

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: COLD RAGE TRUE I.D.: John Welton
 SIDE: Evil BIRTHPLACE: Port Nelson, Canada
 SPECIES: Monster CULTURE: Modern
 AGE: 44 GENDER: Straight Cis Male
 WEIGHT: 325 lbs MASS: d6
 BACKGROUND: Trapper and hunter
 STORY: John Welton was a trapper who lived in northern Manitoba. He destroyed an Inuksukh (an inuit stone statue) and was cursed. His body is now possessed by an Inuit spirit. The spirit of rage clouds his thinking and makes him have blackouts while raging.
 MOTIVATION: Carnage WEALTH: _____
 ORIGIN TYPE: Mystical Accident LUCK: 10-
 LEGAL STATUS: Wanted; No criminal record

CPS:

ABILITIES

CPS:	ABILITIES	IPs:
	INVENTING: <u>5 Unspent</u>	
<u>5</u>	ADAPTATION: <u>Low Temperatures (5)</u>	
<u>25</u>	DURABILITY: <u>+25 Hit Points (25)</u>	
<u>40</u>	EXPERIENCE LEVELS: <u>+4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)</u>	
<u>4</u>	HEIGHTENED AGILITY: <u>+4 (4)</u>	
<u>10</u>	HEIGHTENED DEFENSE: <u>+2 (10)</u>	
<u>14</u>	HEIGHTENED ENDURANCE: <u>+14 (14)</u>	
<u>10</u>	HEIGHTENED SENSES: <u>Full Scent sense (5), +6 Tracking (+5)</u>	
<u>32</u>	HEIGHTENED STRENGTH: <u>+32 (32)</u>	
<u>20</u>	INVULNERABILITY: <u>Full Kinetic damage type (20)</u>	
<u>15</u>	NATURAL WEAPONRY: <u>Claws & Bite, +4 Hit Bonus (10), +4 Sharp Kinetic damage (5)</u>	
<u>10</u>	SIZE CHANGE: <u>A) Larger: Big and Tall, 8' Tall, x2 Profile (10)</u>	
<u>-10</u>	COMPULSION: <u>Combat Rage, Uncommon (-5), CL save (-5)</u>	
<u>-10</u>	DISTINCTIVE: <u>Large humanoid bear, Impossible to disguise (-10)</u>	
<u>-10</u>	VULNERABILITY: <u>-2 Defense against Energy damage type (-5), +2 Energy damage (-5)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:				
<u>16</u>	<u>48</u>			<u>491,520 lbs</u>	<u>2d8+d10</u>	Physical	Mental			
<u>16</u>	<u>EN 30</u>	<u>14-</u>		ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:	
<u>14</u>	<u>AG 18</u>	<u>12-</u>		<u>Claws/Bite</u>	<u>23-</u>	<u>2d8+d10+4</u>	<u>Sharp Kinetic</u>	<u>N</u>	<u>8</u>	<u>6</u>
<u>10</u>	<u>IN 10</u>	<u>10-</u>		<u>Kick</u>	<u>17-</u>	<u>2d8+d10+2</u>	<u>Sharp Kinetic</u>	<u>N</u>		
<u>14</u>	<u>CL 14</u>	<u>11-</u>								
V	EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other		
V	BASE <u>150</u>	<u>Invulnerability</u>	<u>(1/4)</u>							
V	SPENT <u>75</u>	<u>75</u>								
<u>225</u>	TOTAL <u>225</u>									

INITIATIVE: d6 MOVE: Ground 32 Leaping 1512.4
 POWER (106): _____
 HIT PTS (74): _____ HEALING: 5.1
 CAPS: BCs: 55 Ability: 45 Dmg: 21 GEAR: Break: 14 Take: 15 Disarm: 12 GBC: 21