles 1 (+6)

OFFENSE

INITIATIVE +8

Discus Razor + 9	Ranged, Damage 10
Retraceable Spear +10	Close Damage 11
Shoulder Laser +12	Ranged, Damage 11
Unarmed +10	Close Damage 8
Wrist Claw +10	Close Damage 11

DEFENSE

DODGE	8	FORTITUDE	10
PARRY	14	TOUGHNESS	9/7*
WILL	6	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	88	SKILLS	27
POWERS	30	DEFENSES	10
ADVANTAGES	16	TOTAL	171

COMPLICATIONS

The Most Dangerous Game: The Predator's entire culture is about hunting dangerous prey – the nastier the better, up to and including the biomechanical xenomorphs of the Alien series. Their societal hierarchy is similarly based on one-on-one personal combat.

