

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: FIRE ANT TRUE I.D.: Jack Ridley
 SIDE: Evil BIRTHPLACE: Portland, Oregon, USA
 SPECIES: Human CULTURE: Modern
 AGE: 34 GENDER: Straight Cis Male
 WEIGHT: 180 lbs MASS: d4
 BACKGROUND: Myrmecologist and mechanical engineer
 STORY: Jack Ridley was just a myrmecologist (one who studies ants) until his wife became sick with cancer. He needed money to pay for her treatments so he turned his skills into creating his Fire Ant costume and began to steal the money he needed.
 MOTIVATION: Mercenary / Servitor 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>15</u>	<u>ARMOUR: Costume, 12 Pts Total (20), Gear (-5)</u>	
<u>10</u>	<u>CHEMICAL ABILITIES: A) Chemical Blast: Acid Spray Gloves, 18" Range, 2d12 Biochemical dmg, 24 Charges (15), Body Part: Hands (-5), Gear (-5), Immunity (+2.5), Increased Charges (+2.5)</u>	
<u>40</u>	<u>EXPERIENCE LEVELS: +4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)</u>	
<u>5</u>	<u>HEIGHTENED AGILITY: +5 (5)</u>	
<u>7</u>	<u>HEIGHTENED ENDURANCE: +7 (7)</u>	
<u>15</u>	<u>HEIGHTENED EXPERTISE: +6 Hit Bonus with Chemical Blast (15)</u>	
<u>10</u>	<u>HEIGHTENED SENSES: Helmet, Full Scent (5), +6 Acute Scent (+5), +6 Tracking (+5), Gear (-5)</u>	
<u>3</u>	<u>HEIGHTENED STRENGTH: +3 (3)</u>	
<u>35</u>	<u>SIZE CHANGE: B) Smaller: Shrinking Belt, 1/3" Ht, /420 Profile, 0 Wt, 12 Charges (22.5), Gear (-5), Non-Proportional Movement (+2.5), Non-Proportional ST & EN (+20), Reduced Charges (-5)</u>	
<u>-5</u>	<u>DARK PAST: Wife does not know he is Fire Ant (-5)</u>	
<u>-5</u>	<u>DEPENDENT: Heather Ridley, wife (-5)</u>	
<u>-10</u>	<u>VULNERABILITY: -2 Defense against Psychic damage type (-5), +2 Psychic damage (-5)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>15</u>		<u>18</u>		<u>480 lbs</u>	<u>d8+1</u>				
<u>11</u>		<u>EN 18</u>	<u>12-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:
<u>12</u>		<u>AG 17</u>	<u>11-</u>	<u>Chemical Blast</u>	<u>24-</u>	<u>2d12</u>	<u>Biochemical</u>	<u>N</u>	Physical Mental
<u>15</u>		<u>IN 15</u>	<u>11-</u>	<u>Punch</u>	<u>18-</u>	<u>d8+1</u>	<u>Blunt Kinetic</u>	<u>Y</u>	5 5
<u>17</u>		<u>CL 17</u>	<u>11-</u>	<u>Kick</u>	<u>16-</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>3</u>	<u>3</u>	<u>3</u>	<u>3</u>		
V	SPENT	<u>40</u>							
	TOTAL	<u>190</u>							

INITIATIVE: d6+1 MOVE: Ground 18 Leaping 2.6667
 POWER (68): _____
 HIT PTS (19): _____ HEALING: 2.8
 CAPS: BCs: 48 Ability: 38 Dmg: 18 GEAR: Break: 12 Take: 13 Disarm: 10 GBC: 18