MIGHTY PROTECTORS®

PLAYER: NPC Villain

NAME: INTERCRIME TECHNICIAN
TRUE I.D.: -
SIDE: Evil
BIRTHPLACE: -
SPECIES: Human
CULTURE: Modern
AGE: -
GENDER: -
WEIGHT: 165 lbs
MASS: d4
BACKGROUND: Technician, Specialty Field (varies) +3
STORY:

MOTIVATION: Mercenary / Servitor
WEALTH: d4
ORIGIN TYPE: Physical Training
LUCK: 10-
LEGAL STATUS: Wanted

ABILITIES

CPs		IPs:
	INVENTING: 5 Unspent	
10	EXPERIENCE LEVELS: +1 to hit, +1 defense, +1 skill	
15	ARMOR: 12 points (20), Gear (-5)	
5	SPECIAL WEAPON: Small Club (Wrench), +2 to hit, +d2-1 Blunt Kinetic damage (5)	
10	COMMUNICATOR: hands-free headset (5), 80 mi rng (+2.5), Encrypted -9 (+7.5), Single (-5)	
-15	LOW SELF-CONTROL: Compulsion, obeys extreme orders, rare (-2.5),	
	CL save at -4 to resist (-12.5)	

CPs		SCORE	SAVE
9	ST	9	
9	EN	9	10-
9	AG	9	10-
9	IN	9	10-
9	CL	9	10-

CARRYING CAPACITY: 60 lbs
BASE HTH DMG: d4

ATTACKS:	To Hit	Damage	Dmg Type	KB
Punch	14-	d4	Kinetic	Y
Wrench	16-	d2+d4-1	Kinetic	Y
	14-			

DEFENSES:

Physical	Mental
1	1

V
V
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70

EXPERIENCE:

BASE	70	EARNED	
SPENT		<	
TOTAL	70		

PROTECTION:

	Kinetic	Energy	Bio	Entropy	Psychic	Other
Armor	2	2	2	2	2	Disint: 2

INITIATIVE: d4
MOVE: Ground 9 Leaping 0.3636
POWER (36):
HIT PTS (4):
HEALING: 1
CAPS: BCs: 24 Ability: 14 Dmg: 8 GEAR: Break: 7 Take: 8 Disarm: 5 GBC: 10

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