

# Character Dossier:

## Dr. Jurassic (250 pts)

**Name:** Daniel James Tunbridge, Ph.D.

**Nationality:** British

**DOB:** March 22, 1969

**Height:** 5'9" (or 29'9")

**Race:** Caucasian

**DOD:** —

**Weight:** 171 lbs (or 10.6 tons)

**Appearance:** Dr. Tunbridge is a normal-looking paleontologist, with short brown hair in a bad haircut. He is the last person in the world you would think could transform into a thirty-foot-tall Tyrannosaurus Rex with all the terrifying trimmings.

**Known Superhuman Abilities:** In his T-Rex form Dr Jurassic's roar is stunningly loud, his sense of smell is so acute he can track "prey" for miles, and his jaws can smash through thick armor armor. As T-Rex he retains his intelligence and can even speak, although he can't form "P", "F" and "B" sounds with his huge, lipless palate.

**History:** Dr. Daniel Tunbridge is a world-renowned paleontologist. In the 1990s he served as an advisor on a very successful series of Hollywood dinosaur movies and has starred on cable programs about dinosaurs. He was preparing to shoot a series on the BBC when he came to the attention of the Sons of Eden, fundamentalists who aggressively promoted creationism. They abducted Tunbridge, planning to tape his testimony exposing the "evolutionary conspiracy" as a Satanic plot.

Police found Tunbridge naked in the ruins of a small house, surrounded by the half-eaten bodies of his kidnappers. Tunbridge could not remember what had happened. A suspicious medical examiner determined that Dr. Tunbridge had not in fact eaten the kidnappers. No charges were pressed, but gradually Tunbridge discovered he could transform himself into a T-Rex at will.

Tunbridge has since become a household name. He is exceptionally popular in Japan, where his T-Rex face adorns shoes, billboards and breakfast cereals. He donates the proceeds anonymously to the Society for Paleontology and Archaeology.

### Archetype (5 pts)

Mutant

### Stats (99 pts)

**Body** 2d (10 pts)

**Mind** 5d (25 pts)

**Coordination** 2d (10 pts)

**Charm** 3d (15 pts)

**Sense** 2d (10 pts)

**Command** 3d (15 pts)

**Base Will** 11 (12 pts)

**Willpower** 13 (2 pts)

**Motivations:** Loyalty to victims of Talent wrongdoing (5); Passion for paleontology (5).

### Skills (40 pts)

Brawling 2d (4d), Dodge 2d (4d), Knowledge (computers) 2d (7d), Knowledge (paleontology) 5d (10d), Perception 2d (5d), Persuasion 4d (7d), Research 3d (8d).

### Powers (106 pts)

**T-Rex Form** 2hd (U U U U D; 11 per die; 44 pts)

*Useful (change form) Extras and Flaws:* Endless +3, Obvious -1, Self Only -3.

*Useful (damage does not transfer) Extras and Flaws:* Attached to "change form" quality -2, Permanent +4, Self Only -3. *Capacities:* Self.

*Useful (Size Shift) Extras and Flaws:* Attached to "change form" -2, Booster +2, Full Power Only -1, If/Then (up only) -1. Permanent +4, Self Only -3. *Capacities:* Self.

*Useful (Extra Tough) Extras and Flaws:* Always On -1, Attached to "change form" -2, Engulf +2, Permanent +4, Self Only -3. *Capacities:* Self.

*Useful (Custom Hit Locations) Extras and Flaws:* Attached to "change form" -2, Permanent +4, Self Only -3.

*Defends Extras and Flaws:* Armored Defense -2, Attached to T-Rex Form -2, Interference +3, Permanent +4. *Capacities:* Self.

*Effect:* Tunbridge can transform into a Tyrannosaurus Rex. In T-Rex form he has two more wound boxes on each hit location, and his hit locations change. Damage he takes in T-Rex form disappears when he reverts to human (and vice versa), but if he returns to the other form the damage remains until he heals. In T-Rex form he has HAR 2.

**Hyperstat (Body) +7d (4 per die; 28 pts)**

*Extras and Flaws:* Attached to T-Rex Form -2, Attacks quality +2.

*Effect:* In T-Rex form, Dr. Jurassic has +7d Body and his hand-to-hand attacks inflict width + 2 in Shock and Killing damage.

**Enhanced Body Stat 2d (+1 per die; 2 pts)**

*Extras and Flaws:* If/Then (enhanced only in T-Rex Form) -1, Attacks quality +2.

*Effect:* In T-Rex form, Dr. Jurassic's original Body Stat dice also do greater damage.

**Hyperstat (Sense) +1wd (1 per die; 4 pts)**

*Extras and Flaws:* Attached to T-Rex Form -2, Booster (range) +1, If/Then (smell only) -2.

*Effect:* In T-Rex form, Dr. Jurassic's sense of smell is far more acute than a human's, and he can pick up scents ten times farther away. (He must prepare a round for a bonus die to roll with his Wiggle Die, since his normal Sense Stat does not have Booster.)

**Stomp or Chomp 2hd (A+4; 6 per die; 24 pts)**

*Attacks Extras and Flaws:* Attached to T-Rex Form -2, Engulf +2, If/Then (only on a target smaller than him) -1, Penetration +3, Slow -2. *Capacities:* Mass.

*Effect:* Dr. Jurassic can stomp a human-sized enemy into the ground or bite with his enormous teeth, inflicting damage to every hit location at once.

**Roar 2hd (A; 1 per die; 4 pts)**

*Attacks Extras and Flaws:* Attached to T-Rex Form -2, Controlled Effect +1, Limited Damage (Shock only) -1, Non-Physical +2, Obvious -1, Radius +2, Touch Only -2. *Capacities:* Touch (10-yard radius).

*Effect:* Dr. Jurassic's roar inflicts 2 Shock to hit location 10 of everything within 10 yards. It ignores ordinary defenses, but anything that blocks sound waves stops it altogether.

### Attacks

Bash 10d (width + 2 in Shock and Killing)

Stomp or chomp 2hd (width + 4 in Shock and Killing, Penetration 3, Engulf)

Roar (width + 2 in Shock, hit location 10, 10-yard radius)

### Defenses

HAR 2

### T-Rex Hit Locations

Height	Location	Wound Boxes
1-2	Left Leg	8
3-4	Right Leg	8
5	Left Arm	5
6	Right Arm	5
7-8	Torso	12
9-10	Head	8