

# MIGHTY PROTECTORS®

PLAYER: NPC Hero



NAME: AGENT ZERO TRUE I.D.: Nakamaru Gogo  
 SIDE: Good BIRTHPLACE: Tokyo, Japan  
 SPECIES: Human CULTURE: Modern  
 AGE: 38 GENDER: Straight Cis Male  
 WEIGHT: 172 lbs MASS: d4  
 BACKGROUND: Security specialist and law enforcement (Japanese police)  
 STORY: Agent Zero (Nakamaru Gogo, family name first) is a Japanese espionage agent working for a clandestine United Nations security agency. It is his job to keep the world safe from all potential threats.  
 MOTIVATION: Duty Bound WEALTH: d4  
 ORIGIN TYPE: Physical Training LUCK: 10-  
 LEGAL STATUS: Licensed U.N. security agent

CPs:

## ABILITIES

CPs	INVENTING: <u>8 Unspent</u>	IPs:
<u>30</u>	<u>EXPERIENCE LEVELS: +3 to Hit Bonus, +3 Defense Bonus, and +3 Task Bonus (30)</u>	
<u>5</u>	<u>HEIGHTENED AGILITY: +5 (5)</u>	
<u>15</u>	<u>HEIGHTENED COOL: +15 (15)</u>	
<u>10</u>	<u>HEIGHTENED DEFENSE: +4 (10)</u>	
<u>10</u>	<u>HEIGHTENED ENDURANCE: +10 (10)</u>	
<u>5</u>	<u>HEIGHTENED INTELLIGENCE: +5 (5)</u>	
<u>5</u>	<u>HEIGHTENED STRENGTH: +5 (5)</u>	
<u>20</u>	<u>NATURAL WEAPONRY: Martial Arts. +4 to hit (10), +4 to damage (10)</u>	
<u>10</u>	<u>SPECIAL WEAPON: C) Missile Weapon: Laser Pen, +2 Hit Bonus, 32" Range, d10+1 Energy damage, 12 Charges (10), Accuracy (+5), Gear (-5)</u>	
<u>-10</u>	<u>AGENT: Employed by the United Nations Security Division (UNSD)</u>	
<u>-10</u>	<u>COMPULSION: Cannot turn down a dry martini, Rare (-5), CL save (-5)</u>	

CPs	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:
<u>12</u>	<u>17</u>	<u>17</u>	<u>13-</u>	<u>381 lbs</u>	<u>d6+1</u>	
<u>14</u>	<u>24</u>	<u>24</u>	<u>13-</u>	<u>ATTACKS:</u>	<u>To Hit</u>	<u>Damage</u>
<u>16</u>	<u>21</u>	<u>21</u>	<u>12-</u>	<u>Punch</u>	<u>22-</u>	<u>d6+5</u>
<u>10</u>	<u>15</u>	<u>15</u>	<u>11-</u>	<u>Kick</u>	<u>20-</u>	<u>d6+7</u>
<u>8</u>	<u>23</u>	<u>23</u>	<u>12-</u>	<u>Laser Pen</u>	<u>20-</u>	<u>d10+1</u>
V	BASE	100	EARNED	Kinetic	Energy	Bio
V	SPENT	50	50	Entropy	Psychic	Other
<u>150</u>	TOTAL	150				

INITIATIVE: d10+1

MOVE: Ground 21

Leaping 2.2151

POWER ( 77 ):

HIT PTS ( 27 ):

HEALING: 3.9

CAPS: BCs: 40 Ability: 30 Dmg: 15 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 16