

PLAYER: *NPC Villain*

NAME:	INTERCRIME ASSASSIN	TRUE I.D.:	-
SIDE:	Evil	BIRTHPLACE:	-
SPECIES:	Human	CULTURE:	Modern
AGE:	-	GENDER:	-
WEIGHT:	165	MASS:	d4
BACKGROUND:		Ninja +3	
STORY:			



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

CPs:	ABILITIES
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INVENTING: 7 *Unspent*

IPs:

10 *EXPERIENCE LEVELS: +1 to hit, +1 defense, +1 skill*

3 *HEIGHTENED ATTACK: +1 damage with any martial arts weapon (2.5)*

10 SPECIAL WEAPON: *Nunchuks, +1 to hit (2.5), +d4 blunt kinetic damage (+7.5)*

13 *SPECIAL WEAPON: Shuriken, (ST/2) = 7" range, +3 to hit, +1 sharp kinetic damage,*
 12 charges (13)

3 *SPECIAL WEAPON: Garrote, +d6+d8 sharp kinetic damage (17.5), Gear (-5), 2-handed (-2.5), requires a called shot grapple from behind (-7.5)*

10 *HEIGHTENED SENSES: Full infrared (10), Ranged (+5), Gear (-5)*

10 COMMUNICATORS: 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 @-4 to resist (-12.5)

CPs	SCORE				
13	ST 13	SAVE	CARRYING CAPACITY:	151 lbs	BASE HTH DMG: d6

<u>14</u>	EN	<u>14</u>	<u>11-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:	
<u>15</u>	AG	<u>15</u>	<u>11-</u>	<u>Nunchuks</u>	<u>16-</u>	<u>d6+d4+1</u>	<u>Kinetic</u>	<u>Y</u>	Physical	Mental
<u>14</u>	IN	<u>14</u>	<u>11-</u>	<u>Shuriken</u>	<u>18-</u>	<u>d6+2</u>	<u>Kinetic</u>	<u>N</u>	<u>2</u>	<u>2</u>
<u>15</u>	CL	<u>15</u>	<u>11-</u>	<u>Garrote</u>	<u>15-</u>	<u>2d6+d8+1</u>	<u>Kinetic</u>	<u>N</u>		

V	EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
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V	BASE	115								
V	SPENT		<							
115	TOTAL	115								

INITIATIVE: *d6+1* MOVE: *Ground 14* *Leaping 0.9152*

POWER (56):

HIT PTS (11): HEALING: 1.6

CAPS: **BCs:** 33 **Ability:** 23 **Dmg:** 12 **GEAR:** **Break:** 9 **Take:** 10 **Disarm:** 7 **GBC:** 13