

# MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: CHERRY BOMB TRUE I.D.: Charlie Morrison  
 SIDE: Evil BIRTHPLACE: Bristol, England, UK  
 SPECIES: Human CULTURE: Modern  
 AGE: 29 GENDER: Bisexual Cis Female  
 WEIGHT: 132 lbs MASS: d4  
 BACKGROUND: Ex-bounty hunter and professional criminal  
 STORY: Cherry Bomb's primary goal is to get stinking rich. While she was born with heightened abilities, she increased her effectiveness with a choice few gadgets created for her by an unknown benefactor.  
 MOTIVATION: Greedy / Egotist WEALTH: d4  
 ORIGIN TYPE: Mutated or Evolved LUCK: 10-  
 LEGAL STATUS: Wanted; Criminal record

CPS:

## ABILITIES

CPS:	ABILITIES	IPs:
	<u>INVENTING: 6 Unspent</u>	
<u>20</u>	<u>EXPERIENCE LEVELS: +2 to hit bonus, +2 defense bonus, and +2 task bonus (20)</u>	
<u>10</u>	<u>HEIGHTENED AGILITY: +10 (10)</u>	
<u>20</u>	<u>HEIGHTENED ATTACK: +4 damage on all attacks (20)</u>	
<u>10</u>	<u>HEIGHTENED COOL: +10 (10)</u>	
<u>20</u>	<u>HEIGHTENED DEFENSE: +4 (20)</u>	
<u>15</u>	<u>HEIGHTENED STRENGTH: +15 (15)</u>	
<u>20</u>	<u>POWER BLAST: "Cherry Bombs" (small explosive energy balls), 14" Range, 2d8 Energy damage (15), 3" Area Effect (+5), Armour Piercing 3 Pts (+5), 8 Charges (-5)</u>	
<u>10</u>	<u>SPECIAL WEAPON: B) Missile Weapon: Hip blaster, 34" Range, 1d10+1 Energy damage, 12 charges (10)</u>	
<u>-10</u>	<u>CAN'T HOLD BACK (-10)</u>	
<u>-10</u>	<u>PUBLIC IDENTITY (-10)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:		
<u>12</u>		<u>27</u>		<u>3,840 lbs</u>	<u>d6+d8</u>	Physical	Mental	
<u>15</u>		<u>EN 15</u>	<u>11-</u>	<b>ATTACKS:</b>	<b>To Hit</b>	<b>Damage</b>	<b>Dmg Type</b>	<b>KB</b>
<u>15</u>		<u>AG 25</u>	<u>13-</u>	<u>Punch</u>	<u>18-</u>	<u>d6+d8+4</u>	<u>Blunt Kinetic</u>	<u>Y</u>
<u>12</u>		<u>IN 12</u>	<u>11-</u>	<u>"Cherry Bomb"</u>	<u>18-</u>	<u>2d8+4</u>	<u>Energy</u>	<u>Y</u>
<u>16</u>		<u>CL 26</u>	<u>13-</u>	<u>Hip Blaster</u>	<u>18-</u>	<u>1d10+5</u>	<u>Energy</u>	<u>Y</u>
V		<b>EXPERIENCE:</b>	<b>PROTECTION:</b>	Kinetic	Energy	Bio	Entropy	Psychic
V	BASE	<u>150</u>	EARNED					
V	SPENT	<u>25</u>	< <u>25</u>					
<b>175</b>	TOTAL	<b>175</b>						

INITIATIVE: 2d6 MOVE: Ground 22 Leaping 29.091

POWER ( 79 ):

HIT PTS ( 29 ): HEALING: 2.2

CAPS: BCs: 45 Ability: 35 Dmg: 17 GEAR: Break: 12 Take: 13 Disarm: 10 GBC: 17