

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: DARK STAR TRUE I.D.: Abigail Masterson
 SIDE: Evil BIRTHPLACE: McCarthy, Alaska, USA
 SPECIES: Human CULTURE: Modern
 AGE: 30 GENDER: Straight Cis Female
 WEIGHT: 992 lbs MASS: d8+1
 BACKGROUND: Astrophysicist +3
 STORY: Abigail Masterson was selected to be a test subject for an experimental treatment that infused neutralino dark matter into her body. She believes she has a personal connection with the universe and her actions are the result of the universe's will.
 MOTIVATION: Greedy / Egotist WEALTH: d4
 ORIGIN TYPE: Science Project LUCK: 10-
 LEGAL STATUS: Wanted; Has no criminal record

CPS:

ABILITIES

CPS	ABILITIES	IPs:
	<u>INVENTING: 8 Unspent</u>	
<u>35</u>	<u>ADAPTATION: Asphyxiation (5), Electromagnetics (5), Low Pressure (5), Low Temperature (5), High Pressure (5), High Temperatures (5), Radiation (5)</u>	
<u>50</u>	<u>DENSITY CHANGE: A) Density Increase: SR 8/Lead, PR 0 per round (40), Decreased PR (+5), Stays Active (+5)</u>	
<u>55</u>	<u>EXPERIENCE LEVELS: +5 Hit Bonus, +6 Defense Bonus, +6 Task Bonus (55)</u>	
<u>40</u>	<u>FLIGHT: 32/512 (174 mph / Mach .23), PR 1 per hour of flight (25), Hyper-Flight: Warp 15 (.38 LY/hour) (+15)</u>	
<u>20</u>	<u>GRAVITY CONTROL: B) Gravity Increase: 16" Range, 7" Area, x8 Wt. Multiplier (Gs), PR 3 to Attack/Maintain (20), Area Effect (+10)</u>	
<u>10</u>	<u>C) Personal Gravity Well: +4 to Physical Defense (11 Total), PR 1 to Activate/Maintain (10)</u>	
<u>10</u>	<u>HEIGHTENED AGILITY: +5 (5)</u>	<u>HEIGHTENED COOL: +5 (5)</u>
<u>10</u>	<u>HEIGHTENED ENDURANCE: +10 (10)</u>	
<u>20</u>	<u>POWER BLAST: Energy Eye Beams, 23" Range, 2d10 Energy damage, PR 1 per use (20)</u>	
<u>-10</u>	<u>DISTINCTIVE: Grey-black coating over skin, yellow eyes, fiery glow, Imp. to disguise (-10)</u>	
<u>-10</u>	<u>PSYCHOSIS: Believes she has Cosmic Awareness, Uncommon (-10)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>10</u>		<u>19</u>		<u>605 lbs</u>	<u>d8+1</u>				
<u>16</u>		<u>EN 26</u>	<u>13-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:
<u>12</u>		<u>AG 17</u>	<u>11-</u>	<u>Gravity Increase</u>	<u>19-</u>	<u>x8 Wt. Mult.</u>	<u>Grav. (Other)</u>	<u>N</u>	Physical Mental
<u>16</u>		<u>IN 16</u>	<u>11-</u>	<u>Power Blast</u>	<u>19-</u>	<u>2d10</u>	<u>Energy</u>	<u>Y</u>	<u>7</u> <u>7</u>
<u>16</u>		<u>CL 21</u>	<u>12-</u>	<u>Punch</u>	<u>19-</u>	<u>d8+1</u>	<u>Blunt Kinetic</u>	<u>Y</u>	
V		EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>	<u>Density Increase</u>	<u>4</u>	<u>3</u>	<u>4</u>	<u>3</u>		
V	SPENT	<u>150</u>							
	TOTAL	<u>300</u>							

INITIATIVE: d10+1

MOVE: Ground 21

Leaping 0.6099

POWER (78):

HIT PTS (25):

HEALING: 3.9

CAPS: BCs: 70 Ability: 60 Dmg: 27 GEAR: Break: 17 Take: 18 Disarm: 15 GBC: 26