

MIGHTY PROTECTORS®

PLAYER: NPC Villain

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



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

CPs: ABILITIES

CPs	INVENTING: <u>5</u> <u>Unspent</u>	IPS:
<u>15</u>	<u>EXPERIENCE LEVELS: +1 to hit, +2 defense, +2 skill (15)</u>	
<u>5</u>	<u>HEIGHTENED EXPERTISE: Pistol Specialist, +2 (5)</u>	
<u>15</u>	<u>ARMOR: 12 points (20), Gear (-5)</u>	
<u>15</u>	<u>DISINTEGRATION: 2d8 Disintegration damage (15), (GBCx2)=26" range (+2.5), Gear (pistol, -5), 24 charges (+2.5) OOOOOO OOOOOO OOOOOO OOOOOO</u>	
<u>10</u>	<u>COMMUNICATOR: hands-free headset (5), 80 mile rng (+2.5), Encrypted -9 (+7.5), Single (-5)</u>	
<u>-15</u>	<u>LOW SELF-CONTROL: Compulsion, obeys extreme orders, rare (-2.5), CL save at -4 to resist (-12)</u>	

CPs	SCORE									
<u>12</u>	ST	<u>12</u>	SAVE	CARRYING CAPACITY:	<u>120</u> lbs	BASE HTH DMG:		<u>d6</u>		
<u>12</u>	EN	<u>12</u>	<u>11-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:	
<u>15</u>	AG	<u>15</u>	<u>11-</u>	<u>Punch</u>	<u>15-</u>	<u>d6</u>	<u>Kinetic</u>	<u>Y</u>	Physical	Mental
<u>9</u>	IN	<u>9</u>	<u>10-</u>	<u>Disintegrator</u>	<u>17-</u>	<u>2d8</u>	<u>Disint.</u>	<u>N</u>	<div>3</div>	<div>2</div>
<u>12</u>	CL	<u>12</u>	<u>11-</u>		<u>15-</u>					
V	EXPERIENCE:			PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<div>105</div>	EARNED <div></div>	<u>Armor</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>Disint: 2</u>
V	SPENT	<div></div>								
<div>105</div>	TOTAL	<div>105</div>								

INITIATIVE: d6 MOVE: Ground 13 Leaping 0.7273
 POWER (48):
 HIT PTS (11): HEALING: 1.6
 CAPS: BCs: 31 Ability: 21 Dmg: 11 GEAR: Break: 9 Take: 10 Disarm: 7 GBC: 13