

MIGHTY PROTECTORS®

PLAYER: NPC Hero



NAME: BLUE COMET TRUE I.D.: Noah Perrine
 SIDE: Good BIRTHPLACE: Los Angeles, CA, USA
 SPECIES: Human CULTURE: Modern
 AGE: 30 GENDER: Gay Cis Male
 WEIGHT: 175 lbs MASS: d4
 BACKGROUND: Aerospace engineer and pilot
 STORY: Noah Perrine is an aerospace engineer that works for Neosight Technologies. He was the chief designer for the experimental flight suit. When the project was ended, Noah secretly finished it and now uses the suit to fight for justice.
 MOTIVATION: Utopian WEALTH: d4
 ORIGIN TYPE: Science Project LUCK: 10-
 LEGAL STATUS: Licensed

CPS:

ABILITIES

CPS:	ABILITIES	IPs:
	INVENTING: <u>8 Unspent</u>	
<u>22</u>	ABSORPTION: <u>Costume, Absorb Energy damage type (10), 30 Pts Electrical Field Absorption Effect (15), Multi-Function Gear (-2.5)</u>	
<u>27</u>	ADAPTATION: <u>Costume, Asphyxiation (5), High Pressure (5), High Temperatures (5), Low Pressure (5), Low Temperatures (5), Radiation (5), Multi-Function Gear (-2.5)</u>	
<u>20</u>	ARMOUR: <u>Costume, 13 Pts Total (22.5), Multi-Function Gear (-2.5)</u>	
<u>45</u>	EXPERIENCE LEVELS: <u>+4 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (45)</u>	
<u>43</u>	FLIGHT: <u>Costume, 96/768 (262 mph / Mach .34), PR 1 per hour of flight (27.5), Fast Acceleration (+2.5), Hyper-Flight: Warp 15 (.38 LY/hour) (+15), Multi-Function Gear (-2.5)</u>	
<u>15</u>	HEIGHTENED AGILITY: <u>+8 (8)</u> HEIGHTENED COOL: <u>+7 (7)</u>	
<u>15</u>	HEIGHTENED ENDURANCE: <u>+9 (9)</u> HEIGHTENED STRENGTH: <u>+6 (6)</u>	
<u>23</u>	LIGHTNING CONTROL: <u>Costume, A) Electrical Bolt: 42" Range, 2d12 Energy damage, PR 2 per shot (20), Multi-Function Gear (-2.5), Reduced PR (+5)</u>	
<u>-10</u>	COMPULSION: <u>Will not kill, Uncommon (-5), CL save (-5)</u>	
<u>-5</u>	DEPENDENT: <u>Anthony Avant, husband (-5)</u>	
<u>-5</u>	DISTINCTIVE: <u>Costume crackles with blue energy, Difficult to Disguise (-5)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>12</u>		<u>18</u>		<u>480 lbs</u>	<u>d8+1</u>				
<u>15</u>		<u>EN 24</u>	<u>13-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:
<u>14</u>		<u>AG 22</u>	<u>12-</u>	<u>Electrical Bolt</u>	<u>19-</u>	<u>2d12</u>	<u>Energy</u>	<u>Y</u>	Physical Mental
<u>16</u>		<u>IN 16</u>	<u>11-</u>	<u>Punch</u>	<u>19-</u>	<u>d8+1</u>	<u>Blunt Kinetic</u>	<u>Y</u>	7 6
<u>13</u>		<u>CL 20</u>	<u>12-</u>	<u>Kick</u>	<u>17-</u>	<u>d8+3</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>4</u>	<u>3</u>	<u>3</u>	<u>3</u>		
V	SPENT	<u>110</u>							
	TOTAL	<u>260</u>							

INITIATIVE: d8+1

MOVE: Ground 21

Leaping 2.7429

POWER (80):

HIT PTS (28):

HEALING: 3.9

CAPS: BCs: 62 Ability: 52 Dmg: 23 GEAR: Break: 15 Take: 16 Disarm: 13 GBC: 23