

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: BAD DOG TRUE I.D.: TSE-92 ('T.S. Elliot')
 SIDE: Evil BIRTHPLACE: USA
 SPECIES: Monster CULTURE: Modern
 AGE: 5 years old GENDER: Neutered Male
 WEIGHT: 250 lbs MASS: d6
 BACKGROUND: Ex-corporate security agent, eco-terrorist
 STORY: TSE-92 (he prefers the name, T.S. Elliot) was created by Imperial Techcorp as a genetic 'experiment'. He endured years of horrific 'tests' until he escaped. He resents human society and has taken up the cause of nature versus man.
 MOTIVATION: Vengeance WEALTH: d4
 ORIGIN TYPE: Science Accident LUCK: 10-
 LEGAL STATUS: Escaped company property; Wanted; Criminal record

CPS:

ABILITIES

CPS:	ABILITIES	IPs:
	<u>INVENTING: 6 Unspent</u>	
	<u>ANIMAL/PLANT ABILITIES: Mammal (dog)</u>	
<u>10</u>	<u>HEIGHTENED ENDURANCE: +10 (10)</u>	
<u>10</u>	<u>HEIGHTENED STRENGTH: +10 (10)</u>	
<u>10</u>	<u>SIZE CHANGE: A) Larger: Ht. 10', Profile 1.6, Wt. x4 (10)</u>	
<u>-10</u>	<u>DISTINCTIVE: Dog appearance, Impossible to disguise (-10)</u>	
<u>50</u>	<u>EXPERIENCE LEVELS: +5 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (50)</u>	
<u>15</u>	<u>HEIGHTENED EXPERTISE: Military training, +3 Hit Bonus on all attacks (15)</u>	
<u>35</u>	<u>HEIGHTENED SENSES: Analytical Scent (15), Global (+10), Range (+5), Tracking +6 (+5)</u>	
<u>20</u>	<u>NATURAL WEAPONRY: Bite, +4 Hit Bonus (10), +6 Sharp Kinetic damage (10)</u>	
<u>20</u>	<u>REGENERATION: 2 Pts. per round, Fire damage requires normal healing (20)</u>	
<u>10</u>	<u>SPECIAL WEAPON: B) Missile Weapon: Automatic rifle, 22" Range, 2d6 sharp Kinetic damage</u>	
	<u>12 Charges (7.5), Accuracy (+2.5)</u>	
<u>-5</u>	<u>CAN'T FEEL PAIN: Result of multiple experiments on him (-5)</u>	
<u>-10</u>	<u>CAN'T HOLD BACK: His anger against scientists for the abuse he has endured (-10)</u>	
<u>-5</u>	<u>NEMESIS: Imperial Tech: want to regain their property, Less powerful (-2.5), rarely (-2.5)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:		
<u>17</u>	<u>33</u>			<u>15,360 lbs</u>	<u>d8+d10</u>	Physical	Mental	
<u>17</u>	<u>33</u>	<u>14-</u>		ATTACKS:	To Hit	Damage	Dmg Type	KB
<u>11</u>	<u>11</u>	<u>10-</u>		<u>Punch</u>	<u>21-</u>	<u>d8+d10</u>	<u>Blunt Kin.</u>	<u>Y</u>
<u>11</u>	<u>11</u>	<u>10-</u>		<u>Bite</u>	<u>25-</u>	<u>d8+d10+6</u>	<u>Sharp Kin.</u>	<u>N</u>
<u>14</u>	<u>14</u>	<u>11-</u>		<u>Automatic Rifle</u>	<u>22-</u>	<u>2d6</u>	<u>Sharp Kin.</u>	<u>N</u>
V	EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE <u>150</u>	EARNED <u>70</u>						
V	SPENT <u>70</u>							
220	TOTAL 220							

INITIATIVE: d6 MOVE: Ground 26 Leaping 61.44

POWER (88):

HIT PTS (39): HEALING: 5.7

CAPS: BCs: 54 Ability: 44 Dmg: 20 GEAR: Break: 13 Take: 14 Disarm: 11 GBC: 20