

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: MOUNTAIN MAN TRUE I.D.: Angus McCallum
 SIDE: Evil BIRTHPLACE: 1779 Appalachia
 SPECIES: Human CULTURE: Primitive
 AGE: 36 GENDER: Straight Cis Man
 WEIGHT: 2000 lbs MASS: d10+1
 BACKGROUND: Farmer, Militiaman, Hunter, Tracker
 STORY: Buried in an avalanche, weird gasses put him into suspended animation. By the time he was accidentally awakened, he had become one with his beloved mountains.
 MOTIVATION: Belligerent WEALTH: d4
 ORIGIN TYPE: Science Accident LUCK: 10-
 LEGAL STATUS: No Record, Wanted

CPS: **ABILITIES**

CPS	ABILITY	IPS
	INVENTING: 8 Unspent	
<u>15</u>	EXPERIENCE LEVELS: +1 to hit, +2 defense, +2 skill (15)	
<u>28</u>	DENSITY CHANGE A) Increase: 4/4/4/4 protection, ST+10, SR 10 / Iron (25), Continual (+5), Can't Hold Back (-7.5), PR=0 (+5)	
<u>18</u>	SPECIAL WEAPON: Massive Shotgun, (GBC/2)=9" rng (-5), +0 to hit (0), 3" area (+5), 2d10 blunt Kinetic damage (22.5), 2 charges, 1 turn reload (-5)	
<u>5</u>	SPECIAL WEAPON: Hunting Knife, +0 to hit, +d6 sharp Kinetic damage (5)	
<u>5</u>	SPECIAL WEAPON: Hatchet, -2 to hit, +d8+1 sharp Kinetic damage (5)	
<u>10</u>	KNOWLEDGE: Farmer (5), Militiaman (5)	
<u>7</u>	ENERGY: +14 Power (7)	
<u>7</u>	DURABILITY: +7 Hits (7)	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>34</u>		<u>44</u>		<u>195,060 lbs</u>	<u>2d12</u>	Physical	Mental		
<u>18</u>		<u>EN 18</u>	<u>12-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:
<u>3</u>		<u>AG 3</u>	<u>8-</u>	<u>Shotgun</u>	<u>12-</u>	<u>2d10</u>	<u>Kinetic</u>	<u>Y</u>	<u>0</u>
<u>15</u>		<u>IN 15</u>	<u>11-</u>	<u>Hunting Knife</u>	<u>12-</u>	<u>2d12+d6</u>	<u>Kinetic</u>	<u>N</u>	<u>3</u>
<u>9</u>		<u>CL 9</u>	<u>10-</u>	<u>Hatchet</u>	<u>10-</u>	<u>2d12+d8+1</u>	<u>Kinetic</u>	<u>N</u>	
V		EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>		<u>Density</u>	<u>4</u>	<u>4</u>	<u>4</u>	<u>-</u>	<u>-</u>
V	SPENT	<u>24</u>	< <u>24</u>						
<u>174</u>	TOTAL	<u>174</u>					<u>40</u>		

INITIATIVE: d4 MOVE: Ground 22 Leaping 97.53
 POWER (94): _____
 HIT PTS (36): _____ HEALING: 2.8
 CAPS: BCs: 44 Ability: 34 Dmg: 16 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 17