

MIGHTY PROTECTORS®

PLAYER: NPC Hero

NAME: ENFORCER TRUE I.D.: Eric Forrest
 SIDE: Good BIRTHPLACE: Georgia, USA
 SPECIES: Human CULTURE: Modern
 AGE: 27 GENDER: Straight Cis Male
 WEIGHT: 170 lbs MASS: d4
 BACKGROUND: Secret Agent, Bodyguard
 STORY: After disobeying 'The Company' when they ordered him to eliminate Dr. Friedrich, whom he'd previously been assigned to protect, Friedrich gave him the only dose of his secret formula. Forrest gained powers, but Friedrich died anyway.
 MOTIVATION: Utopian WEALTH: d4
 ORIGIN TYPE: Science Project LUCK: 10-
 LEGAL STATUS: Member of the Crusaders superhero team.



CPs:

ABILITIES

CPs	INVENTING: <u>9</u> <u>Unspent</u>	IPs:
<u>15</u>	<u>EXPERIENCE LEVELS: +1 to hit, +2 defense, +2 skill</u>	
	<u>FORCE FIELD:</u>	
<u>20</u>	<u>A) Force Field: 16 points, 1.5 charges (10), 7" Area Bubble (+10)</u>	
<u>5</u>	<u>B) Force Bolt: (EN)=15" range, PR=1, (Base HTH)=d6 blunt kinetic damage (5)</u>	
<u>3</u>	<u>SPECIAL WEAPON: Pistol, (AGx2)=24"rng, d10+1 sharp kinetic (5), 6 charges (-5),</u>	
	<u>Silenced (visible light muzzle flash but no sound) (+2.5)</u>	
<u>13</u>	<u>PARALYSIS: Mercy Bullets, (AGx2)=24"rng, EN-4 save vs. kinetic dmg (20),</u>	
	<u>6 charges (-2.5), Gear (-5)</u>	
<u>13</u>	<u>POWER BLAST: Explosive Bullets, d8+d10 energy dmg (17.5), 6 charges (-7.5), Gear (-5),</u>	
	<u>(AGx2)=24"rng, 3" area (+5)</u>	
<u>5</u>	<u>FLAME BLAST: Flare bullets, 2d8 energy dmg, (AGx2)=24"rng (15), 6 charges (-5), Gear (-5)</u>	
<u>8</u>	<u>FLASH: Contact Attack on Flare Bullets (+15), 5" area, EN+4 save (2.5), 6 charges (-5),</u>	
	<u>Gear (-5)</u>	
<u>13</u>	<u>HEIGHTENED EXPERTISE: +4 to hit with pistols (12.5)</u>	

CPs	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:
<u>14</u>	<u>14</u>	<u>14</u>	<u>11-</u>	<u>190 lbs</u>	<u>d6</u>	
<u>15</u>	<u>15</u>	<u>15</u>	<u>11-</u>	<u>ATTACKS:</u>	<u>To Hit</u>	<u>Damage</u>
<u>12</u>	<u>12</u>	<u>12</u>	<u>11-</u>	<u>Punch</u>	<u>15-</u>	<u>d6</u>
<u>17</u>	<u>17</u>	<u>17</u>	<u>11-</u>	<u>Force Bolt</u>	<u>15-</u>	<u>d6</u>
<u>9</u>	<u>9</u>	<u>9</u>	<u>10-</u>	<u>Pistol</u>	<u>19-</u>	<u>see above</u>
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<u>162</u>	<u>162</u>					

INITIATIVE: d4

MOVE: Ground 14

Leaping 1.1176

POWER (58):

HIT PTS (12):

HEALING: 2.2

CAPS: BCs: 42 Ability: 32 Dmg: 15 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 16