

TYRANNOSAURUS REX

STATISTICS:

F RM(30)
A GD(10)
S AM(50)
E UN(100)
R FB(2)
I FB(2)
P GD(10)

Health: 190 **Str:** 42

Karma: 14

Resources: Not Applicable

Popularity: -50

Height: 18' (average)

Length: 40' (average)

Weight: 6 to 8 tons

Eyes: Yellow

Hair: None

BACKGROUND

Real Name: Not Applicable – Tyrannosaurus rex is the genus-species name

Occupation: Top Predator, occasionally giant rampaging monster

Legal Status: Inapplicable

Identity: Inapplicable

Place of Birth: North America

Marital Status: Inapplicable

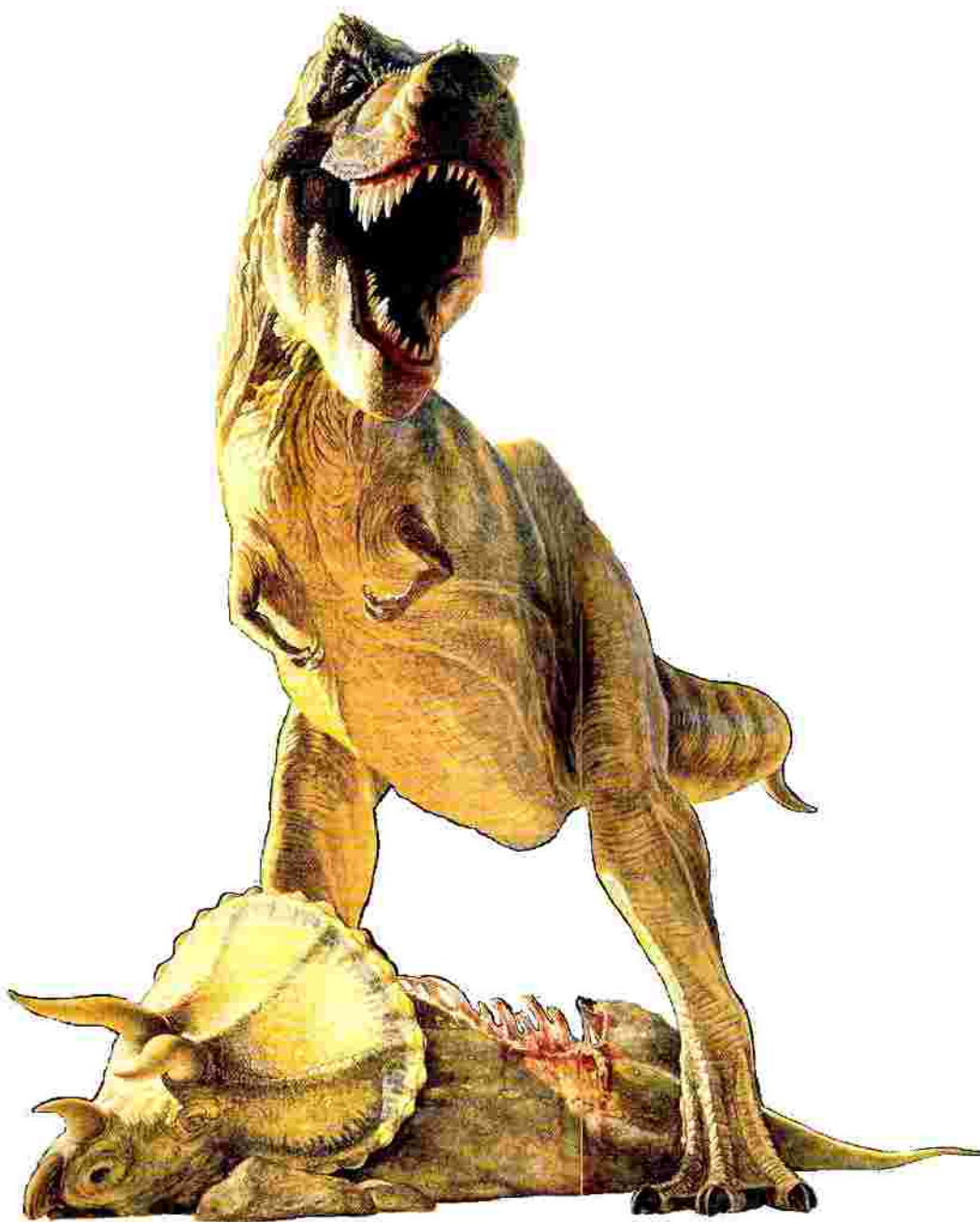
Base of Operations: Prehistoric North America, although the species exists in isolated pockets throughout the world. Mobile

Present Group Affiliation: None. Occasionally runs in packs.

KNOWN POWERS:

Body Armor: Excellent protection against Physical and Energy attacks.

