

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: MERCURY MERCENARY TRUE I.D.: unknown
 SIDE: Evil BIRTHPLACE: unknown
 SPECIES: Human CULTURE: Modern
 AGE: 28 SEX: Straight Cis Male
 WEIGHT: 190 lbs MASS: d6
 BACKGROUND: Mercenary x2
 STORY: His memories begin with a bloody South American conflict, where he was struck by lightning. He avoids anything which must remind him of his true identity.
 MOTIVATION: Mercenary WEALTH: d4
 ORIGIN TYPE: Science Accident LUCK: 10-
 LEGAL STATUS: Wanted

CPs:	ABILITIES	IPs:
	<u>INVENTING: 8 Unspent</u>	
<u>20</u>	<u>EXPERIENCE LEVELS: +2 to hit, +2 defense, +2 skill (20)</u>	
<u>20</u>	<u>SUPER SPEED: +2 turns per round, PR=4 (20)</u>	
<u>13</u>	<u>HEIGHTENED EXPERTISE: Military armaments, +4 to hit (12.5)</u>	
<u>5</u>	<u>SPECIAL WEAPON: Small Blade, +0 to hit, +d6 sharp kinetic damage (5)</u>	
<u>5</u>	<u>SPECIAL WEAPON: Pistol, (AGx2)=30" rng, +0 to hit, d10+1 sharp kinetic dmg, 12 charges (5)</u> <u>OOOOOO OOOOOO</u>	
<u>10</u>	<u>SPECIAL WEAPON: 2d8 Energy dmg (17.5), (AG)=N" rng (-2.5), 3" Area (+5), 3 charges (-10):</u> <u>OOO</u>	
<u>-5</u>	<u>PERSONAL PROBLEM: Amnesia. He has no memory of his life before the accident that gave him his abilities (-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>15</u>	AG <u>15</u>	<u>11 -</u>	<u>Knife</u>	<u>20</u>	<u>2d6+1</u>	<u>Sharp Kinetic</u>	Physical	Mental	
<u>15</u>	IN <u>15</u>	<u>11 -</u>	<u>Pistol</u>	<u>20</u>	<u>d10+1</u>	<u>Sharp Kinetic</u>	<u>3</u>	<u>3</u>	
<u>30</u>	CL <u>30</u>	<u>14 -</u>	<u>Grenade</u>	<u>20</u>	<u>2d8</u>	<u>Energy</u>			

V	EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE <u>158</u>							
V	SPENT	< <u> </u>						
<u>158</u>	TOTAL <u>158</u>							

INITIATIVE: 2d8 MOVE: Ground 15 Leaping 1.2632
 POWER (60):
 HITS (19): HEALING: 2.2
 CAPS: BCs: 41 Ability: 31 Dmg: 15 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 16