

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: DECAY TRUE I.D.: Mary Breeden
 SIDE: Evil BIRTHPLACE: Duluth, MN, USA
 SPECIES: Human CULTURE: Modern
 AGE: 28 GENDER: Straight Cis Female
 WEIGHT: 120 lbs MASS: d4
 BACKGROUND: Punk rock musician and anarchist
 STORY: Decay was originally Mary's punk stage name (when she played guitar in her band, Green Fingers Black Heart). Her name is even more relevant since her mutant abilities manifested. She can now tear down society around her atom by atom.
 MOTIVATION: Anarchist WEALTH: d4
 ORIGIN TYPE: Mutated or Evolved LUCK: 10-
 LEGAL STATUS: Wanted; Has a criminal record

CPs:

ABILITIES

CPs	INVENTING: <u>7</u> <u>Unspent</u>	IPS:
<u>20</u>	<u>ARMOUR: Dense Flesh, 9 Pts Total (15), Unobvious (+5)</u>	
<u>30</u>	<u>DEATH TOUCH: Acidic touch, d8+1 Entropy damage, PR 3 per use (20), Reduced PR (+10)</u>	
<u>35</u>	<u>DISINTEGRATION: A) Disintegration Ray: Acidic Fog, 13" Range, 7" Area, 2d10 Disintegration (Other) damage, PR 2 per shot (20), Adjustable Area Effect (+15)</u>	
<u>20</u>	<u>B) Disintegration Field: Acidic Cloud, d10+1 Disintegration Field damage, PR 1 to use (20)</u>	
<u>40</u>	<u>EXPERIENCE LEVELS: +4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)</u>	
<u>6</u>	<u>HEIGHTENED AGILITY: +6 (6)</u>	
<u>15</u>	<u>HEIGHTENED ATTACK: +5 damage with Disintegration class (15)</u>	
<u>6</u>	<u>HEIGHTENED ENDURANCE: +6 (6)</u>	
<u>13</u>	<u>HEIGHTENED EXPERTISE: +5 Hit Bonus with Disintegration class (12.5)</u>	
<u>-10</u>	<u>CAN'T HOLD BACK (-10)</u>	
<u>-10</u>	<u>PUBLIC IDENTITY (-10)</u>	

CPs	SCORE									
<u>13</u>	ST	<u>13</u>	SAVE	CARRYING CAPACITY:		<u>151</u> lbs	BASE HTH DMG: <u>d6</u>			
<u>16</u>	EN	<u>22</u>	<u>12-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:	
<u>14</u>	AG	<u>20</u>	<u>12-</u>	<u>Acidic Fog</u>	<u>24-</u>	<u>2d10+5</u>	<u>Disint.</u>	<u>N</u>	Physical	Mental
<u>13</u>	IN	<u>13</u>	<u>11-</u>	<u>Acidic Cloud</u>	<u>24-</u>	<u>d10+6</u>	<u>Disint.</u>	<u>N</u>	<u>6</u>	<u>5</u>
<u>14</u>	CL	<u>14</u>	<u>11-</u>	<u>Death Touch</u>	<u>19-</u>	<u>d8+1</u>	<u>Entropy</u>	<u>N</u>		
V	EXPERIENCE:			PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>	EARNED <u>85</u>	<u>Armour</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>3</u>		
V	SPENT	<u>85</u>								
<u>235</u>	TOTAL	<u>235</u>								

INITIATIVE: d6

MOVE: Ground 18

Leaping 1.2583

POWER (68):

HIT PTS (20):

HEALING: 3.4

CAPS: BCs: 57 Ability: 47 Dmg: 21 GEAR: Break: 14 Take: 15 Disarm: 12 GBC: 21