Teeth: Monstrous edged damage. The T. rex had exceptionally strong jaws and any Kill result will result in the



target suffering a -1CS to their Endurance roll. Also, any target in a Tyrannosaurus' jaws is considered held with Monstrous Grappling ability

Tail: The T. rex' tail can strike for Monstrous blunt damage

Stomp: T. rex can stomp for Monstrous blunt damage

Tracking: T. rex' big nose give it Amazing Tracking ability

DC STAT BOX

DEX: 4	STR: 12	BODY: 10
INT: 0	WILL: 2	MIND: 2
INFL: 1	AURA: 1	SPIRIT: 4
INITIATIVE: 6	HP: N/A	

Powers:

Analytical Smell/Tracking
Scent: 07, Claws (Teeth) (EV: 13), Extra Limb (Tail): (EV: 13), Growth: 07, Running: 05,

TYRANNOSAURUS REX

Skin: Armor: 02

HINDRANCE: Monstrous

ACTIONS:

Close Combat: 4
(Strength Bonus or Weapon Modifier)

Bonuses and Limitations:

**Growth* is Always On and is already factored in

MARVEL UNIVERSE:

Skills:

Martial Arts (Natural Weapons): 08, Military Science (Tracking): 10

ABILITIES:

Intelligence: 0
Strength: 7
Agility: 1
Speed: 3
Durability: 6

Advantages: None

Connections: N/A

Drawbacks: Strange Appearance

6

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MODIFIERS:

Toughness: (+2), Nullifies Armor Penetration, No 2x Damage
Teeth: (+5)
Tail: (+4)

SAGA STAT BOX

15 Strength Intellect 0

2 Edge * Hand Size 4

5 Agility Willpower 3

SKILLS:

Natural Weapons; Tracking

POWERS:

Additional Limb +6
(Tail) Limit: Whiplash attack only

Body Armor +2

Claws +2

Enhanced Senses

Scent 16, Vision 6
(Binocular)

Teeth +7

CALLING: Animal Nature

DC UNIVERSE:

