

# MIGHTY PROTECTORS®

PLAYER: NPC Hero



NAME: BLACK SENTINEL TRUE I.D.: Spencer Kitt  
 SIDE: Good BIRTHPLACE: Brooklyn, NY, USA  
 SPECIES: Human CULTURE: Modern  
 AGE: 32 GENDER: Straight Cis Male  
 WEIGHT: 185 lbs MASS: d4  
 BACKGROUND: Commando and gymnast  
 STORY: Spencer Kitt is the current Black Sentinel. The first Black Sentinel appeared back in WWII. The mantle has been passed down from father to son ever since. Spencer is the last of the Kitts and he doubts his worthiness to the title.  
 MOTIVATION: Duty Bound WEALTH: d4  
 ORIGIN TYPE: Physical Training LUCK: 10-  
 LEGAL STATUS: Licensed

CPS:

## ABILITIES

CPS:	ABILITIES	IPs:
	<b>INVENTING:</b> <u>6 Unspent</u>	
<u>10</u>	<b>ARMOUR:</b> <u>Ballistic Cloth Costume, 9 Points Total (15), Gear (-5)</u>	
<u>40</u>	<b>EXPERIENCE LEVELS:</b> <u>+4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)</u>	
<u>5</u>	<b>GRAPNEL:</b> <u>Grapple Gun, 38" Range, 8 Break Points, 16 Max, 3840 lbs. Carr. Cap., 24 Charges (20), Gear (-5), Swinging Only (-10)</u>	
<u>7</u>	<b>HEIGHTENED AGILITY:</b> <u>+7 (7)</u>	
<u>15</u>	<b>HEIGHTENED ATTACK:</b> <u>+5 damage with Unarmed Combat (15)</u>	
<u>25</u>	<b>HEIGHTENED COOL:</b> <u>+10 (10)</u> <b>HEIGHTENED DEFENSE:</b> <u>+3 (15)</u>	
<u>13</u>	<b>HEIGHTENED ENDURANCE:</b> <u>+8 (8)</u> <b>HEIGHTENED STRENGTH:</b> <u>+5 (5)</u>	
<u>15</u>	<b>HEIGHTENED EXPERTISE:</b> <u>+4 Hit Bonus with Shield (10)</u>	
<u>18</u>	<b>SHIELD:</b> <u>Titanium Shield, +4 Physical Defense, +8 Break Point (15), Multi-Gear (-2.5)</u>	
<u>15</u>	<b>SPECIAL WEAPON:</b> <u>A) Melee Weapon: Titanium Shield, 42" Range, 1d10+1 Blunt Kinetic damage (17.5), Multi-Gear (-2.5), Throwable (0)</u>	
<u>-8</u>	<b>NEMESIS:</b> <u>Black Wasp (villain), As Powerful (-5), Rarely Appears (-2.5)</u>	
<u>-10</u>	<b>PSYCHOSIS:</b> <u>Believes himself to be unworthy to carry the mantle of Black Sentinel, Common (-10)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	960 lbs	BASE HTH DMG:	DEFENSES:			
<u>16</u>	<u>21</u>					<u>d10+1</u>				
<u>15</u>	<u>EN 25</u>	<u>13-</u>		<b>ATTACKS:</b>	<b>To Hit</b>	<b>Damage</b>	<b>Dmg Type</b>	<b>KB</b>	<b>DEFENSES:</b>	
<u>13</u>	<u>AG 20</u>	<u>12-</u>		<u>Punch</u>	<u>19-</u>	<u>d10+6</u>	<u>Blunt Kinetic</u>	<u>Y</u>	Physical Mental	
<u>12</u>	<u>IN 12</u>	<u>11-</u>		<u>Shield</u>	<u>23-</u>	<u>2d10+2</u>	<u>Blunt Kinetic</u>	<u>Y</u>	<b>9</b> <b>8</b>	
<u>14</u>	<u>CL 22</u>	<u>12-</u>		<u>Kick</u>	<u>17-</u>	<u>d10+3</u>	<u>Blunt Kinetic</u>	<u>Y</u>		
V				<b>PROTECTION:</b>	<b>Kinetic</b>	<b>Energy</b>	<b>Bio</b>	<b>Entropy</b>	<b>Psychic</b>	<b>Other</b>
V	<b>BASE</b>	<u>150</u>		<u>Armour</u>	<u>3</u>	<u>2</u>	<u>2</u>	<u>2</u>		
V	<b>SPENT</b>	<u>65</u>	<							
	<b>TOTAL</b>	<u>215</u>								

INITIATIVE: d10+1

MOVE: Ground 22

Leaping 5.1892

POWER ( 78 ):

HIT PTS ( 29 ):

HEALING: 3.9

CAPS: BCs: 53 Ability: 43 Dmg: 20 GEAR: Break: 13 Take: 14 Disarm: 11 GBC: 20