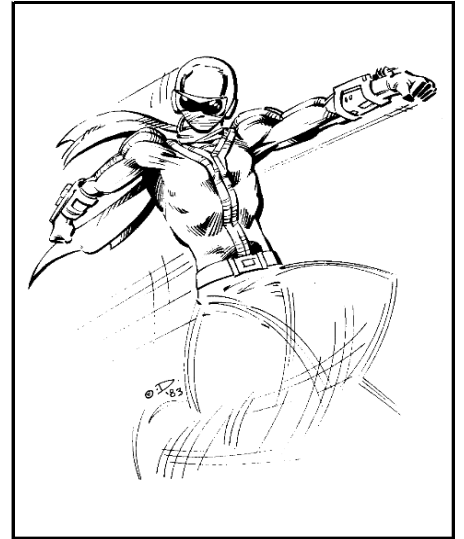


MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: BANDIT TRUE I.D.: Bonn Andromarkin
 SIDE: Evil BIRTHPLACE: Switzerland
 SPECIES: Human CULTURE: Modern
 AGE: 28 SEX: Male
 WEIGHT: 160 lbs MASS: d4
 BACKGROUND: Sports: Auto Racing x2
 STORY: Former champion racer, paralyzed in accident, received motorized leg braces & pressure suit to resume racing, but he'd lost his edge. So he abandoned his wealth and became a criminal mercenary for the thrill of it.
 MOTIVATION: Thrill Seeker WEALTH: d4
 ORIGIN TYPE: Tech Project
 LEGAL STATUS: Wanted

COST	ABILITIES	IPs
	INVENTING (0)	
<u>30</u>	<u>EXPERIENCE LEVELS: +3 to hit, +3 defense, +3 Skills</u>	
<u>20</u>	<u>WILLPOWER: can Push for a bonus of up to +4 at a PR cost of 4</u>	
<u>15</u>	<u>HEIGHTENED EXPERTISE: +5 to hit with his Disintegration and Paralysis devices</u>	
<u>15</u>	<u>PARALYSIS RAY: (ENx2)=38" rng, EN-4 Entropy Save / -12 recovery, 8 charges (20), Wrist Gear (-5)</u>	
<u>15</u>	<u>DISINTEGRATION RAY: (ST)=19" range, 2d10 dmg (20), 12 charges (20), Wrist Gear (-5)</u>	
<u>15</u>	<u>INVULNERABILITY: Kinetic (20), Suit Gear (-5)</u>	
<u>10</u>	<u>SPEED: 128", 44 mph (15), Leg Brace Gear (-5)</u>	
<u>15</u>	<u>VEHICLE: Souped-up car, see separate sheet (15)</u>	
<u>-5</u>	<u>DISTINCTIVE: Famous</u>	

COST	SCORE	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>18</u>	<u>ST 18</u>		<u>480 lbs</u>	<u>d8+1</u>	Physical	Mental		
<u>9</u>	<u>EN 9</u>	<u>10 -</u>	ATTACKS:	To Hit	Damage	Damage Type		
<u>16</u>	<u>AG 16</u>	<u>11 -</u>	<u>Punch</u>	<u>17</u>	<u>d8+1</u>	<u>B Kinetic</u>		
<u>12</u>	<u>IN 12</u>	<u>11 -</u>	<u>Paralysis</u>	<u>22</u>	<u>EN -4 Save</u>	<u>Entropy</u>		
<u>15</u>	<u>CL 15</u>	<u>11 -</u>	<u>Disintegration</u>	<u>22</u>	<u>2d10</u>	<u>none</u>		
V	EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE <u>150</u>	EARNED <u>50</u>	<u>Invulnerability</u>	<u>(1/4)</u>	-	-	-	-
V	SPENT <u>50</u>	<						
200	TOTAL <u>200</u>							

INITIATIVE: d6+1 MOVE: Ground 128" Leaping 3.0"
 POWER (55): _____
 HITS (12): _____ HEALING: 1 INVENTING POINTS: 6
 CAPS: BCs: 50 Ability: 40 Dmg: 19 GEAR: Break: 13 Take: 14 Disarm: 11 GBC: 19