

MIGHTY PROTECTORS®

PLAYER: _____



NAME: F.I.S.T. TRUE I.D.: Frank Streeter
 SIDE: Evil BIRTHPLACE: Nebraska, USA
 SPECIES: Human CULTURE: Modern
 AGE: 32 SEX: Straight Cis Male
 WEIGHT: 190 lbs MASS: d6
 BACKGROUND: Electronics Engineer, Mechanical Engineer
 STORY: Self-employed inventor Frank Streeter's patents were stolen by Newtronics for their Flying Infantry Shock Trooper armor for the military. He sabotaged the project and stole the suit's plans, building it himself to wreak his vengeance.
 MOTIVATION: Vengeance WEALTH: d4
 ORIGIN TYPE: Science Project LUCK: 10-
 LEGAL STATUS: Wanted

CPs:	ABILITIES	IPs:
	<u>INVENTING: 8 Unspent</u>	
<u>20</u>	<u>EXPERIENCE LEVELS: +2 to hit, +2 defense, +2 skill (20)</u>	
<u>10</u>	<u>ARMOR: 11 points (17.5), Multi-Function Gear (-2.5)</u>	
<u>18</u>	<u>FLIGHT: 16/256/87mph, 24 1-hour charges (20), Multi-Function Gear (-2.5)</u> <u>OOOOOO OOOOOO OOOOOO OOOOOO</u>	
<u>8</u>	<u>HEIGHTENED STRENGTH: +10 (10), Multi-Function Gear (-2.5)</u>	
<u>20</u>	<u>LIFE SUPPORT: 2 protection (20), Multi-Function Gear (-2.5), 12x 1-hour charges (+2.5),</u> <u>OOOOOO OOOOOO</u>	
<u>18</u>	<u>POWER BLAST: (GBC)=16" rng, 24 charges, d10+d12 Energy damage (22.5), Gear (-5)</u> <u>OOOOOO OOOOOO OOOOOO OOOOOO</u>	
<u>-5</u>	<u>PREJUDICE: 7- CL save on interpersonal task checks (-5)</u>	

CPs	SCORE								
<u>11</u>	ST <u>21</u>	SAVE	CARRYING CAPACITY: <u>960</u> lbs	BASE HTH DMG: <u>d10+1</u>					
<u>15</u>	EN <u>15</u>	<u>11 -</u>	ATTACKS:	To Hit	Damage	Damage Type	DEFENSES:		
<u>12</u>	AG <u>12</u>	<u>11 -</u>	<u>Punch</u>	<u>16</u>	<u>d10+1</u>	<u>Blunt Kinetic</u>	Physical	Mental	
<u>15</u>	IN <u>15</u>	<u>11 -</u>	<u>Power Blast</u>	<u>16</u>	<u>d10+d12</u>	<u>Energy</u>	<u>3</u>	<u>3</u>	
<u>15</u>	CL <u>15</u>	<u>11 -</u>		<u>16</u>					
V	EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other	
V	BASE <u>157</u>	<u>Armor</u>	<u>3</u>	<u>3</u>	<u>2</u>	<u>3</u>	-	-	
V	SPENT	<u>Life Support</u>	<u>(2)</u>	<u>(2)</u>	<u>(2)</u>	<u>(2)</u>	-	-	
<u>157</u>	TOTAL <u>157</u>								

INITIATIVE: d6+1 MOVE: Ground 16 Flight 16/256
 POWER (63): _____
 HITS (18): _____ HEALING: 2.2
 CAPS: BCs: 41 Ability: 31 Dmg: 15 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 16