

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: BLACK WASP TRUE I.D.: Andrea Rhinehart
 SIDE: Evil BIRTHPLACE: Brooklyn, NY, USA
 SPECIES: Human CULTURE: Modern
 AGE: 30 GENDER: Straight Cis Female
 WEIGHT: 120 lbs MASS: d4
 BACKGROUND: Inventor, mechanical engineer, and aerial combat
 STORY: When Andrea discovered that a company called Xenetech had been stealing her inventions, she decided to get her revenge on them. She attacked the New York branch and killed several of its research staff. On that day, Black Wasp was born.
 MOTIVATION: Vengeance WEALTH: d4
 ORIGIN TYPE: Science Project LUCK: 10-
 LEGAL STATUS: Wanted; No criminal record

CPS:

ABILITIES

| CPS: | ABILITIES | IPs: |
|------------|--|---|
| | INVENTING: <u>10 Unspent</u> | |
| <u>10</u> | ARMOUR: <u>Costume, 12 Pts Total (20), Gear (-5), Heavy Partial Coverage (-5)</u> | |
| <u>40</u> | EXPERIENCE LEVELS: <u>+4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)</u> | |
| <u>20</u> | FLIGHT: <u>Anti-grav vanes, 32/512 (174 mph / Mach .23), 24 Charges, 1 Charge lasts for 1 hour of flight (25), Gear (-5)</u> | |
| <u>9</u> | HEIGHTENED AGILITY: <u>+5 (5)</u> | HEIGHTENED COOL: <u>+4 (4)</u> |
| <u>10</u> | HEIGHTENED ENDURANCE: <u>+5 (5)</u> | HEIGHTENED INTELLIGENCE: <u>+5 (5)</u> |
| <u>7</u> | HEIGHTENED STRENGTH: <u>Bionic arms, +15 (15), Body Part: Arms (-5), Multi-Function Gear (-2)</u> | |
| <u>10</u> | KNOWLEDGE: <u>A) Careers & Tasks: +3 Aerial Combat (5), Cultural Background: High Tech (5)</u> | |
| <u>17</u> | POWER BLAST: <u>Power cannon in right bionic arm, 20" Range, 2d12 Energy damage, 24 Charges (25), Body Part: Right Arm (-5), Multi-Function Gear (-2.5)</u> | |
| <u>40</u> | SIZE CHANGE: <u>B) Smaller: Shrink belt, 1/3" Ht., /420 Profile, 0 Wt. (22.5), Gear (-5), Non-Proportional Movement: Flight (+2.5), Non-Proportional Endurance & Strength (+20)</u> | |
| <u>-8</u> | NEMESIS: <u>Black Sentinel (hero), As Powerful (-5), Rarely Appears (-2.5)</u> | |
| <u>-10</u> | PUBLIC IDENTITY (-10) | |

| CPS | SCORE | ST | SAVE | CARRYING CAPACITY: | BASE HTH DMG: | | | | |
|------------|--------------------|--------------------|--------------------|--------------------|---------------|----------------------|----------|------------------|----------|
| <u>10</u> | <u>25</u> | | | <u>2,419 lbs</u> | <u>2d6</u> | | | | |
| <u>15</u> | <u>EN 20</u> | <u>12-</u> | ATTACKS: | To Hit | Damage | Dmg Type | KB | DEFENSES: | |
| <u>16</u> | <u>AG 21</u> | <u>12-</u> | <u>Power Blast</u> | <u>19-</u> | <u>2d12</u> | <u>Energy</u> | <u>Y</u> | Physical | Mental |
| <u>14</u> | <u>IN 19</u> | <u>12-</u> | <u>Punch</u> | <u>19-</u> | <u>2d6</u> | <u>Blunt Kinetic</u> | <u>Y</u> | <u>6</u> | <u>6</u> |
| <u>15</u> | <u>CL 19</u> | <u>12-</u> | <u>Kick</u> | <u>17-</u> | <u>d4+2</u> | <u>Blunt Kinetic</u> | <u>Y</u> | | |
| V | EXPERIENCE: | PROTECTION: | Kinetic | Energy | Bio | Entropy | Psychic | Other | |
| V | BASE <u>150</u> | <u>Armour</u> | <u>3</u> | <u>3</u> | <u>3</u> | <u>3</u> | | | |
| V | SPENT <u>65</u> | <u>65</u> | | | | | | | |
| 215 | TOTAL 215 | | | | | | | | |

INITIATIVE: d8+1 MOVE: Ground 22 Leaping 20.158
 POWER (85): _____
 HIT PTS (27): _____ HEALING: 2.8
 CAPS: BCs: 53 Ability: 43 Dmg: 20 GEAR: Break: 13 Take: 14 Disarm: 11 GBC: 20