

PLAYER: *NPC Villain*

CPs:

ABILITIES

INVENTING: 6 *Unspent*

IPs:

20 *EXPERIENCE LEVELS: +2 to hit, +2 defense, +2 skill*

28 **SPECIAL WEAPON:** +3 to hit (7.5), +d10+1 B Kinetic dmg (10), (GBC/2)=9" rng (+7.5), M-G (+2.5)

18 *Lightning A): 2d6 Enrgy, +2 vs electric (5), PR=0 (+10), Contact Attack (+5), Multi-Gear (-2.5)*

15 *Shield: +6 breakpoint=16 (7.5), +5 to Parry (+5), Multi-Gear (+2.5)*

3 Light B) Flash: EN-6 save (42.5), (AG/2)=N" rng (-7.5), 1 target (-10), Bio Dmg Type (-10), Multi-Gear (-2.5), 3 Charges (-10) OOO

10 **HEIGHTENED SENSES:** *Full Scent* (5), *Tracking* +6 (+5)

10 **HEIGHTENED EXPERTISE:** *Mace specialist, +4 (20)*

CPs	SCORE
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15 ST **15** SAVE CARRYING CAPACITY: **240 lbs** BASE HTH DMG: **d6+1**

13 **EN** **13** **11 -** **ATTACKS:** To Hit Damage Damage Type **DEFENSES:**

12	AG	12	11 -	Punch	16	d6+1	Blunt Kinetic	Physical	Mental
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11	IN	11	10 -	Mace	20	d6+d10+2	Blunt Kinetic	2	2
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12	CL	12	11 -	Mace Spray	16	En save@-6	Biochemical	8		2
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V **EXPERIENCE:** **PROTECTION:** Kinetic Energy Bio Entropy Psychic Other

V	BASE	167	EARNED
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V SPENT < _____

[illegible]INITIATIVE: *d6* MOVE: *Ground 14* *Leaping 1.3333*

POWER (51):

HITS (12): HEALING: 1.6

CAPS: BCs: 43 Ability: 33 Dmg: 16 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 17