

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: SHOCKER TRUE I.D.: Johnny Shakura
 SIDE: Evil BIRTHPLACE: Detroit, Michigan USA
 SPECIES: Human CULTURE: Modern
 AGE: 22 SEX: Straight Cis Male
 WEIGHT: 190 lbs MASS: d6
 BACKGROUND: Chemical Plant Technician, Japanese Culture
 STORY: He gained his powers when he fell into a battery acid vat at a chemical plant. Criminals persuaded him to use his powers to their advantage. He is in love with Evergreen, and will refuse any order which seriously harms her.
 MOTIVATION: Mercenary WEALTH: d4
 ORIGIN TYPE: Science Accident LUCK: 10-
 LEGAL STATUS: Wanted

CPs:	ABILITIES	IPs:
	<u>INVENTING: 6 Unspent</u>	
<u>10</u>	<u>EXPERIENCE LEVELS: +1 to hit, +1 defense, +1 skill</u>	
	<u>LIGHTNING CONTROL:</u>	
<u>10</u>	<u>A) Electrical Bolt: (ENx2)=30"rng, PR=4, 2d8 Energy damage/+2 vs electrical targets (10)</u>	
<u>15</u>	<u>B) Electrical Field: 1 Action to activate, PR=1 per use, d8+1 Energy damage (15)</u>	
<u>15</u>	<u>C) Gear Control: (ENx2)=30"rng, PR=4 per use, GBC, EN or Mass save @-7 vs. Energy (15)</u>	
	<u>Recover between rounds or if ordered against its nature at further -10 difficulty</u>	
	<u>CHEMICAL ABILITIES:</u>	
<u>15</u>	<u>A) Chemical Blast: (ST)=12"rng, PR=2, 2d8 Bio damage (5)</u>	
<u>10</u>	<u>B) Chemical Field: d6+1 Bio dmg (10), PR=0 (+2.5), 5" Area (+10), Only when he takes Hits (-5), only in 45' arc in attack direction (-5), Stays Active/Constant (+10), Can't Hold Back (-7.5), Doesn't provide protection (-5)</u>	

CPs	SCORE							
<u>12</u>	ST <u>12</u>	SAVE	CARRYING CAPACITY: <u>120</u> lbs	BASE HTH DMG: <u>d6</u>				
<u>15</u>	EN <u>15</u>	<u>11 -</u>	ATTACKS:	To Hit	Damage	Damage Type	DEFENSES:	
<u>12</u>	AG <u>12</u>	<u>11 -</u>	<u>Punch</u>	<u>15</u>	<u>d6</u>	<u>Blunt Kinetic</u>	Physical	Mental
<u>12</u>	IN <u>12</u>	<u>11 -</u>	<u>Electro/Chem Blast</u>	<u>15</u>	<u>2d8</u>	<u>Energy/Bio</u>	<u>2</u>	<u>2</u>
<u>12</u>	CL <u>12</u>	<u>11 -</u>	<u>Gear Control</u>	<u>15</u>	<u>varied save@-7</u>	<u>Energy</u>		

V	EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE <u>138</u>	<u>Electrical Field</u>	<u>(d8+1)</u>	<u>(d8+1)</u>	<u>(d8+1)</u>	<u>(d8+1)</u>	-	-
V	SPENT							
<u>138</u>	TOTAL <u>138</u>							

INITIATIVE: d6 MOVE: Ground 13 Leaping 0.6316
 POWER (51):
 HITS (13): HEALING: 2.2
 CAPS: BCs: 37 Ability: 27 Dmg: 14 GEAR: Break: 10 Take: 11 Disarm: 8 GBC: 15