

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: BELTANE TRUE I.D.: Aibhilin Hayes
 SIDE: Evil BIRTHPLACE: Cork, Ireland
 SPECIES: Human CULTURE: Mixed
 AGE: 32 GENDER: Straight Cis Female
 WEIGHT: 122 lbs MASS: d4
 BACKGROUND: Architect and Witch of Beltane
 STORY: Aibhilin (pronounced as Evelyn) Hayes is a member of the Sisterhood of Beltane. She uses the dark fae arts to weave spells. The Sisterhood of Beltane seeks to rewrite reality and create an earth dominated by magic.
 MOTIVATION: Dystopian WEALTH: d6+d8
 ORIGIN TYPE: Mystical Training LUCK: 10-
 LEGAL STATUS: No criminal record

CPS:

ABILITIES

CPS:	ABILITIES	IPs:
	<u>INVENTING: 9 Unspent</u>	
<u>20</u>	<u>ASTRAL PROJECTION: Magical spell, Astral Flight 256" (87 mph), PR 5 (20)</u>	
<u>10</u>	<u>DEVITALIZATION RAY: Magical spell, 48" Range, d8+2d10 Entropy damage, PR 3 per use (12.5), Requires speech (-2.5)</u>	
<u>50</u>	<u>EXPERIENCE LEVELS: +5 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (50)</u>	
<u>50</u>	<u>FLAME ABILITIES: A) Flame Blast: Magical spell (Hellfire), 25" Range, 2d10 Energy damage, PR 9 per use (20), Requires free movement (-2.5), Requires speech (-2.5)</u>	
<u>15</u>		
<u>25</u>	<u>FLIGHT: 32/512 (174 mph / Mach .23), PR 1 per hour of flight (25)</u>	
<u>8</u>	<u>HEIGHTENED AGILITY: +8 (8)</u>	
<u>12</u>	<u>HEIGHTENED COOL: +12 (12)</u>	
<u>10</u>	<u>HEIGHTENED ENDURANCE: +10 (10)</u>	
<u>20</u>	<u>HEIGHTENED SENSES: Full Magic sense (10), Acute Sense +6 (+5), Ranged (+5)</u>	
<u>30</u>	<u>ILLUSIONS: Audible Sounds, Magic, Visible Light, 33" Area of Effect, PR 3 (30)</u>	
<u>15</u>	<u>WEALTH (15)</u>	
<u>20</u>	<u>WILLPOWER: C) Self-Control +6 Willpower Bonus, PR 6 (20)</u>	
<u>-15</u>	<u>AGENT: Member of the Sisterhood of Beltane (-15)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:		BASE HTH DMG:				
<u>10</u>		<u>10</u>		<u>76 lbs</u>		<u>d4</u>				
<u>14</u>		<u>EN 24</u>	<u>13-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:	
<u>12</u>		<u>AG 20</u>	<u>12-</u>	<u>Devital. Ray</u>	<u>20-</u>	<u>d8+2d10</u>	<u>Entropy</u>	<u>N</u>	Physical	Mental
<u>18</u>		<u>IN 18</u>	<u>12-</u>	<u>Flame Blast</u>	<u>20-</u>	<u>2d10</u>	<u>Energy</u>	<u>Y</u>	<u>7</u>	<u>7</u>
<u>16</u>		<u>CL 28</u>	<u>13-</u>	<u>Punch</u>	<u>20-</u>	<u>d4</u>	<u>Blunt Kinetic</u>	<u>Y</u>		
V				PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>								
V	SPENT	<u>190</u>	<	<u>EARNED 190</u>						
340	TOTAL	340								

INITIATIVE: d6+d8

MOVE: Ground 18

Leaping 0.623

POWER (72):

HIT PTS (24):

HEALING: 3.9

CAPS: BCs: 78 Ability: 68 Dmg: 30 GEAR: Break: 18 Take: 19 Disarm: 16 GBC: 28