REFLEXES 4D: Brawling
8D, dodge 6D

COORDINATION 3D

PHYSIQUE 14D: Lifting
15D, resistance, 16D,

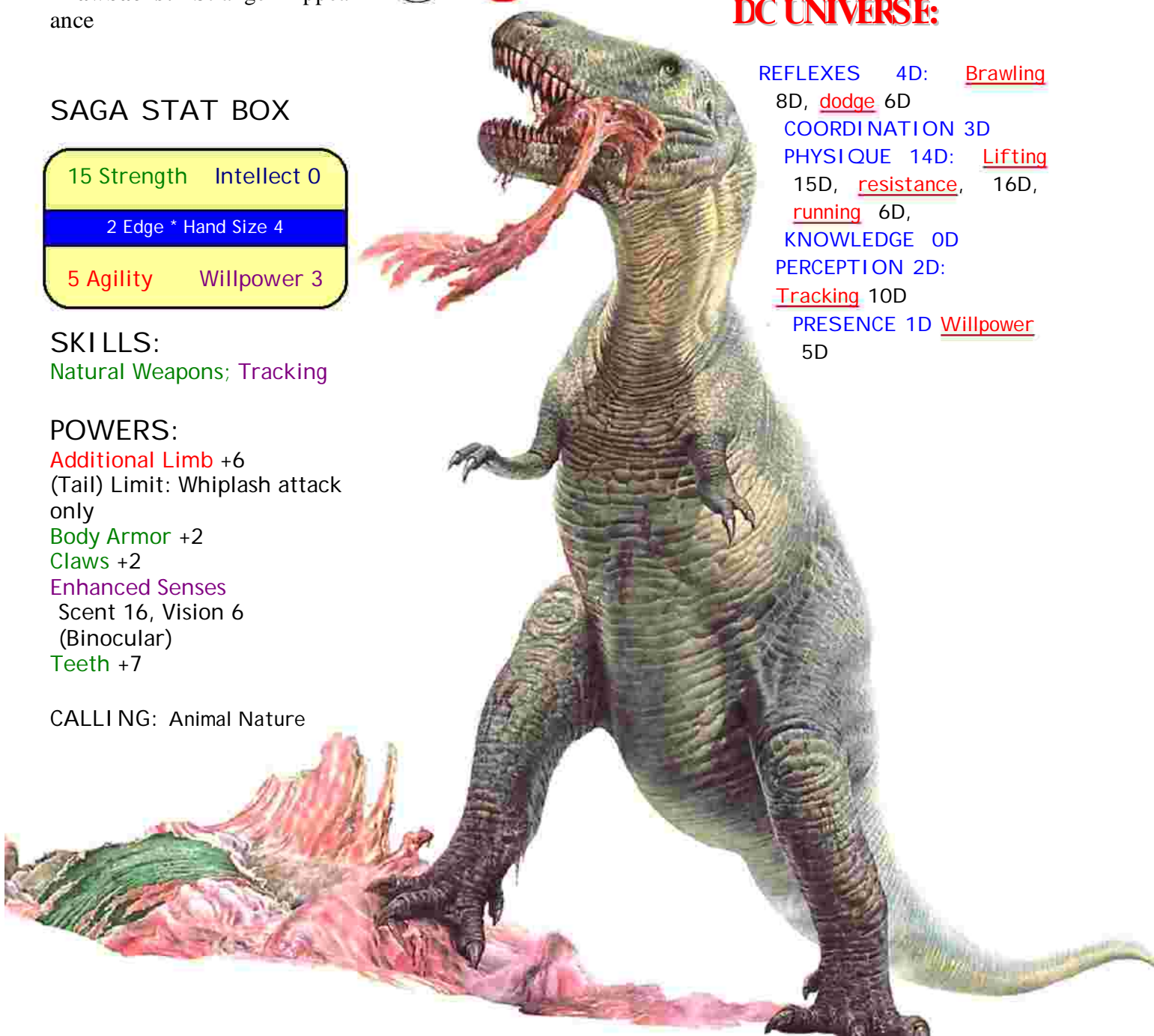
running 6D,

KNOWLEDGE 0D

PERCEPTION 2D:

Tracking 10D

PRESENCE 1D Willpower
5D



TYRANNOSAURUS REX

ADVANTAGES: Courage -2D

DISADVANTAGES: Enemy (Triceratops - prey) +3D, Enemy (Deinonychus - rival predator) +3D, Unattractive Appearance +2D (gigantic spike-toothed monster)

SPEED: 35

PDV: 2

P/L BONUS: +9

UNARMED BODY BDV: 1D

HERO POINTS: 0

BODY POINTS: 100

VILLAIN POINTS: 5

CHARACTER POINTS: 36

NATURAL ABILITIES:

Natural Armor 4D, Natural Weapons (claws) +2D,

Natural Weapons

(teeth)

+6D

(NOTE: due to the immense strength of its heavily reinforced skull, a Tyrannosaurus rex also gains +6D to its Physique score for any action involving biting), Natural Weapons (tail) +6D, Darkness Vision (+2D to Perception score for seeing in the dark), Supersenses 4D (scent), Supersenses (2D) (eyesight)

(NOTE: T. rex is represented in the modern world by a number of descendant species; see entries for Gwangi, Godzillasaurus, and Vastatosaurus rex.)

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



TYRANNOSAURUS REX

PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
11	6	1	2	8	-3	1	0

POWERS

Growth: Growth 8 (Innate; Permanent) – 16 points
Scaly Hide: Protection 9 – 9 points
Senses 4 (Low-Light Vision, Scent, Track) – 4 points
Teeth: Strength-based Damage 5, Penetrating 10 – 15 points

ADVANTAGES

All-out Attack, Fast Grab, Improved Critical (Teeth), Power Attack

SKILLS

Close Combat: Teeth 4 (+12), Perception 6 (+7), Expertise (Survival) 4 (+6)

OFFENSE

INITIATIVE +1

Teeth +13 Close Damage 16 (Penetrating 10) Crit. 19-20

DEFENSE

DODGE	-2	FORTITUDE	16
PARRY	9	TOUGHNESS	14
WILL	8		

POWER POINTS

ABILITIES	52	SKILLS	7
POWERS	44	DEFENSES	18
ADVANTAGES	4	TOTAL	125

KING OF THE TYRANT LIZARDS

Despite the recent discovery of larger theropods – Giganotosaurus, and possibly Carcharodontosaurus and Spinosaurus, the mighty T. rex remains the single most destructive predatory force that ever evolved on land. In spite of its great size, Tyrannosaurus retained adaptations for speed similar to its ostrich-mimic relatives, it had developed forward-facing eyes, giving it advanced binocular vision, and was also the largest-brained of all dinosaurs, so it had an intellectual edge over the competition as well.

It was its jaws, however, that truly separated the T. rex from the field. The extreme skull strength of T. rex far outclassed any of the other contenders, its wide, heavily reinforced skull boasting jaw muscles nearly as powerful as its legs. And as opposed to the slashing blades of the narrow-skulled, allosaurian Giganotosaurus, T. rex' banana-thick teeth, arranged like a sharpened ice-cream scoop that actually bit OUT huge chunks of flesh, combined with its thick, muscular neck, gave the Tyrannosaurus an attack similar to a charging Great White Shark – a massively destructive first strike - an especially devilish variation of the theropod attack and retreat strategy that left T. rex' prey completely incapacitated or dead – a necessary adaptation considering the large and dangerous horned dinosaurs that comprised the bulk of its prey.

