

PLAYER: *NPC Villain*

CPs:

ABILITIES

INVENTING: 8 *Unspent*

IPs:

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

25

EMOTION CONTROL: IN save@-8 vs Mental (25), PR=5 (-5), Rage only (-5),
Touch Range (-10), 15" Area (+20), Immunity (+2.5), Ability Loss: gas (see below: -2.5)

25 *SIPHON (Variant): Temper gains 1 point of Power for each point of Power spent by his*
Emotion Control victims in attempting to resist. Maximum Power (BC Cap x4)=144. The
Stolen Power dissipates after 1 hour (27.5), Ability Loss: gas (see below: -2.5)

3 *ARMOR: 5 points (7.5), Gear (-5)*

-8 *SPECIAL REQUIREMENT: Must inhale psychoactive gas, or become schizophrenic:*
Common (-2.5), once per day (-5)

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

<u>16</u>	EN	<u>16</u>	<u>11 -</u>	ATTACKS:	To Hit	Damage	Damage Type	DEFENSES:	
<u>16</u>	AG	<u>16</u>	<u>11 -</u>	<u>Punch</u>	<u>15</u>	<u>d6+1</u>	<u>Blunt Kinetic</u>	Physical	Mental
<u>15</u>	IN	<u>15</u>	<u>11 -</u>		<u>15</u>			<u>2</u>	<u>2</u>
<u>15</u>	CL	<u>15</u>	<u>11 -</u>		<u>15</u>				

V **EXPERIENCE:** **PROTECTION:** Kinetic Energy Bio Entropy Psychic Other

V	BASE	132	EARNED	Armor	2	1	1	1	-	-
V	SPENT									
32	TOTAL	132								

INITIATIVE: *d6+1* MOVE: *Ground 16* *Leaping 1.4118*

POWER (62):

HITS (16): HEALING: 2.2

CAPS: BCs: 36 Ability: 26 Dmg: 13 GEAR: Break: 10 Take: 11 Disarm: 8 GBC: 14