

MIGHTY PROTECTORS®

PLAYER: NPC Hero



NAME: GOLDCAT TRUE I.D.: Nickolas Campa
 SIDE: Good BIRTHPLACE: Casper, WY, USA
 SPECIES: Human CULTURE: Modern
 AGE: 30 GENDER: Straight Cis Male
 WEIGHT: 220 lbs MASS: d4
 BACKGROUND: Triathlon athlete and avid hunter
 STORY: When an insane psychopath, known as the Butcher, killed over fifty people (including Campa's family), Nickolas took up the mantle of Goldcat so he could bring the Butcher to justice. Which he did. He continued as Goldcat to fight against injustice.
 MOTIVATION: Vengeance WEALTH: d4
 ORIGIN TYPE: Physical Training LUCK: 10-
 LEGAL STATUS: Licensed

CPs:

ABILITIES

CPs	ABILITY	IPs
	INVENTING: <u>8 Unspent</u>	
<u>15</u>	ARMOUR: <u>Costume, 12 Pts Total (20), Gear (-5)</u>	
<u>25</u>	DURABILITY: <u>+15 (15)</u> ENERGY: <u>+20 (10)</u>	
<u>45</u>	EXPERIENCE LEVELS: <u>+4 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (45)</u>	
<u>15</u>	GRAPNEL: <u>Grapnel Gun, 39" Range, 8 Break Pt, Max 16, 3840 lbs Carrying Cap., 24 Charges (20), Field Reloading: 1 Action (+10), Gear (-5), Swinging Only (-10)</u>	
<u>13</u>	HEIGHTENED AGILITY: <u>+7 (7)</u> HEIGHTENED COOL: <u>+6 (6)</u>	
<u>10</u>	HEIGHTENED DEFENSE: <u>+4 Physical Defense only (10)</u>	
<u>14</u>	HEIGHTENED ENDURANCE: <u>+7 (7)</u> HEIGHTENED STRENGTH: <u>+7 (7)</u>	
<u>25</u>	NATURAL WEAPONRY: <u>Martial Arts Training, +4 Hit Bonus (10), +6 Blunt Kinetic damage (15)</u>	
<u>18</u>	SPECIAL WEAPON: <u>B) Melee Weapon: Shuriken, 11" Throwing Range, +4 Hit Bonus, +d4 Sharp Kinetic damage, 6 Charges (2.5), Accuracy (+10), Increased Charges (+5), Throwable (0)</u>	
<u>25</u>	WILLPOWER: <u>A) Fortitude (15), B) Pain Resistance (10)</u>	
<u>-15</u>	COMPULSION: <u>Won't kill, Uncommon (-5), -4 CL save (-10)</u>	
<u>-5</u>	VULNERABILITY: <u>-2 Mental Defense against Psyche attacks (-5)</u>	

CPs	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:				
<u>15</u>	<u>22</u>			<u>1,210 lbs</u>	<u>d10+1</u>					
<u>15</u>	<u>22</u>	<u>22</u>	<u>12-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	Physical	Mental
<u>10</u>	<u>17</u>	<u>17</u>	<u>11-</u>	<u>Punch</u>	<u>22-</u>	<u>d10+7</u>	<u>Blunt Kinetic</u>	<u>Y</u>		
<u>15</u>	<u>15</u>	<u>15</u>	<u>11-</u>	<u>Kick</u>	<u>20-</u>	<u>d10+9</u>	<u>Blunt Kinetic</u>	<u>Y</u>		
<u>15</u>	<u>21</u>	<u>21</u>	<u>12-</u>	<u>Shuriken</u>	<u>22-</u>	<u>d10+d4+1</u>	<u>Sharp Kinetic</u>	<u>N</u>	10	6
V				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>105</u>	<							
	TOTAL	<u>255</u>								

INITIATIVE: d10+1

MOVE: Ground 20

Leaping 5.5

POWER (96):

HIT PTS (39):

HEALING: 3.4

CAPS: BCs: 61 Ability: 51 Dmg: 23 GEAR: Break: 15 Take: 16 Disarm: 13 GBC: 23