

MIGHTY PROTECTORS®

PLAYER: NPC Villain

NAME: HORNET TRUE I.D.: Henry Barnett
 SIDE: Evil BIRTHPLACE: Baltimore, MD, USA
 SPECIES: Human CULTURE: Modern
 AGE: 20 SEX: Straight Cis Male
 WEIGHT: 160 lbs MASS: d4
 BACKGROUND: Thief, Demolitionist
 STORY: Blinded by the explosion when trying to blow open a supermarket safe, Henry was given new cyber eyes by a secret benefactor in exchange for his obedience.
 MOTIVATION: Opportunist WEALTH: d4
 ORIGIN TYPE: Science Project LUCK: 10-
 LEGAL STATUS: Wanted



CPs:

ABILITIES

CPs	INVENTING: <u>7</u> <u>Unspent</u>	IPs:
<u>5</u>	<u>EXPERIENCE LEVELS: +1 defense, +1 skill</u>	
<u>15</u>	<u>FLIGHT: 24/384/131mph (22.5), Gear (-5), 12 1-hour charges (-2.5) OOOOOO OOOOOO</u>	
	<u>VIBRATION:</u>	
<u>13</u>	<u>A) Vibratory Blast: d8+d10 Sharp Kinetic dmg, disable mechanisms (7.5), (AG)=N" rng (-2.5), Multi-Function Gear (-2.5), 18 shared charges (+10) OOOOOO OOOOOO OOOOOO</u>	
<u>20</u>	<u>B): Non-Corporeality, 1" to shift, (20), Multi-Function Gear (-2.5)</u>	
	<u>18 Shared Charges to desolidify (+2.5)</u>	
	<u>CYBERNETICS:</u>	
<u>15</u>	<u>Heightened Senses: Global Default Vision (+10), Acute Default Vision +3 (2.5), Amplified Default Vision: 1 Level (+5), Multi-Function Gear (-2.5)</u>	
<u>5</u>	<u>Heightened Expertise: +2 to hit (7.5), Multi-Function Gear (-2.5)</u>	
<u>-5</u>	<u>PERSONAL PROBLEM: Agent: Obeys those who fixed his eyes, once per 5 episodes (-5)</u>	

CPs	SCORE								
<u>15</u>	ST <u>15</u>	SAVE	CARRYING CAPACITY: <u>240</u> lbs	BASE HTH DMG: <u>d6+1</u>					
<u>15</u>	EN <u>15</u>	<u>11 -</u>	ATTACKS:	To Hit	Damage	Damage Type	DEFENSES:		
<u>20</u>	AG <u>20</u>	<u>12 -</u>	<u>Punch</u>	<u>17</u>	<u>d6+1</u>	<u>Blunt Kinetic</u>	Physical	Mental	
<u>13</u>	IN <u>13</u>	<u>11 -</u>	<u>Vibro Blast</u>	<u>17</u>	<u>d8+d10</u>	<u>Sharp Kinetic</u>	<u>3</u>	<u>2</u>	
<u>15</u>	CL <u>15</u>	<u>11 -</u>		<u>17</u>					
V			EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic
V	BASE	<u>146</u>							
V	SPENT								
<u>146</u>	TOTAL	<u>146</u>							

INITIATIVE: d6+1 MOVE: Ground 17 Flight 24/384
 POWER (63): _____
 HITS (18): _____ HEALING: 2.2
 CAPS: BCs: 39 Ability: 29 Dmg: 14 GEAR: Break: 10 Take: 11 Disarm: 8 GBC: 15